

UNEARTHED ARCANA 2023

PLAYER'S HANDBOOK PLAYTEST 7

This playtest document is part of a series of *Unearthed Arcana* articles that present material designed for the 2024 version of the *Player's Handbook*. The material here uses the rules in the 2014 *Player's Handbook*, except where noted.

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*.

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).

WHAT'S INSIDE

Here are the new and revised elements in this article:

Classes. Five classes are here: Barbarian, Fighter, Sorcerer, Warlock, and Wizard. Each of those classes includes multiple subclasses, two of which are entirely new: the Path of the World Tree in the Barbarian and the Brawler in the Fighter.

Spells. Revised spells are included.

Weapons. Weapon revisions are included.

The following sections were introduced in a previous article and are provided here for reference:

Feats. This includes a revised version of Ability Score Improvement.

Rules Glossary. The rules glossary includes the few rules that have revised definitions in the playtest. In this document, any underlined term in the body text appears in the glossary.

THIS IS PLAYTEST MATERIAL

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

How to Playtest This UA. 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 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!

BARBARIAN

Primary Ability: Strength

Barbarians are warriors defined by their connection to the primal forces of the multiverse, which manifests as a Rage. Far more than a mere emotion, and not limited to anger or fury, a Barbarian's Rage is an incarnation of a predator's ferocity, a storm's unrelenting assault, and the churning turmoil of the sea.

Some Barbarians personify their Rage as a fierce spirit or revered forebear. Others see it as a connection to the pain and anguish of the world, as an impersonal tangle of wild magic, or as an expression of their own deepest self. For every Barbarian, their Rage is a power that fuels not just battle prowess but also uncanny reflexes and heightened senses.

Some Barbarians are uncomfortable when hedged in by walls and crowds, preferring to live in regions of unspoiled natural vitality. Others cherish the primal forces at work in farmlands and recognize the vitality of cities. Barbarians of all sorts embrace their own place in the multiverse, valuing keen instincts and raw physicality.

Even without the power of their Rage, Barbarians are skilled in combat and the use of weapons. When they do call on their Rage, it gives them superhuman strength and resilience. It also heightens their senses and reflexes, making the Rage useful beyond combat.

Barbarians often serve as protectors and leaders in their communities. They charge headlong into danger so those who are under their protection don't have to. Their courage in the face of danger makes Barbarians perfectly suited for adventuring.

DESIGN NOTE: BARBARIAN UPDATES

Here are the main updates in this class since its last playtest version:

- **Danger Sense** returns to level 2. It now works even if you have the Blinded or Deafened condition.
- **Reckless Attack** now grants Advantage to your Strength-based attack rolls until the start of your next turn, which means an Opportunity Attack can benefit, as can subclass features like Retaliation.
- **Primal Knowledge** has moved to level 3 from 2, matching the level of Primal Knowledge in *Tasha's Cauldron of Everything*.
- **Instinctive Pounce** has been imported from *Tasha's Cauldron of Everything*.
- **Brutal Critical** returns to level 9, and now it deals 1d12 extra damage on a crit. This damage increases at higher levels.
- **Relentless Rage** returns to level 11.
- **Persistent Rage** returns to level 15, and the Unconscious condition, not Incapacitated, shuts off your Rage. In addition, the feature incorporates the function of Rage Resurgence (regain a Rage on Initiative).
- **Indomitable Might** returns to level 18, and it now applies to Strength saving throws and Strength checks.
- **Primal Champion** returns to level 20 and once again increases the scores by 4.

CREATING A BARBARIAN

To create a Barbarian, consult the following lists, which provide Hit Points, proficiencies, and armor training. If you're making a level 1 character, also consult the "Starting Equipment" section, and if you're using the multiclassing rules, see the "Multiclassing and the Barbarian" sidebar.

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

HIT POINTS

Hit Dice: 1d12 per Barbarian level

Hit Points at Level 1: 12 + your Constitution modifier

Hit Points per Later Level: 1d12 (or 7) + your Constitution modifier

PROFICIENCIES

Saving Throws: Strength, Constitution

Skills (Choose 2): Animal Handling, Athletics, Intimidation, Nature, Perception, Survival

Weapons: Simple Weapons, Martial Weapons

Tools: None

ARMOR TRAINING

Light Armor, Medium Armor, Shields

STARTING EQUIPMENT

As a level 1 character, you start with the following equipment, or you can forgo it and spend 75 GP on equipment of your choice.

Explorer's Pack	Handaxe (4)
(a) Greataxe or (b)	15 GP
Battleaxe, Shield,	
and 10 GP	

MULTICLASSING AND THE BARBARIAN

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

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

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

Armor Training. When you gain your first Barbarian level, you gain armor training with Shields.

BARBARIAN CLASS FEATURES

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

LEVEL 1: RAGE

You can imbue yourself with a primal power that is called your Rage, a force that grants you extraordinary might and resilience. You can enter it as a Bonus Action, provided you aren't wearing Heavy Armor.

While active, your Rage has the following effects:

Damage Resistance. You have Resistance to Bludgeoning, Piercing, and Slashing damage.

Rage Damage. When you make an attack with a weapon using Strength or an Unarmed Strike and deal damage to the target, you gain a bonus to the damage that increases as you gain levels as a Barbarian, as shown in the Rage Damage column of the Barbarian table.

Strength Advantage. You have Advantage on Strength checks and Strength saving throws.

No Concentration or Spells. You can't maintain Concentration, and you can't cast spells.

The Rage lasts until the end of your next turn, and it ends early if you don Heavy Armor or have the Incapacitated condition. If your Rage is still active on your next turn, you can extend the Rage for another round by doing one or more of the following:

- Make an attack roll against an enemy.
- Force an enemy to make a saving throw.
- Take a Bonus Action to extend your Rage.

BARBARIAN

Level	Prof. Bonus	Class Features	Rages	Rage Damage	Weapon Mastery
1	+2	Rage, Unarmored Defense, Weapon Mastery	2	+2	2
2	+2	Danger Sense, Reckless Attack	2	+2	2
3	+2	Barbarian Subclass, Primal Knowledge	3	+2	2
4	+2	Ability Score Improvement	3	+2	3
5	+3	Extra Attack, Fast Movement	3	+2	3
6	+3	Subclass Feature	4	+2	3
7	+3	Feral Instinct, Instinctive Pounce	4	+2	3
8	+3	Ability Score Improvement	4	+2	3
9	+4	Brutal Critical (1d12)	4	+3	3
10	+4	Subclass Feature	4	+3	4
11	+4	Relentless Rage	4	+3	4
12	+4	Ability Score Improvement	5	+3	4
13	+5	Brutal Critical (2d12)	5	+3	4
14	+5	Subclass Feature	5	+3	4
15	+5	Persistent Rage	5	+3	4
16	+5	Ability Score Improvement	5	+4	4
17	+6	Brutal Critical (3d12)	6	+4	4
18	+6	Indomitable Might	6	+4	4
19	+6	Ability Score Improvement	6	+4	4
20	+6	Primal Champion	6	+4	4

Each time the Rage is extended, it lasts until the end of your next turn. You can maintain a Rage for up to 10 minutes.

You can enter your Rage the number of times shown for your Barbarian level in the Rages column of the Barbarian table, and you regain all expended uses when you finish a Long Rest.

LEVEL 1: UNARMORED DEFENSE

While you aren't wearing any armor, your base Armor Class equals 10 + your Dexterity and Constitution modifiers. You can use a Shield and still gain this benefit.

LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the Mastery property of two kinds of Simple or Martial melee weapons of your choice, such as Greataxes and Handaxes. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

When you reach certain levels in this class, you gain the ability to use the Mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Barbarian table.

LEVEL 2: DANGER SENSE

You gain an uncanny sense of when things aren't as they should be, giving you an edge when you dodge perils. You have Advantage on Dexterity saving throws, provided you don't have the Incapacitated condition.

LEVEL 2: RECKLESS ATTACK

You can throw aside all concern for defense to attack with fierce desperation. When you make your first attack roll on your turn, you can decide to attack recklessly. Doing so gives you Advantage on attack rolls using Strength until the start of your next turn, but attack rolls against you have Advantage during that time.

LEVEL 3: BARBARIAN SUBCLASS

You gain a Barbarian subclass of your choice: Path of the Berserker, Path of the Wild Heart, Path of the World Tree, or Path of the Zealot. Subclasses are detailed after this class's description.

A subclass is a specialization that grants you special features at certain Barbarian levels. For the rest of your career, you gain each of your subclass's features that are of your Barbarian level and lower.

LEVEL 3: PRIMAL KNOWLEDGE

You gain proficiency in another skill of your choice from the list of skills available to Barbarians at level 1.

In addition, while your Rage is active, you can channel primal power when you attempt certain tasks; whenever you make an ability check using one of the following skills, you can make it as a Strength check even if it normally uses a different ability: Acrobatics, Intimidation, Perception, Stealth, or Survival. When you use this ability, your Strength represents primal power coursing through you, honing your agility and senses.

LEVEL 4: ABILITY SCORE IMPROVEMENT

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

As shown on the Barbarian table, you gain this feature again at levels 8, 12, 16, and 19.

LEVEL 5: EXTRA ATTACK

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

LEVEL 5: FAST MOVEMENT

Your speed increases by 10 feet while you aren't wearing Heavy Armor.

LEVEL 7: FERAL INSTINCT

Your instincts are so honed that you have Advantage on Initiative rolls.

LEVEL 7: INSTINCTIVE POUNCE

As part of the Bonus Action you take to enter your Rage, you can move up to half your Speed.

LEVEL 9: BRUTAL CRITICAL

When you score a critical hit with a weapon using Strength or an Unarmed Strike, the target takes 1d12 extra damage of the same type dealt by the weapon or Unarmed Strike.

This extra damage increases by 1d12 when you reach Barbarian levels 13 (2d12) and 17 (3d12).

LEVEL 11: RELENTLESS RAGE

Your Rage can keep you fighting despite grievous wounds. If you drop to 0 Hit Points while your Rage is active and don't die outright, you can make a DC 10 Constitution saving throw.

If you succeed, your Hit Points instead change to a number equal to twice your Barbarian level.

Each time you use this feature after the first, the DC increases by 5. When you finish a Short Rest or Long Rest, the DC resets to 10.

LEVEL 15: PERSISTENT RAGE

If you roll Initiative and have no uses of Rage remaining, you regain one expended use of it.

In addition, your Rage is so fierce that it now lasts for 10 minutes without you needing to do anything to extend it from round to round. The Rage ends early if you have the Unconscious condition or don Heavy Armor.

LEVEL 18: INDOMITABLE MIGHT

If your total for a Strength check or Strength saving throw is less than your Strength score, you can use that score in place of the total.

LEVEL 20: PRIMAL CHAMPION

You embody primal power. Your Strength and Constitution scores increase by 4, and their maximum is now 24.

BARBARIAN SUBCLASSES

A Barbarian subclass is a specialization that grants you special abilities at certain levels, as specified in the subclass. This section presents the following subclasses: Path of the Berserker, Path of the Wild Heart, Path of the World Tree, and Path of the Zealot.

PATH OF THE BERSERKER

For Barbarians who walk the Path of the Berserker, their Rage is primarily directed toward violence. Their path is one of untrammled fury, and they thrill in the chaos of battle as they allow their Rage to seize and empower them.

DESIGN NOTE: PATH OF THE BERSERKER UPDATES

Here are the main updates in this subclass since its last playtest version:

- **Intimidating Presence** is now a Bonus Action rather than an action.

LEVEL 3: FRENZY

You can go into a frenzy in battle. If you use Reckless Attack while your Rage is active, you deal extra damage to the first target you hit on

your turn with a Strength-based attack. To determine the extra damage, roll a number of d6s equal to your Rage Damage bonus, and add them together. The damage has the same type as the weapon or Unarmed Strike used for the attack.

LEVEL 6: MINDLESS RAGE

You have immunity to the Charmed and Frightened conditions while your Rage is active. If you're Charmed or Frightened when you enter your Rage, that condition ends on you.

LEVEL 10: RETALIATION

When you take damage from a creature that is within 5 feet of you, you can use your Reaction to make one melee attack against that creature, using a weapon or an Unarmed Strike.

LEVEL 14: INTIMIDATING PRESENCE

As a Bonus Action, you can strike terror into others with your menacing presence as you swell with primal power. When you do so, each creature of your choice within 30 feet of you—or 60 feet of you if your Rage is active—must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier), provided the creature isn't behind Total Cover. On a failed save, a creature has the Frightened condition for 1 minute. At the end of each of the Frightened creature's turns, the creature repeats the saving throw, ending the effect on itself on a successful save.

Once you use this feature, you can't use it again until you finish a Long Rest. If you've run out of uses of this feature, you can expend a use of your Rage, choosing to activate Intimidating Presence instead of Rage.

PATH OF THE WILD HEART

Barbarians who follow the Path of the Wild Heart view themselves as kin to the animal inhabitants of the natural world. They learn magical means to connect and communicate with animals, and their Rage heightens their connection to animals as it fills them with supernatural might.

DESIGN NOTE: PATH OF THE WILD HEART UPDATES

Here are the main updates to the Path of the Wild Heart, formerly called the Path of the Totem Warrior, since the 2014 *Player's Handbook*:

- **Animal Speaker**, formerly called Spirit Seeker, now has its spellcasting ability specified.
- **Rage of the Wilds**, formerly called Totem Spirit, contains revisions to each option. **Bear** no longer grants Resistance to all but one damage type. The former design was too powerful. It now allows you to gain Resistance to two damage types of your choice. **Eagle** lets you take both the Dash and the Disengage action when you activate your Rage and as a Bonus Action. The range of **Wolf** increases to 10 feet.
- **Aspect of the Wilds**, formerly called Aspect of the Beast, contains revisions to each option. **Elephant** (formerly Bear) now grants proficiency in the Athletics or Insight skill, granting Expertise if you already have proficiency. **Owl** (formerly Eagle) now grants proficiency in the Investigation or Perception skill, granting Expertise if you already have proficiency. **Spider** (formerly Wolf) now grants proficiency in the Stealth or Survival skill, granting Expertise if you already have proficiency.
- **Nature Speaker**, formerly called Spirit Walker, now has its spellcasting ability specified.
- **Power of the Wilds**, formerly called Totemic Attunement, contains revisions to each option. **Lion** (formerly Bear) is no longer stopped by immunity to the Frightened condition. **Falcon** (formerly Eagle) now allows a persistent Fly Speed while your Rage is active, provided you aren't wearing any armor. **Ram** (formerly Wolf) no longer uses your Bonus Action but requires a saving throw.

LEVEL 3: ANIMAL SPEAKER

You can cast the *Beast Sense* and *Speak with Animals* spells, but only as Rituals. Wisdom is your spellcasting ability for them.

LEVEL 3: RAGE OF THE WILDS

Your Rage taps into the primal power of animals. You gain one of the following options of your choice. Whenever you gain a Barbarian level, you can change your choice.

Bear. When you activate your Rage, choose two damage types, other than Force or Psychic.

You have Resistance to the chosen types until the Rage ends.

Eagle. When you activate your Rage and as a Bonus Action while it's active, you can take both the Disengage and the Dash action.

Wolf. While your Rage is active, your allies have Advantage on melee attack rolls against any enemy of yours within 10 feet of you.

LEVEL 6: ASPECT OF THE WILDS

You gain one of the following options of your choice. Whenever you gain a Barbarian level, you can change your choice.

Elephant. You gain proficiency in the Athletics or Insight skill. If you already have proficiency in the skill, you gain Expertise in it instead.

Owl. You gain proficiency in the Investigation or Perception skill. If you already have proficiency in the skill, you gain Expertise in it instead.

Spider. You gain proficiency in the Stealth or Survival skill. If you already have proficiency in the skill, you gain Expertise in it instead.

LEVEL 10: NATURE SPEAKER

You can cast the *Commune with Nature* spell, but only as a Ritual. Wisdom is your spellcasting ability for it.

LEVEL 14: POWER OF THE WILDS

You gain one of the following options of your choice. Whenever you gain a Barbarian level, you can change your choice.

Lion. While your Rage is active, any of your enemies within 5 feet of you have Disadvantage on attack rolls against targets other than you or another Barbarian with this feature.

Falcon. While your Rage is active, you have a Fly Speed equal to your Speed, provided you aren't wearing any armor.

Ram. While your Rage is active, when you hit a Large or smaller creature with a melee attack, it must succeed on a Strength saving throw (DC equal to 8 + your Proficiency Bonus + your Strength modifier) or have the Prone condition.

PATH OF THE WORLD TREE

Barbarians who follow the Path of the World Tree believe that their Rage links them to the cosmic ash tree Yggdrasil. This "world tree" grows among the Outer Planes, connecting them to each other and to the many worlds of the

Material Plane, and the greatest plants on every world are said to be distant descendants of mighty Yggdrasil. These Barbarians draw on their connection to the world tree as a source of vitality and as a means of travel across the multiverse.

LEVEL 3: VITALITY OF THE TREE

When you activate your Rage, you regain a number of Hit Points equal to your Barbarian level. At the start of each of your turns while your Rage is active, you can choose another creature within 10 feet of yourself to gain Temporary Hit Points. To determine the number of Temporary Hit Points, roll a number of d6s equal to your Rage Damage bonus, and add them together. If any of these Temporary Hit Points remain when your Rage ends, they vanish.

LEVEL 6: BRANCHES OF THE TREE

While your Rage is active, whenever a creature you can see ends its turn within 20 feet of you, you can use your Reaction to summon spectral branches of the World Tree around it. The target must succeed on a Strength saving throw (DC equal to 8 + your Proficiency Bonus + your Strength modifier) or be teleported to an unoccupied space you can see within 5 feet of yourself or in the nearest unoccupied space you can see. The space the target teleports to must be on a surface or liquid that can support it; otherwise, the target doesn't teleport.

DESIGN NOTE: VOLUNTARILY FAILING A SAVE

The 2024 *Player's Handbook* will clarify that any creature can voluntarily fail any saving throw.

LEVEL 10: BATTERING ROOTS

Tendrils of the World Tree extend from your melee weapons. While you wield any melee weapon, your reach with that weapon increases by 10 feet, and when you hit with it, you can activate the Push or Topple property even if you're using another Mastery property with that weapon.

LEVEL 14: TRAVEL ALONG THE TREE

As an action, you touch a Huge or larger tree or a Teleportation Circle to create a link through the World Tree to a Teleportation Circle somewhere else on the same world or on another plane of existence. When you do so, you can specify a target destination in general terms, such as the

City of Brass on the Elemental Plane of Fire, and you and up to five willing creatures within 30 feet of you appear at the Teleportation Circle closest to that destination. If a Teleportation Circle is too small to hold all the creatures you transported, they appear in the unoccupied spaces closest to the circle.

Once you use this feature, you can't use it again until you finish a Long Rest. If you've run out of uses of this feature, you can expend five uses of your Rage, choosing to activate this feature instead of Rage.

PATH OF THE ZEALOT

For Barbarians who walk the Path of the Zealot, their Rage is not merely a connection to nature; it is a gift from a god. These Barbarians often experience their Rage as an ecstatic experience of union with their gods, infusing them with divine power to pursue the gods' purposes in the world.

DESIGN NOTE: PATH OF THE ZEALOT UPDATES

Here are the main updates in this subclass since its appearance in *Xanathar's Guide to Everything*:

- **Divine Fury** now allows you to determine the damage type each time you deal the damage.
- **Warrior of the Gods** now includes the ability to regain additional HP when healed by a spell or magic item.
- **Zealous Presence** now allows you to use it multiple times between Long Rests by expending uses of your Rage.
- **Rage Beyond Death** now turns you into a warrior spirit after you successfully use your Relentless Rage.

LEVEL 3: DIVINE FURY

You can channel divine power into your strikes. On each of your turns while your Rage is active, the first creature you hit with a weapon or an Unarmed Strike takes extra damage equal to 1d6 plus half your Barbarian level (round down). The extra damage is Necrotic or Radiant; you choose the type each time you deal the damage.

LEVEL 3: WARRIOR OF THE GODS

A divine entity helps ensure you can continue to fight. When a spell or magic item restores any of your Hit Points, you can roll a d12 and regain additional Hit Points equal to the number rolled. You can use this benefit a number of times equal

to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

In addition, if a spell, such as the *Raise Dead* spell, has the sole effect of restoring you to life (but not undeath), the caster doesn't need Material components to cast the spell on you.

LEVEL 6: FANATICAL FOCUS

If you fail a saving throw while your Rage is active, you can reroll it, and you must use the new roll. You can use this feature only once per active Rage.

LEVEL 10: ZEALOUS PRESENCE

As a Bonus Action, you unleash a battle cry infused with divine energy. Up to ten other creatures of your choice within 60 feet of you gain Advantage on attack rolls and saving throws until the start of your next turn.

Once you use this feature, you can't use it again until you finish a Long Rest. If you've run out of uses of this feature, you can expend a use of your Rage to activate Zealous Presence instead of Rage.

LEVEL 14: RAGE BEYOND DEATH

When your Relentless Rage successfully restores your Hit Points, you can assume the form of a spectral warrior. While in this form, you gain the following benefits:

- You have a Fly Speed equal to your Speed and can hover. You can move through creatures and objects as if they were Difficult Terrain, but you take 1d10 Force damage if you end your turn inside a creature or an object.
- When you're hit by an attack roll, you can use your Reaction to turn that hit into a miss.

The form lasts for 1 minute or until you regain any Hit Points or drop to 0 Hit Points. Once you use this feature, you can't do so again until you finish a Long Rest.

FIGHTER

Primary Ability: Strength or Dexterity

Fighters rule many battlefields. Questing knights, royal champions, elite soldiers, and hardened mercenaries—as Fighters, they all share an unparalleled prowess with weapons and armor. And they are well acquainted with death, both meting it out and staring it defiantly in the face.

Fighters learn the basics of all combat styles. Every Fighter can swing an axe, fence with a rapier, wield a longsword or a greatsword, and use a bow. Fighters master various weapon techniques, allowing them to get the best use from a wide variety of weapons, and a well-equipped Fighter always has the right tool at hand for any combat situation. Likewise, a Fighter is adept with shields and every form of armor. Beyond that basic degree of familiarity, each Fighter specializes in certain styles of combat. Some concentrate on archery, some on fighting with two weapons at once, and some on augmenting their martial skills with magic. This combination of broad general ability and

extensive specialization makes Fighters superior combatants everywhere.

The dungeon delving, monster slaying, and other dangerous work common among adventurers is second nature for a Fighter. There are great risks but also great rewards: gold, magic weaponry, and glory.

DESIGN NOTE: FIGHTER UPDATES

Here are the main updates in this class since its last playtest version:

- **Fighting Style** now lets you replace the feat you chose whenever you gain a Fighter level. This is inspired by Martial Versatility in *Tasha's Cauldron of Everything*.
- **Second Wind** now also restores one expended use on a Short Rest.
- **Weapon Mastery** now maxes out at 6 Mastery options instead of 5.
- **Action Surge** now allows any action, except the Magic action, and it once again improves at level 17.
- **Tactical Mind** is a new level 2 feature, which allows the Fighter to excel in or out of combat.

FIGHTER

Level	Prof. Bonus	Class Features	Second Wind	Weapon Mastery
1	+2	Fighting Style, Second Wind, Weapon Mastery	2	3
2	+2	Action Surge (One Use), Tactical Mind	2	3
3	+2	Fighter Subclass	2	3
4	+2	Ability Score Improvement	3	4
5	+3	Extra Attack, Tactical Shift	3	4
6	+3	Ability Score Improvement	3	4
7	+3	Subclass Feature	3	4
8	+3	Ability Score Improvement	3	4
9	+4	Indomitable (One Use), Master of Armaments	3	4
10	+4	Subclass Feature	4	5
11	+4	Two Extra Attacks	4	5
12	+4	Ability Score Improvement	4	5
13	+5	Indomitable (Two Uses), Studied Attacks	4	5
14	+5	Ability Score Improvement	4	5
15	+5	Subclass Feature	4	5
16	+5	Ability Score Improvement	4	6
17	+6	Action Surge (Two Uses), Indomitable (Three Uses)	4	6
18	+6	Subclass Feature	4	6
19	+6	Ability Score Improvement	4	6
20	+6	Three Extra Attacks	4	6

- **Fighter Subclass and Ability Score Improvement** return to their 2014 levels.
- **Tactical Shift** is a new level 5 feature that lets you move without provoking Opportunity Attacks when you activate your Second Wind.
- **Master of Armaments** replaces **Weapon Expert** and **Weapon Adept** at level 9. This new feature lets you change the Mastery properties of all your Mastery weapons.
- **Indomitable** once again confers more uses at higher levels.
- **Studied Attacks** is a new level 13 feature that increases the likelihood you'll hit after you miss.
- **Unconquerable** has been cut in favor of Indomitable improving at higher levels.
- **Three Extra Attacks** returns to level 20.

CREATING A FIGHTER

To create a Fighter, consult the following lists, which provide Hit Points, proficiencies, and [armor training](#). If you're making a level 1 character, also consult the "Starting Equipment" section, and if you're using the multiclassing rules, see the "Multiclassing and the Fighter" sidebar.

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

HIT POINTS

Hit Dice: 1d10 per Fighter level

Hit Points at Level 1: 10 + your Constitution modifier

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

PROFICIENCIES

Saving Throws: Strength, Constitution

Skills (Choose 2): Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Persuasion, Perception, Survival

Weapons: Simple Weapons, Martial Weapons

Tools: None

ARMOR TRAINING

Light Armor, Medium Armor, Heavy Armor, Shields

STARTING EQUIPMENT

As a level 1 character, you start with the following equipment, or you can forgo it and spend 175 GP on equipment of your choice.

Chain Mail	Light Crossbow
Crossbow Bolts (20)	Quiver
Dungeoneer's Pack	11 GP
(a) Greatsword or (b) Longsword, Shield, and 25 GP	

MULTICLASSING AND THE FIGHTER

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

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in one of the Fighter's primary abilities, Strength or Dexterity, to take a level in this class or to take a level in another class if you're already a Fighter.

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

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

FIGHTER CLASS FEATURES

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

LEVEL 1: FIGHTING STYLE

You have honed your martial prowess and gain a Fighting Style feat of your choice (those feats have this feature as a prerequisite).

Whenever you gain a Fighter level, you can replace the feat you chose with a different Fighting Style feat.

LEVEL 1: SECOND WIND

You have a limited well of physical and mental stamina that you can draw on. As a Bonus Action, you can use it to regain Hit Points equal to 1d10 + your Fighter level.

You can use this feature twice. You regain one expended use when you finish a [Short Rest](#), and you regain all expended uses when you finish a [Long Rest](#).

When you reach certain Fighter levels, you gain more uses of this feature, as shown in the Second Wind column of the Fighter table.

LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the Mastery property of three kinds of Simple or Martial weapons of your choice. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

When you reach certain Fighter levels, you gain the ability to use the Mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Fighter table.

LEVEL 2: ACTION SURGE

You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action, except the Magic action.

Once you use this feature, you must finish a Short Rest or Long Rest before you can use it again. Starting at level 17, you can use it twice before a rest but only once on a turn.

LEVEL 2: TACTICAL MIND

You have a mind for tactics and getting the upper hand on and off the battlefield. When you fail an ability check, you can expend a use of your Second Wind to push yourself toward success. Rather than regaining Hit Points, you roll 1d10 and add the number rolled to the ability check, potentially turning it into a success. If the check still fails, this use of Second Wind isn't expended.

LEVEL 3: FIGHTER SUBCLASS

You gain a Fighter subclass of your choice: Battle Master, Brawler, Champion, or Eldritch Knight. Subclasses are detailed after this class's description.

A subclass is a specialization that grants you special features at certain Fighter levels. For the rest of your career, you gain each of your subclass's features that are of your Fighter level and lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

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

As shown on the Fighter table, you gain this feature again at levels 6, 8, 12, 14, 16, and 19.

LEVEL 5: EXTRA ATTACK

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

LEVEL 5: TACTICAL SHIFT

Whenever you activate your Second Wind with a Bonus Action, you can move up to half your Speed without provoking Opportunity Attacks.

LEVEL 9: INDOMITABLE

If you fail a saving throw, you can reroll it with a bonus equal to your Fighter level. If you do so, you must use the new roll, and you can't use this feature again until you finish a Long Rest.

You can use this feature twice between Long Rests starting at level 13 and three times between Long Rests starting at level 17.

LEVEL 9: MASTER OF ARMAMENTS

You are a master of weapons. Whenever you finish a Long Rest, you can choose any of the kinds of Mastery weapons you're using and replace the Mastery property of each with another Mastery property. The chosen kind of weapon must qualify for the new property. For example, you could replace the Longsword's Sap property with the Push property.

These property changes apply only for you, not for others, and the changes end for you when you finish your next Long Rest.

LEVEL 11: TWO EXTRA ATTACKS

Your Extra Attack feature now confers two extra attacks rather than one.

LEVEL 13: STUDIED ATTACKS

You masterfully study your opponents and learn from each attack you make. If you make an attack roll against a creature and miss, you have Advantage on your next attack roll against that creature before the end of your next turn.

LEVEL 20: THREE EXTRA ATTACKS

Your Extra Attack feature now confers three extra attacks rather than two.

FIGHTER SUBCLASSES

A Fighter subclass is a specialization that grants you special abilities at certain levels, as specified in the subclass. This section presents the following subclasses: Battle Master, Brawler, Champion, and Eldritch Knight.

BATTLE MASTER

Battle Masters are students of the art of battle, learning martial techniques passed down through generations. The most accomplished Battle Masters are well-rounded figures who combine their carefully honed combat skills with academic study in the fields of history, theory, and the arts.

DESIGN NOTE: BATTLE MASTER UPDATES

Here are the main updates in this subclass since the 2014 *Player's Handbook*:

- **Student of War** now also gives you proficiency in a skill.
- **Know Your Enemy** now allows you to know a creature's damage resistances, immunities, and vulnerabilities as a Bonus Action.
- **Relentless** now allows you to use a Maneuver once per turn without expending a Superiority Die, but that free Maneuver uses a d8.

LEVEL 3: COMBAT SUPERIORITY

Your experience on the battlefield has honed your fighting techniques. You learn Maneuvers that are fueled by special dice called Superiority Dice.

Maneuvers. You learn three different Maneuvers of your choice from the "Maneuvers Options" section later in this subclass's description. Many Maneuvers enhance an attack in some way. You can use only one Maneuver per attack.

You learn two additional Maneuvers of your choice when you reach Fighter level 7, 10, and 15. Each time you learn new Maneuvers, you can also replace one Maneuver you know with a different one.

Superiority Dice. You have four Superiority Dice, which are d8s. A Superiority Die is expended when you use it. You regain all expended Superiority Dice when you finish a Short Rest or Long Rest.

You gain an additional Superiority Die when you reach Fighter level 7 (five dice total) and 15 (six dice total).

Saving Throws. If a Maneuver requires a saving throw, the DC equals 8 + your Proficiency Bonus + your Strength or Dexterity modifier (your choice).

LEVEL 3: STUDENT OF WAR

You gain proficiency with one type of Artisan's Tools of your choice, and you gain proficiency in one skill of your choice from the skills available to Fighters at level 1.

LEVEL 7: KNOW YOUR ENEMY

As a Bonus Action, you can discern certain strengths and weaknesses of a creature you can see within 30 feet of yourself; you know whether that creature has any damage immunities, resistances, or vulnerabilities, and if the creature has any, you know what they are.

Once you use this feature, you can't do so again until you finish a Long Rest. You can also restore a use of the feature by expending one Superiority Die (no action required).

LEVEL 10: IMPROVED COMBAT SUPERIORITY

Your Superiority Die becomes a d10.

LEVEL 15: RELENTLESS

Once per turn, when you use a Maneuver, you can roll a d8 and use the number rolled instead of expending a Superiority Die.

LEVEL 18: ULTIMATE COMBAT SUPERIORITY

Your Superiority Die becomes a d12.

MANEUVERS OPTIONS

The Maneuvers are presented here in alphabetical order.

DESIGN NOTE: MANEUVER UPDATES

Here are the main updates to the Maneuvers:

- **Ambush** from *Tasha's Cauldron of Everything* is included.
- **Bait and Switch** from *Tasha's Cauldron of Everything* is included.
- **Commander's Strike** no longer uses your Bonus Action.
- **Commanding Presence** from *Tasha's Cauldron of Everything* is included.
- **Disarming Attack, Distracting Strike, Goading Attack, Maneuvering Attack, Menacing Attack, and Precision Attack** now work with any type of attack roll.
- **Evasive Footwork** now lasts until the end of your turn, not when you stop moving.
- **Lunging Attack** now lets you take the Dash action as a Bonus Action and adds the

Superiority Die if you hit a creature after moving at least 10 feet in a straight line.

- **Parry** now allows you to add your Strength or Dexterity modifier to the damage reduction.
- **Precision Attack** now triggers from missing an attack roll, not before you know if the attack hit or not.
- **Rally** now uses your choice of Intelligence, Wisdom, or Charisma when determining the amount of Temporary Hit Points gained.
- **Tactical Assessment** from *Tasha's Cauldron of Everything* is included.

Ambush. When you make a Dexterity (Stealth) check or an initiative roll, you can expend one Superiority Die and add the die to the roll, provided you don't have the Incapacitated condition.

Bait and Switch. When you're within 5 feet of a creature on your turn, you can expend one Superiority Die and switch places with that creature, provided you spend at least 5 feet of movement and the creature is willing and doesn't have the Incapacitated condition. This movement doesn't provoke Opportunity Attacks.

Roll the Superiority Die. Until the start of your next turn, you or the other creature (your choice) gains a bonus to AC equal to the number rolled.

Commander's Strike. When you take the Attack action on your turn, you can replace one of your attacks to direct one of your companions to strike. When you do so, choose a willing creature who can see or hear you and expend one Superiority Die. That creature can immediately use its Reaction to make one attack with a weapon or an Unarmed Strike, adding the Superiority Die to the attack's damage roll on a hit.

Commanding Presence. When you make a Charisma (Intimidation, Performance, or Persuasion) check, you can expend one Superiority Die and add that die to the ability check.

Disarming Attack. When you hit a creature with an attack roll, you can expend one Superiority Die to attempt to disarm the target. Add the Superiority Die roll to the attack's damage roll. The target must succeed on a Strength saving throw, or it drops one object of your choice that it's holding, with the object landing in its space.

Distracting Strike. When you hit a creature with an attack roll, you can expend one Superiority Die to distract the target. Add the Superiority Die roll to the attack's damage roll. The next attack roll against the target by an attacker other than you has Advantage if the attack is made before the start of your next turn.

Evasive Footwork. When you move at least 5 feet on your turn, you can expend one Superiority Die, rolling the die and adding the number rolled to your AC until the end of the turn.

Feinting Attack. As a Bonus Action, you can expend one Superiority Die to feint, choosing one creature within 5 feet of yourself as your target. You have Advantage on your next attack roll against that target this turn. If that attack hits, add the Superiority Die to the attack's damage roll.

Goading Attack. When you hit a creature with an attack roll, you can expend one Superiority Die to attempt to goad the target into attacking you. Add the Superiority Die to the attack's damage roll. The target must succeed on a Wisdom saving throw or the target has Disadvantage on attack rolls against targets other than you until the end of your next turn.

Lunging Attack. As a Bonus Action, you can expend one Superiority Die and take the Dash action. If you move at least 10 feet in a straight line immediately before hitting with a melee attack as part of the Attack action on this turn, you can add the Superiority Die to the attack's damage roll.

Maneuvering Attack. When you hit a creature with an attack roll, you can expend one Superiority Die to maneuver one of your comrades into another position. Add the Superiority Die roll to the attack's damage roll, and choose a willing creature who can see or hear you. That creature can use its Reaction to move up to half its Speed without provoking an Opportunity Attack from the target of your attack.

Menacing Attack. When you hit a creature with an attack roll, you can expend one Superiority Die to attempt to frighten the target. Add the Superiority Die to the attack's damage roll. The target must succeed on a Wisdom saving throw or have the Frightened condition until the end of your next turn.

Parry. When another creature damages you with a melee attack, you can use your Reaction

and expend one Superiority Die to reduce the damage by the number you roll on your Superiority Die plus your Strength or Dexterity modifier (your choice).

Precision Attack. When you miss with an attack roll, you can expend one Superiority Die, roll that die, and add it to the attack roll, potentially causing it to hit.

Pushing Attack. When you hit a creature with an attack using a weapon or an Unarmed Strike, you can expend one Superiority Die to attempt to drive the target back. Add the Superiority Die to the attack's damage roll. If the target is Large or smaller, it must succeed on a Strength saving throw or be pushed up to 15 feet directly away from you.

Rally. As a Bonus Action, you can expend one Superiority Die to bolster the resolve of a companion. Choose an ally of yours who can see or hear you. That creature gains Temporary Hit Points equal to the Superiority Die roll plus your Intelligence, Wisdom, or Charisma modifier (your choice).

Riposte. When a creature misses you with a melee attack, you can use your Reaction and expend one Superiority Die to make a melee attack with a weapon or an Unarmed Strike against the creature. If you hit, add the Superiority Die to the attack's damage.

Sweeping Attack. When you hit a creature with a melee attack using a weapon or an Unarmed Strike, you can expend one Superiority Die to attempt to damage another creature. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your Superiority Die. The damage is of the same type dealt by the original attack.

Tactical Assessment. When you make an Intelligence (History or Investigation) check or a Wisdom (Insight) check, you can expend one Superiority Die and add that die to the ability check.

Trip Attack. When you hit a creature with an attack using a weapon or an Unarmed Strike, you can expend one Superiority Die and add the die to the attack's damage roll. If the target is Large or smaller, it must succeed on a Strength saving throw or have the Prone condition.

BRAWLER

Brawlers focus their training and study not on swordplay and battle tactics, but on the skills needed to turn a punch or kick into a brutal strike and any innocuous object into a deadly weapon. Some Brawlers thrive in tavern scuffles and street rumbles, while others excel in espionage, wielding ordinary objects with the deadliness of an assassin's knife.

DESIGN NOTE: MAGIC ITEMS FOR UNARMED STRIKES AND IMPROVISED WEAPONS

The 2024 *Dungeon Master's Guide* will include magic items that enhance Unarmed Strikes and Improvised Weapons. These items will support the Monk, Brawler Fighter, and College of Dance Bard, along with other characters who rely on Unarmed Strikes or Improvised Weapons.

LEVEL 3: UNARMED EXPERT

You can roll 1d6 plus your Strength modifier in place of the normal damage of your Unarmed Strike. If you aren't holding any weapons or a Shield when you make the attack roll, the d6 becomes a d8.

LEVEL 3: IMPROVISED EXPERT

You are proficient with Improvised Weapons. Whenever you finish a Long Rest, choose one weapon property from the One-Handed list and one from the Two-Handed list:

One-Handed: Light or Thrown (Range 20/60)

Two-Handed: Reach or Thrown (Range 10/30)

Until the end of your next Long Rest, the One-Handed choice applies to the one-handed Improvised Weapons you wield, and the Two-Handed choice applies to the two-handed ones.

In addition, whenever you attack with an Improvised Weapon, you can give it one of the following Mastery properties for that attack, depending on whether it can be wielded in one hand or two:

One-Handed: Sap, Slow, or Vex

Two-Handed: Cleave, Push, or Topple

LEVEL 7: GRAPPLING EXPERT

You can make one Unarmed Strike as a Bonus Action. When you use Unarmed Strike in this way, you must choose the Grapple or Shove option.

In addition, at the start of each of your turns, you can deal 1d6 Bludgeoning damage to one creature Grappled by you.

LEVEL 10: DIRTY FIGHTING

You have Advantage on attack rolls made with Improvised Weapons and Unarmed Strikes against a creature Grappled by you.

LEVEL 15: IMPROVISED SPECIALIST

You are a master at making the ordinary deadly. Whenever you hit a creature with an Improvised Weapon, you can add your Proficiency Bonus to the damage roll, and the damage die of your two-handed Improvised Weapons becomes 1d12.

In addition, whenever you attack with an Improvised Weapon, you can use two Mastery properties from Improvised Expert, instead of one.

LEVEL 18: UNARMED SPECIALIST

Your Unarmed Strikes improve to a d8. If you aren't holding any weapons or a Shield when you make the attack roll, the d8 becomes a d10.

CHAMPION

A Champion focuses on the development of martial prowess in a relentless pursuit of victory. Champions combine rigorous training with physical excellence to deal devastating blows, withstand peril, and garner glory. Whether in athletic contests or bloody battle, Champions strive for the crown of the victor.

DESIGN NOTE: CHAMPION UPDATES

Here are the main updates in this subclass since its last playtest version:

- **Remarkable Athlete** replaces Adaptable Victor and moves to level 3. It now grants Advantage on Initiative rolls and Strength (Athletics) checks, in addition to increasing long-jump distance.
- **Heroic Warrior** now gives you Heroic Advantage at the start of each of your turns in combat.

LEVEL 3: IMPROVED CRITICAL

Your attack rolls with weapons and Unarmed Strikes can score a critical hit on a roll of 19 or 20.

LEVEL 3: REMARKABLE ATHLETE

Thanks to your athleticism, you have Advantage on Initiative rolls and Strength (Athletics) checks.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

LEVEL 7: ADDITIONAL FIGHTING STYLE

You gain another Fighting Style feat of your choice.

LEVEL 10: HEROIC WARRIOR

The thrill of battle drives you toward victory. During combat, you can give yourself Heroic Advantage whenever you start your turn without it.

LEVEL 15: SUPERIOR CRITICAL

Your attack rolls with weapons and Unarmed Strikes can now score a critical hit on a roll of 18–20.

LEVEL 18: SURVIVOR

You attain the pinnacle of resilience in battle, giving you these benefits:

Defy Death. You have Advantage on death saving throws. Moreover, when you roll 18–20 on a death save, you gain the benefit of rolling a 20 on a death save.

Heroic Rally. At the start of each of your turns, you regain Hit Points equal to 5 + your Constitution modifier if you have no more than half your Hit Points remaining. You don't gain this benefit if you have 0 Hit Points.

ELDRITCH KNIGHT

Eldritch Knights combine the martial mastery common to all Fighters with a careful study of magic. Their spells both complement and extend their combat skills, providing additional protection to shore up their armor and also allowing them to engage many foes at once with explosive magic.

DESIGN NOTE: ELDRITCH KNIGHT UPDATES

Here are the main updates in this subclass since the 2014 *Player's Handbook*:

- **Spellcasting** contains no school-of-magic restrictions after level 3 in the subclass. Moreover, the Fighter can now change one

cantrip when gaining a level, and the Fighter can use an Arcane Focus.

- **War Magic** now allows you to replace one of your attacks with casting a cantrip, allowing the Eldritch Knight to weave magic into their attacks.
- **Improved War Magic** now allows you to replace two of your attacks with casting a level 1 or 2 spell, allowing the Eldritch Knight to further weave magic into their attacks.

LEVEL 3: SPELLCASTING

You have learned to cast spells. See the *Player's Handbook* for rules on spellcasting. The information below details how you use those rules as an Eldritch Knight.

Cantrips. You know two cantrips of your choice from the Wizard spell list. Whenever you gain a Fighter level, you can replace one of this feature's cantrips with another cantrip of your choice from the Wizard spell list.

When you reach level 10 in this class, you learn another Wizard cantrip of your choice.

Spell Slots. The Eldritch Knight Spellcasting table shows how many spell slots you have to cast your spells of level 1 and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare a list of spells of level 1 and higher that are available for you to cast with this feature. To start, choose three level 1 spells from the Wizard spell list, two of which must be from the Abjuration and Evocation schools of magic.

The number of spells on your list increases as you gain Fighter levels, as shown in the Prepared Spells column of the Eldritch Knight Spellcasting table. Whenever that number increases, choose additional spells from the Wizard spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 7 Fighter, your list of prepared spells can include six Wizard spells of levels 1 and 2, in any combination.

Changing your Prepared Spells. Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice from the Wizard spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your Eldritch Knight spells.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for the spells you prepare for this subclass.

ELDRITCH KNIGHT SPELLCASTING

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

LEVEL 3: WAR BOND

You learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a Short Rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you have the Incapacitated condition. If it is on the same plane of existence, you can summon that weapon as a Bonus Action, causing it to teleport instantly to your hand.

You can have up to two bonded weapons, but can summon only one at a time with your Bonus Action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

LEVEL 7: WAR MAGIC

When you take the Attack action on your turn, you can replace one of the attacks with a casting of one of your Wizard cantrips that has a casting time of an action.

LEVEL 10: ELDRITCH STRIKE

You learn how to make your weapon strikes undercut a creature's ability to withstand your spells. When you hit a creature with an attack using a weapon, that creature has Disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

LEVEL 15: ARCANE CHARGE

When you use your Action Surge, you can teleport up to 30 feet to an unoccupied space you can see. You can teleport before or after the additional action.

LEVEL 18: IMPROVED WAR MAGIC

When you take the Attack action on your turn, you can replace two of the attacks with a casting of one of your Wizard spells that has a casting time of an action.

SORCERER

Primary Ability: Charisma

Sorcerers wield innate magic that is stamped into their being. Some Sorcerers can't name the origin of their power, while others trace it to strange events in their personal or family history. The touch of a dragon, the blessing of a dryad at a baby's birth, or the strike of lightning from a clear sky might spark a Sorcerer's gift. So too might the gift of a deity, exposure to the strange magic of another plane of existence, or a glimpse into the inner workings of reality. Whatever the origin, the result is an indelible mark on the mortal Sorcerer, a churning magic that can even be passed down through generations.

Sorcerers don't learn magic; the raw, roiling chaos of magic is part of them. The essential art of a Sorcerer is learning to harness and channel that innate magic, allowing the Sorcerer to discover new and staggering ways to unleash

their power. As Sorcerers master their innate magic, they grow more attuned to its origin, developing distinct powers that reflect the source of that magic.

Sorcerers are rare. Some family lines produce exactly one Sorcerer in every generation, but most of the time, the talents of sorcery appear as a fluke. People who have this magical power soon discover that the power doesn't like to stay quiet. A Sorcerer's magic wants to be wielded, and it tends to spill out in unpredictable ways if it isn't.

DESIGN NOTE: SORCERER UPDATES

Here are the main updates in this class since its last playtest version:

- **Innate Sorcery** empowers your spells' attack rolls and save DCs for a limited time.
- **Spellcasting** returns to using the Sorcerer spell list rather than the Arcane spell list. The Sorcerer list now includes *Sorcerous Burst* and *Arcane Eruption*, both of which appear in this document.

SORCERER

Level	Prof. Bonus	Class Features	Sorcery		Prepared Spells	—Spell Slots per Spell Level—									
			Points	Cantrips		1	2	3	4	5	6	7	8	9	
1	+2	Innate Sorcery, Spellcasting	—	4	2	2	—	—	—	—	—	—	—	—	—
2	+2	Font of Magic, Metamagic	2	4	4	3	—	—	—	—	—	—	—	—	—
3	+2	Sorcerer Subclass	3	4	6	4	2	—	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	4	5	7	4	3	—	—	—	—	—	—	—	—
5	+3	Sorcerous Restoration	5	5	9	4	3	2	—	—	—	—	—	—	—
6	+3	Subclass Feature	6	5	10	4	3	3	—	—	—	—	—	—	—
7	+3	Sorcery Incarnate	7	5	11	4	3	3	1	—	—	—	—	—	—
8	+3	Ability Score Improvement	8	5	12	4	3	3	2	—	—	—	—	—	—
9	+4	—	9	5	14	4	3	3	3	1	—	—	—	—	—
10	+4	Metamagic	10	6	15	4	3	3	3	2	—	—	—	—	—
11	+4	—	11	6	16	4	3	3	3	2	1	—	—	—	—
12	+4	Ability Score Improvement	12	6	16	4	3	3	3	2	1	—	—	—	—
13	+5	—	13	6	17	4	3	3	3	2	1	1	—	—	—
14	+5	Subclass Feature	14	6	17	4	3	3	3	2	1	1	—	—	—
15	+5	—	15	6	18	4	3	3	3	2	1	1	1	—	—
16	+5	Ability Score Improvement	16	6	18	4	3	3	3	2	1	1	1	—	—
17	+6	Metamagic	17	6	19	4	3	3	3	2	1	1	1	1	—
18	+6	Subclass Feature	18	6	20	4	3	3	3	3	1	1	1	1	—
19	+6	Ability Score Improvement	19	6	21	4	3	3	3	3	2	1	1	1	—
20	+6	Arcane Apotheosis	20	6	22	4	3	3	3	3	2	2	1	1	—

- **Font of Magic** no longer requires a Bonus Action to convert spell slots into Sorcery Points.
- **Metamagic** gives you two options at level 2 and two more at levels 10 and 17 each, and you can now change one of your options whenever you gain a Sorcerer level.
- **Sorcerer Subclass** returns to the 2014 level progression for Sorcerer subclasses, with the exception of the level 1 feature being at level 3.
- **Sorcerous Vitality** is gone.
- **Sorcerous Restoration** has moved from level 15 to 5. If you have no Sorcery Points when you roll Initiative, this feature restores a certain number.
- **Sorcery Incarnate** has moved from level 9 to 7 and has been redesigned to enhance Innate Sorcery.
- **Arcane Apotheosis** has moved to level 20 and has been redesigned to enhance Innate Sorcery.

CREATING A SORCERER

To create a Sorcerer, consult the following lists, which provide Hit Points, proficiencies, and [armor training](#). If you're making a level 1 character, also consult the "Starting Equipment" section, and if you're using the multiclassing rules, see the "Multiclassing and the Sorcerer" sidebar.

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

HIT POINTS

Hit Dice: 1d6 per Sorcerer level

Hit Points at Level 1: 6 + your Constitution modifier

Hit Points per Later Level: 1d6 (or 4) + your Constitution modifier

PROFICIENCIES

Saving Throws: Constitution, Charisma

Skills (Choose 2): Arcana, Deception, Insight, Intimidation, Persuasion, Religion

Weapons: Simple Weapons

Tools: None

ARMOR TRAINING

None

STARTING EQUIPMENT

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

Arcane Focus (Crystal) Spear
Dagger (2) 28 GP
Dungeoneer's Pack

MULTICLASSING AND THE SORCERER

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

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

Spell Slots. Add all your Sorcerer 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 rules of each class to determine the number of spells you prepare for it.

SORCERER CLASS FEATURES

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

LEVEL 1: INNATE SORCERY

An event in your past left an indelible mark on you, infusing you with a simmering magic. As a Bonus Action, you can unleash that magic for 1 minute, during which you gain the following benefits:

- The spell save DC of your Sorcerer spells increases by 1.
- You have Advantage on the attack rolls of Sorcerer spells you cast.

You can use this feature twice, and you regain all expended uses of it when you finish a [Long Rest](#).

LEVEL 1: SPELLCASTING

Drawing from your innate magic, you can cast spells. See the *Player's Handbook* for rules on

spellcasting. The information below details how you use those rules as a Sorcerer.

Cantrips. You know four cantrips of your choice from the Sorcerer spell list (see the “Sorcerer Spell List” sidebar). Rather than choosing, you may start with *Light*, *Prestidigitation*, *Shocking Grasp*, and *Sorcerous Burst*. Whenever you gain a Sorcerer level, you can replace one of your cantrips from this feature with another Sorcerer cantrip of your choice.

When you reach levels 4 and 10 in this class, you learn another Sorcerer cantrip of your choice, as shown in the Cantrips column of the Sorcerer table.

SORCERER SPELL LIST

As you playtest this version of the Sorcerer, please use the Sorcerer spell list in the 2014 *Player’s Handbook*, with the following spells added:

- *Sorcerous Burst* (cantrip)
- *Arcane Eruption* (level 4 spell)

If you have *Xanathar’s Guide to Everything* or *Tasha’s Cauldron of Everything*, you may use the Sorcerer spells there too.

Spell Slots. The Sorcerer table shows how many spell slots you have to cast your spells of level 1 and higher. To cast one of these spells, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of spells of level 1 and higher that are available for you to cast with this feature. To start, choose two level 1 spells from the Sorcerer spell list. Rather than choosing, you may start with *Burning Hands* and *Detect Magic*.

The number of spells on your list also increases as you gain Sorcerer levels, as shown in the Prepared Spells column of the Sorcerer table. Whenever that number increases, choose additional spells from the Sorcerer spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you’re a level 3 Sorcerer, your list of prepared spells can include six Sorcerer spells of level 1 or 2 in any combination.

If another Sorcerer feature gives spells that you always have prepared, those spells don’t count against the number of spells on the list you

prepare with this Spellcasting feature, but those spells otherwise follow the rules in this feature.

Changing Your Prepared Spells. Whenever you gain a Sorcerer level, you can replace one spell on your list with another Sorcerer spell for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for the spells you cast with your Sorcerer features.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for the spells you cast with your Sorcerer features.

LEVEL 2: FONT OF MAGIC

You can tap into the wellspring of magic within yourself. This wellspring is represented by Sorcery Points, which allow you to create a variety of magical effects.

You have 2 Sorcery Points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more Sorcery Points than the number shown on the table for your level. You regain all spent Sorcery Points when you finish a Long Rest.

You can use your Sorcery Points to fuel the options below, along with other features, such as Metamagic, that use those points.

Converting Spell Slots to Sorcery Points. You can expend a spell slot to gain a number of Sorcery Points equal to the slot’s level (no action required).

Creating Spell Slots. As a Bonus Action, you can transform unexpended Sorcery Points into one spell slot. The Creating Spell Slots table shows the cost of creating a spell slot of a given level, and it lists the minimum Sorcerer level you must be to create a slot. You can create a spell slot no higher in level than 5.

Any spell slot you create with this feature vanishes when you finish a Long Rest.

CREATING SPELL SLOTS

Spell Slot Level	Sorcery Point Cost	Min. Sorcerer Level
1	2	2
2	3	3
3	5	5
4	6	7
5	7	9

LEVEL 2: METAMAGIC

Because your magic flows from within you, you can alter your spells to suit your needs; you gain two Metamagic options of your choice from the “Metamagic Options” section later in this class’s description. You gain two more when you become a level 10 Sorcerer and two more when you become a level 17 Sorcerer.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted in one of those options.

Whenever you gain a Sorcerer level, you can replace one of your Metamagic options with one you don’t know.

LEVEL 3: SORCERER SUBCLASS

You gain a Sorcerer subclass of your choice: Aberrant Sorcery, Clockwork Sorcery, Draconic Sorcery, or Wild Magic Sorcery. Subclasses are detailed after this class’s description.

A subclass is a specialization that grants you special features at certain Sorcerer levels. For the rest of your career, you gain each of your subclass’s features that are of your Sorcerer level and lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

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

As shown on the Sorcerer table, you gain this feature again at levels 8, 12, 16, and 19.

LEVEL 5: SORCEROUS RESTORATION

When you roll Initiative or finish a Short Rest and have no Sorcery Points remaining, you regain a number of those points equal to your Sorcerer level divided by five (round down).

LEVEL 7: SORCERY INCARNATE

While your Innate Sorcery feature is active, you can use up to two of your Metamagic options on each spell you cast.

In addition, if you have no uses of Innate Sorcery left, you can use it if you spend 2 Sorcery Points when you take the Bonus Action to activate it.

LEVEL 20: ARCANES APOTHEOSIS

While your Innate Sorcery feature is active, you can use one Metamagic option on each of your turns without spending Sorcery Points on it.

METAMAGIC OPTIONS

The following options are available to your Metamagic features. The options are presented in alphabetical order.

DESIGN NOTE: METAMAGIC UPDATES

Here are the main updates in the Metamagic options since their last playtest version.

Distant Spell returns to doubling range.

Seeking Spell now costs 1 point rather than 2.

Subtle Spell now clarifies that it doesn’t remove Material components that have a cost specified in the affected spell.

Twinned Spell has some of its previous multitargeting functionality but now within appropriate limits.

CAREFUL SPELL

Cost: 1 Sorcery Point

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell’s full force. To do so, you spend 1 Sorcery Point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell, and it takes no damage if it would normally take half damage on a successful save.

DISTANT SPELL

Cost: 1 Sorcery Point

When you cast a spell that has a range of at least 5 feet, you can spend 1 Sorcery Point to double the spell’s range.

When you cast a spell that has a range of Touch, you can spend 1 Sorcery Point to make the range of the spell 30 feet.

EMPOWERED SPELL

Cost: 1 Sorcery Point

When you roll damage for a spell, you can spend 1 Sorcery Point to reroll a number of the damage dice up to your Charisma modifier (minimum of one), and you must use the new rolls.

You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

EXTENDED SPELL

Cost: 1 Sorcery Point

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 Sorcery Point to double its duration, to a maximum duration of 24 hours.

If the affected spell requires Concentration, you have Advantage on any saving throw you make to maintain that Concentration.

HEIGHTENED SPELL

Cost: 2 Sorcery Points

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 2 Sorcery Points to give one target of the spell Disadvantage on its saving throws against the spell.

QUICKENED SPELL

Cost: 2 Sorcery Points

When you cast a spell that has a casting time of an action, you can spend 2 Sorcery Points to change the casting time to a Bonus Action for this casting. You can't modify a spell in this way if you've already cast a spell of level 1 or higher on the current turn, nor can you cast a spell of level 1 or higher on this turn after modifying a spell in this way.

SEEKING SPELL

Cost: 1 Sorcery Point

If you make an attack roll for a spell and miss, you can spend 1 Sorcery Point to reroll the d20, and you must use the new roll.

You can use Seeking Spell even if you have already used a different Metamagic option during the casting of the spell.

SUBTLE SPELL

Cost: 1 Sorcery Point

When you cast a spell, you can spend 1 Sorcery Point to cast it without any Verbal, Somatic, or Material components, except Material components that are consumed by the spell or that have a cost specified in the spell.

TRANSMUTED SPELL

Cost: 1 Sorcery Point

When you cast a spell that deals a type of damage from the following list, you can spend 1

Sorcery Point to change that damage type to one of the other listed types: Acid, Cold, Fire, Lightning, Poison, Thunder.

TWINNED SPELL

Cost: 1 Sorcery Point

When you cast a spell, such as *Charm Person* or *Hold Person*, that can be cast with a higher-level spell slot to target an additional creature, you can spend 1 Sorcery Point to increase the spell's effective level by 1.

SORCERER SUBCLASSES

A Sorcerer subclass is a specialization that grants you special abilities at certain Sorcerer levels, as specified in the subclass. This section presents the following subclasses: Draconic Sorcery and Wild Magic Sorcery. See *Tasha's Cauldron of Everything* for Aberrant Sorcery (aka Aberrant Mind) and Clockwork Sorcery (aka Clockwork Soul).

DRACONIC SORCERY

Your innate magic comes from the gift of a dragon. Perhaps an ancient dragon facing death bequeathed some of its magical power to you or your ancestor. You might have absorbed magic from a site infused with dragons' power, perhaps the location where a great dragon was slain. Or perhaps you handled a treasure taken from a dragon's hoard, some precious item that was infused with draconic power. Or you might claim a dragon for an ancestor or wield draconic magic by virtue of your Dragonborn heritage.

DESIGN NOTE: DRACONIC SORCERY UPDATES

Here are the main updates in this subclass since its last playtest appearance:

- **Dragon Speech** now gives you the Draconic language, and while creatures of the Dragon type understand your speech, you don't necessarily understand them.
- **Dragon Wings** once again allows you to sprout wings without relying on a spell.
- **Draconic Presence** replaces Draconic Exhalation. The feature is now a Bonus Action, and it doesn't require Concentration.

LEVEL 3: DRACONIC RESILIENCE

The magic in your body manifests physical traits of your draconic gift. Your Hit Point maximum

increases by 3 and increases by 1 whenever you gain another Sorcerer level.

Parts of you are also covered by dragon-like scales. While you aren't wearing armor, your base Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

LEVEL 3: DRAGON SPEECH

You can speak, read, and write Draconic. In addition, your speech can be understood by all creatures of the Dragon type.

LEVEL 6: ELEMENTAL AFFINITY

Your draconic magic has an affinity with one of the damage types associated with dragons. Choose one of those types: Acid, Cold, Fire, Lightning, or Poison.

You have Resistance to that damage type, and when you cast a spell that deals damage of that type, you can add your Charisma modifier to one damage roll of that spell.

LEVEL 14: DRAGON WINGS

Your innate magic can now manifest as draconic wings on your back. As a Bonus Action, you sprout those wings, gaining a Fly Speed equal to your Speed. The wings last until you dismiss them as a Bonus Action or you have the Incapacitated condition.

When the wings manifest, you decide whether they're spectral or physical. If physical, you mustn't be wearing something that obstructs them.

LEVEL 18: DRACONIC PRESENCE

You can channel the dread presence of dragons. As a Bonus Action, you can spend 5 Sorcery Points to draw on this power and exude an aura of awe or fear (your choice) within 60 feet. For 1 minute or until you have the Incapacitated condition, each creature of your choice that starts its turn in this aura must succeed on a Wisdom saving throw against your spell save DC or have the Charmed (if you chose awe) or Frightened (if you chose fear) condition until the creature is outside the aura.

WILD MAGIC SORCERY

Your innate magic stems from the forces of chaos that underlie the order of creation. You or an ancestor might have endured exposure to raw magic, perhaps through a planar portal leading

to Limbo or the Elemental Planes. Perhaps you were blessed by a fey being or marked by a demon. Or your magic could be a fluke with no apparent cause. However it came to be, this magic churns within you, waiting for any outlet.

DESIGN NOTE: WILD MAGIC UPDATES

Here are the main updates in this subclass since the 2014 *Player's Handbook*:

- **Wild Magic Surge** no longer requires DM permission.
- **Tides of Chaos** is now guaranteed to give you a roll on the Wild Magic Surge table.
- **Bend Luck** now costs 1 Sorcery Point instead of 2.
- **Wild Bombardment** (formerly Spell Bombardment) now allows you to use a Wild Magic Surge effect that casts a spell or that replenishes your expended Sorcery Points.

LEVEL 3: WILD MAGIC SURGE

Your spellcasting can unleash surges of untamed magic. No more than once per turn, you can roll a d20 immediately after you cast a Sorcerer spell with a spell slot. If you roll a 20, roll on the Wild Magic Surge table to create a magical effect (see the 2014 *Player's Handbook* for that table).

If the magical effect is a spell, it is too wild to be affected by your Metamagic, and if it normally requires Concentration, it doesn't require Concentration in this case; the spell lasts for its full duration.

LEVEL 3: TIDES OF CHAOS

You can manipulate the forces of chance and chaos to gain Advantage on one d20 Test. Once you do so, you must finish a Long Rest before you can use this feature again.

Immediately after you cast a Sorcerer spell with a spell slot before you regain the use of this feature, you automatically roll on the Wild Magic Surge table and regain the use of this feature.

LEVEL 6: BEND LUCK

You have the ability to twist fate using your wild magic. Immediately after another creature you can see rolls the d20 for a d20 Test, you can use your Reaction and spend 1 Sorcery Point to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll.

LEVEL 14: CONTROLLED CHAOS

You gain a modicum of control over the surges of your wild magic. Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number.

LEVEL 18: WILD BOMBARDMENT

Immediately after you cast a Sorcerer spell with a spell slot, you can create an effect of your choice from the Wild Magic Surge table, provided the effect casts a spell or restores all your expended Sorcery Points.

Once you use this feature, you can't do so again until you finish 1d4 Long Rests.

WARLOCK

Primary Ability: Charisma

Warlocks quest for knowledge that lies hidden in the fabric of the multiverse. They make pacts with mysterious beings of supernatural power, unlocking magical effects as they pry into the secrets and mysteries of reality. Drawing on the ancient knowledge of beings such as angels, archfey, demons, devils, hags, and alien entities of the Far Realm, Warlocks piece together arcane secrets to bolster their own power.

Warlocks are defined by pacts with otherworldly beings. Most Warlocks begin their search for magical power by delving into tomes of forbidden lore, dabbling in invocations meant to attract the power of extraplanar beings, or seeking out places of power where the influence of these beings can be felt. In no time, each Warlock is drawn into a binding pact with a powerful patron.

In contrast to Clerics, who are devout servants of the gods they serve, Warlocks view their patrons as resources, as means to the end of achieving magical power. Some Warlocks respect, revere, or even love their patrons; some serve their patrons grudgingly; and some seek to undermine their patrons even as they wield the power their patrons have given them.

Once a pact is made, a Warlock's thirst for knowledge and power can't be slaked with mere study. No one makes a pact with extraplanar patrons without intending to use the power thus gained. Rather, most Warlocks spend their days in active pursuit of greater power and deeper knowledge, which typically means some kind of adventure.

DESIGN NOTE: WARLOCK UPDATES

Here are the main updates in this class since its last playtest version:

- The class's **Armor Training** entry returns to including only Light Armor.

WARLOCK

Level	Prof. Bonus	Class Features	Invocations	Cantrips	Spells Prepared	Spell Slots	Slot Level
1	+2	Eldritch Invocations, Pact Magic	1	2	2	1	1
2	+2	Magical Cunning	3	2	3	2	1
3	+2	Warlock Subclass	3	2	4	2	2
4	+2	Ability Score Improvement	3	3	5	2	2
5	+3	—	5	3	6	2	3
6	+3	Subclass Feature	5	3	7	2	3
7	+3	—	6	3	8	2	4
8	+3	Ability Score Improvement	6	3	9	2	4
9	+4	Contact Patron	7	3	10	2	5
10	+4	Subclass Feature	7	4	10	2	5
11	+4	Mystic Arcanum (Level 6 Spell)	7	4	11	3	5
12	+4	Ability Score Improvement	8	4	11	3	5
13	+5	Mystic Arcanum (Level 7 Spell)	8	4	12	3	5
14	+5	Subclass Feature	8	4	12	3	5
15	+5	Mystic Arcanum (Level 8 Spell)	9	4	13	3	5
16	+5	Ability Score Improvement	9	4	13	3	5
17	+6	Mystic Arcanum (Level 9 Spell)	9	4	14	4	5
18	+6	—	10	4	14	4	5
19	+6	Ability Score Improvement	10	4	15	4	5
20	+6	Eldritch Master	10	4	15	4	5

- **Pact Magic** returns.
- **Eldritch Invocations** moves to level 1, and at level 20, you have 10 invocations rather than 8. Many of the invocations are revised, as detailed in their section.
- **Pact Boon** is integrated into the Eldritch Invocations feature. Over time, you're now able to choose more than one of the former Pact Boon options.
- **Magical Cunning** is a new level 2 feature that allows a Warlock to quickly regain a certain number of spell slots.
- **Contact Patron** moves to level 9.
- **Mystic Arcanum** returns to being a core feature, and it now allows you to replace one of its spells whenever you gain a level in this class.
- **Hex Master** is gone.
- **Eldritch Master** returns to level 20.

CREATING A WARLOCK

To create a Warlock, consult the following lists, which provide Hit Points, proficiencies, and [armor training](#). If you're making a level 1 character, also consult the "Starting Equipment" section, and if you're using the multiclassing rules, see the "Multiclassing and the Warlock" sidebar.

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

HIT POINTS

Hit Dice: 1d8 per Warlock level

Hit Points at Level 1: 8 + your Constitution modifier

Hit Points per Later Level: 1d8 (or 5) + your Constitution modifier

PROFICIENCIES

Saving Throws: Wisdom, Charisma

Skills (Choose 2): Arcana, Deception, History, Intimidation, Investigation, Nature, Religion

Weapons: Simple Weapons

Tools: None

ARMOR TRAINING

Light Armor

STARTING EQUIPMENT

As a level 1 character, you start with the following equipment, or you can forgo it and spend 100 GP on equipment of your choice.

Arcane Focus (Orb)	Scholar's Pack
Book (Occult Lore)	Sickle
Dagger (2)	15 GP
Leather Armor	

MULTICLASSING AND THE WARLOCK

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

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in one of the Warlock's primary abilities—Intelligence, Wisdom, or Charisma—to take a level in this class or to take a level in another class if you're already a Warlock.

Armor Training. When you gain your first Warlock level, you gain [armor training](#) with Light Armor.

Spell Slots. If you have both the Spellcasting feature and the Pact Magic feature from this class, you can use the spell slots you gain from Pact Magic to cast spells you have prepared from classes with the Spellcasting feature, and you can use the spell slots you gain from the Spellcasting feature to cast Warlock spells you have prepared.

WARLOCK CLASS FEATURES

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

LEVEL 1: ELDRITCH INVOCATIONS

In your study of occult lore, you have unearthed Eldritch Invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability or other lessons. You gain one invocation of your choice, such as Pact of the Blade or Pact of the Tome. Invocations are described in the "Eldritch Invocation Options" section later in this class's description.

If an invocation has a prerequisite, you must meet it to learn that invocation, and you can learn the invocation at the same time that you meet its prerequisite. For example, if an invocation requires you to be a Warlock of level

5 or higher, you can select the invocation once you reach level 5 in this class.

When you gain certain Warlock levels, you gain more invocations of your choice, as shown in the Invocations column of the Warlock table.

You can't pick the same invocation more than once unless an invocation's description says otherwise.

LEVEL 1: PACT MAGIC

Through occult ceremony, you have formed a pact with a mysterious entity to gain magical powers. The entity is a voice in the shadows—its identity unclear—but its boon to you is concrete: the ability to cast spells. See the *Player's Handbook* for rules on spellcasting. The information below details how you use those rules as a Warlock.

Cantrips. You know two cantrips of your choice from the Warlock spell list (see the "Warlock Spell List" sidebar). Rather than choosing, you may start with *Eldritch Blast* and *Prestidigitation*. Whenever you gain a Warlock level, you can replace one of your cantrips from this feature with another Warlock cantrip of your choice.

When you reach levels 4 and 10 in this class, you learn another Warlock cantrip of your choice, as shown in the Cantrips column of the Warlock table.

WARLOCK SPELL LIST

As you playtest this version of the Warlock, please use the Warlock spell list in the 2014 *Player's Handbook*, with the following spells added:

- *Bane* (level 1 spell)
- *Detect Magic* (level 1 spell)
- *Speak with Animals* (level 1 spell)

If you have *Xanathar's Guide to Everything* or *Tasha's Cauldron of Everything*, you may use the Warlock spells there too.

Spell Slots. The Warlock table shows how many spell slots you have to cast your Warlock spells of levels 1–5. The table also shows the level of those slots, all of which are the same level. To cast one of those spells, you must expend a spell slot. You regain all expended Pact Magic spell slots when you finish a Short Rest or Long Rest.

For example, when you're a level 5 Warlock, you have two level 3 spell slots. To cast the level

1 spell *Witch Bolt*, you must spend one of those slots, and you cast it as a level 3 spell.

Prepared Spells of Level 1+. You prepare the list of spells of level 1 and higher that are available for you to cast with this feature. To start, choose two level 1 spells from the Warlock spell list. Rather than choosing, you may start with *Charm Person* and *Hex*.

The number of spells on your list increases as you gain Warlock levels, as shown in the Prepared Spells column of the Warlock table. Whenever that number increases, choose additional spells from the Warlock spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach level 6, for example, you learn a new Warlock spell, which can be of level 1–3.

If another Warlock feature gives spells that you always have prepared, those spells don't count against the number of spells on the list you prepare with this feature, but those spells otherwise follow the rules in this feature.

Changing Your Prepared Spells. Whenever you gain a Warlock level, you can replace one spell on your list with another Warlock spell of an eligible level.

Spellcasting Ability. Charisma is the spellcasting ability for the spells you cast with your Warlock features.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for the spells you cast with your Warlock features.

LEVEL 2: MAGICAL CUNNING

If all your Pact Magic spell slots are expended, you can perform an esoteric rite for 1 minute, at the end of which you regain half of those spell slots (round up). Once you use this feature, you can't do so again until you finish a Long Rest.

LEVEL 3: WARLOCK SUBCLASS

You gain a Warlock subclass of your choice: Archfey Patron, Celestial Patron, Fiend Patron, or Great Old One Patron. Subclasses are detailed after this class's description.

A subclass is a specialization that grants you special features at certain Warlock levels. For the rest of your career, you gain each of your subclass's features that are of your Warlock level and lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

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

As shown on the Warlock table, you gain this feature again at levels 8, 12, 16, and 19.

LEVEL 9: CONTACT PATRON

In the past, you usually contacted your patron through intermediaries. Now you can communicate directly; you always have the *Contact Other Plane* spell prepared. With this feature, you can cast the spell without expending a spell slot to contact your patron, and you automatically succeed on the spell's saving throw.

Once you cast the spell with this feature, you can't do so again until you finish a Long Rest.

LEVEL 11: MYSTIC ARCANUM

Your patron bestows on you a magical secret called an arcanum. Choose one level 6 spell from the Warlock spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot, and you must finish a Long Rest before you can do so again.

As shown on the Warlock table, you gain another Warlock spell of your choice that can be cast in this way when you reach levels 13 (level 7 spell), 15 (level 8 spell), and 17 (level 9 spell). You regain all uses of your Mystic Arcanum when you finish a Long Rest.

Whenever you gain a Warlock level, you can replace one of your arcanum spells with another Warlock spell of the same level.

LEVEL 20: ELDRITCH MASTER

When you use your Magical Cunning feature, you regain all your expended Pact Magic spell slots.

ELDRITCH INVOCATION OPTIONS

The following options are available to your Eldritch Invocations feature. The options are presented in alphabetical order.

DESIGN NOTE: ELDRITCH INVOCATION UPDATES

Here's a summary of the main changes to the invocation options since they appeared in "Player's Handbook Playtest 5":

- **Agonizing Blast** now lets you choose which Warlock cantrip benefits from the invocation.

- **Ascendent Step** now requires level 5+ rather than level 9+.
- **Beast Speech** is gone, since *Speak with Animals* is now on the Warlock spell list and can be cast as a Ritual.
- **Devil's Sight** now works in Dim Light as well as in Darkness.
- **Eldritch Mind** has been imported from *Tasha's Cauldron of Everything*.
- **Eldritch Sight** is gone, since *Detect Magic* is now on the Warlock spell list and can be cast as a ritual.
- **Eldritch Smite** has been imported from *Xanathar's Guide to Everything*.
- **Eldritch Spear** now lets you choose which Warlock cantrip benefits from the invocation.
- **Eyes of the Rune Keeper** has been removed, since *Comprehend Languages* is on the Warlock spell list and can be cast as a ritual.
- **Favor of the Chain Master** has been cut in favor of importing Investment of the Chain Master from *Tasha's Cauldron of Everything*.
- **Fiendish Vigor** no longer requires you to roll a die when casting *False Life*; you instead gain the maximum number of Temporary Hit Points.
- **Gaze of Two Minds** now works on any willing creature, not just Humanoids, and to cast spells from the other creature's space, you must be within 60 feet of each other.
- **Gift of the Depths** has been imported from *Xanathar's Guide to Everything*.
- **Eldritch Mind** from *Tasha's Cauldron of Everything* replaces Hexer.
- **Investment of the Chain Master** has been imported from *Tasha's Cauldron of Everything*.
- **Lessons of the First Ones** can now be taken more than once.
- **Lifedrinker** now lets you choose to deal Necrotic, Psychic, or Radiant damage, and its healing is connected to your Hit Dice.
- **Master of Myriad Forms** now requires level 5+ rather than level 15+.
- **One with Shadows** now lets you cast *Invisibility* without a spell slot while you're in Dim Light or Darkness.
- **Otherworldly Leap** now requires level 2+ rather than level 9+.
- **Pact of the Blade**, **Pact of the Chain**, and **Pact of the Tome** are now invocations. **Pact of the Chain**

includes additional familiar options, and Pact of the Tome now gives you a level 1 spell slot.

- **Thirsting Blade** returns, and it now improves at level 11.
- **Visions of Distant Realms** now requires level 9+ rather than level 15+.
- **Whispers of the Grave** now requires level 7+ rather than level 9+.

AGONIZING BLAST

Prerequisite: At Least One Warlock Cantrip

Choose one of your known Warlock cantrips that deals damage. You can add your spellcasting ability modifier to that spell's damage rolls.

Whenever you gain a Warlock level, you can change which of your damaging Warlock cantrips benefits from this invocation.

ARMOR OF SHADOWS

Prerequisite: None

You can cast *Mage Armor* on yourself without expending a spell slot.

ASCENDANT STEP

Prerequisite: Level 5+ Warlock

You can cast *Levitate* on yourself without expending a spell slot.

DEVIL'S SIGHT

Prerequisite: None

You can see normally in Dim Light and Darkness—both magical and nonmagical—within 120 feet.

ELDRITCH MIND

Prerequisite: None

You have Advantage on Constitution saving throws that you make to maintain Concentration on a spell.

ELDRITCH SMITE

Prerequisite: Level 5+ Warlock, Pact of the Blade

Once per turn when you hit a creature with your pact weapon, you can expend a Warlock spell slot to deal an extra 1d8 Force damage to the target, plus another 1d8 per level of the spell slot, and you can give the target the Prone condition if it is Huge or smaller.

ELDRITCH SPEAR

Prerequisite: At Least One Warlock Cantrip

Choose one of your known Warlock cantrips that deals damage and that has a range of at least 10 feet. When you cast that spell, its range increases by a number of feet equal to 30 times your Warlock level.

Whenever you gain a Warlock level, you can change which of your damaging Warlock cantrips benefits from this invocation.

FIENDISH VIGOR

Prerequisite: None

You can cast *False Life* on yourself without expending a spell slot. When you cast the spell with this feature, you don't roll the die for the Temporary Hit Points; you automatically get the highest number on the die.

GAZE OF TWO MINDS

Prerequisite: Level 5+ Warlock

You can use a Bonus Action to touch a willing creature and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use a Bonus Action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. The connection ends if you don't maintain it in this way.

While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you can cast spells as if you were in your space or the other creature's space if the two of you are within 60 feet of each other.

GIFT OF THE DEPTHS

Prerequisite: Level 5+ Warlock

You can breathe underwater, and you gain a Swim Speed equal to your Speed.

You can also cast *Water Breathing* once without expending a spell slot. You regain the ability to do so when you finish a Long Rest.

GIFT OF THE PROTECTORS

Prerequisite: Level 9+ Warlock, Pact of the Tome

A new page appears in your Book of Shadows when you conjure it. With your permission, a creature can use its action to write its name on

that page, which can contain a number of names equal to your Proficiency Bonus.

When any creature whose name is on the page is reduced to 0 Hit Points but not killed outright, the creature magically drops to 1 Hit Point instead. Once this magic is triggered, no creature can benefit from it until you finish a Long Rest.

As a Magic action, you can erase a name on the page by touching it.

INVESTMENT OF THE CHAIN MASTER

Prerequisite: Level 5+ Warlock, Pact of the Chain

When you cast *Find Familiar*, you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits:

Aerial or Aquatic. The familiar gains either a Fly Speed or a Swim Speed (your choice) of 40 feet.

Quick Attack. As a Bonus Action, you can command the familiar to take the Attack action.

Necrotic or Radiant Damage. Whenever the familiar deals Bludgeoning, Piercing, or Slashing damage, you can make it deal Necrotic or Radiant damage instead.

Your Save DC. If the familiar forces a creature to make a saving throw, it uses your spell save DC.

Resistance. When the familiar takes damage, you can use your Reaction to grant it Resistance against that damage.

LESSONS OF THE FIRST ONES

Prerequisite: Level 2+ Warlock

You have received knowledge from an elder entity of the multiverse, allowing you to gain one feat of your choice, such as Skilled, that lacks prerequisites.

Repeatable. You can gain this invocation more than once. Each time you do so, you must select a different eligible feat.

LIFEDRINKER

Prerequisite: Level 9+ Warlock, Pact of the Blade

Whenever you hit a creature with your pact weapon, the creature takes 1d6 extra Necrotic, Psychic, or Radiant damage (your choice), and you can expend one of your Hit Dice to roll it and regain a number of Hit Points equal to the roll plus your Constitution modifier (minimum of 1).

MASK OF MANY FACES

Prerequisite: None

You can cast *Disguise Self* without expending a spell slot.

MASTER OF MYRIAD FORMS

Prerequisite: Level 5+ Warlock

You can cast *Alter Self* without expending a spell slot.

MISTY VISIONS

Prerequisite: None

You can cast *Silent Image* without expending a spell slot.

ONE WITH SHADOWS

Prerequisite: Level 5+ Warlock

While you're in an area of Dim Light or Darkness, you can cast *Invisibility* on yourself without expending a spell slot.

OTHERWORLDLY LEAP

Prerequisite: Level 2+ Warlock

You can cast *Jump* on yourself without expending a spell slot.

PACT OF THE BLADE

Prerequisite: None

As a Bonus Action, you can trace arcane sigils in the air to conjure a pact weapon in your hand—a Simple or Martial melee weapon of your choice with which you bond—or create a bond with a magic weapon you touch. Until the bond ends, you have proficiency with the weapon, you can use its Mastery property, and you can use it as a spellcasting focus.

Whenever you attack with the bonded weapon, you can use your Charisma modifier for the attack and damage rolls, instead of using Strength or Dexterity, and you can cause the weapon to deal Necrotic, Psychic, or Radiant damage or its normal damage type.

Your bond with the weapon ends if you use this feature's Bonus Action again, if the weapon is more than 5 feet away from you for 1 minute or more, or if you die. A conjured weapon disappears when the bond ends.

PACT OF THE CHAIN

Prerequisite: Level 2+ Warlock

You learn the *Find Familiar* spell and can cast it as an action without expending a spell slot.

When you cast the spell, you choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, skeleton, slaad tadpole, or sprite.

Additionally, when you take the **Attack** action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its Reaction.

PACT OF THE TOME

Prerequisite: None

Stitching together strands of shadow, you conjure forth a book in your hand at the end of a **Short Rest** or **Long Rest**. This Book of Shadows (you determine its appearance) contains eldritch magic that only you can access, granting you the following benefits:

Cantrips and Rituals. When the book appears, choose three cantrips, and choose two level 1 spells that have the Ritual tag. The spells can be from any class's spell list, and they must be spells you don't already have prepared. While the book is on your person, you have the chosen spells prepared, and they function as Warlock spells for you.

Spell Slot. You gain a level 1 spell slot. Once you expend it, you can't gain another slot from this feature until you finish a **Long Rest**.

Spellcasting Focus. You can use the book as a Spellcasting Focus.

The book disappears if you conjure another book with this feature or if you die.

REPELLING BLAST

Prerequisite: Eldritch Blast Cantrip

When you hit a Large or smaller creature with *Eldritch Blast*, you can push that creature up to 10 feet straight away from you.

THIRSTING BLADE

Prerequisite: Level 5+ Warlock, Pact of the Blade

You gain the Extra Attack feature for your pact weapon only. With that feature, you can attack twice with the weapon, instead of once, when you take the **Attack** action on your turn.

When you reach level 11 in this class, this Extra Attack confers two extra attacks rather than one.

VISIONS OF DISTANT REALMS

Prerequisite: Level 9+ Warlock

You can cast *Arcane Eye* without expending a spell slot.

WHISPERS OF THE GRAVE

Prerequisite: Level 7+ Warlock

You can cast *Speak with Dead* without expending a spell slot.

WITCH SIGHT

Prerequisite: Level 15+ Warlock

You have **Truesight** with a range of 30 feet.

WARLOCK SUBCLASSES

A Warlock subclass is a specialization that grants you special abilities at certain Warlock levels, as specified in the subclass. This section presents the following subclasses: Archfey Patron, Celestial Patron, Fiend Patron, and Great Old One Patron.

ARCHFEY PATRON

Your pact draws on the power of the Feywild, the mysterious realm of the Fey. When you choose this subclass, you might make a deal with a single mighty archfey, such as the Prince of Frost; the Queen of Air and Darkness, ruler of the Gloaming Court; Titania of the Summer Court; Oberon, the Green Lord; Hyrsam, the Prince of Fools; or an ancient hag. Or you might call on a wide spectrum of Fey, forging a complex web of favors and debts. Your patron's motivations are often inscrutable, and sometimes whimsical, and might involve a striving for greater magical power or the settling of age-old grudges.

DESIGN NOTE: ARCHFEY UPDATES

Here are the main updates in this subclass since the 2014 *Player's Handbook*:

- **Patron Spells** (formerly called Expanded Spell List) now lets you have its spells always prepared, and it includes *Misty Step*.
- **Steps of the Fey** (formerly Fey Presence) now gives you the *Misty Step* spell and ways to modify it.

- **Misty Escape** now modifies your *Misty Step* spell and expands your choices from Steps of the Fey.
- **Beguiling Defenses** now reacts to you taking damage.
- **Bewitching Magic** (formerly Dark Delirium) allows you to cast *Misty Step* whenever you cast an Enchantment or Illusion spell using a spell slot.

LEVEL 3: PATRON SPELLS

The magic of your otherworldly patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Archfey Spells table, you thereafter always have the listed spells prepared.

ARCHFEY SPELLS

Warlock Level	Spells
3	<i>Calm Emotions, Faerie Fire, Misty Step, Phantasmal Force, Sleep</i>
5	<i>Blink, Plant Growth</i>
7	<i>Dominate Beast, Greater Invisibility</i>
9	<i>Dominate Person, Seeming</i>

LEVEL 3: STEPS OF THE FEY

Your patron bestows on you the ability to move between the boundaries of the planes. You can cast *Misty Step* without expending a spell slot a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

In addition, whenever you cast that spell, you can choose one of the following additional effects.

Refreshing Step. Immediately after you teleport, one creature you can see within 10 feet of you gains 1d10 Temporary Hit Points.

Taunting Step. Creatures within 5 feet of the space you left must succeed on a Wisdom saving throw against your spell save DC or have Disadvantage on attack rolls against creatures other than you until the start of your next turn.

LEVEL 6: MISTY ESCAPE

You can vanish in a puff of mist in response to harm. You can cast *Misty Step* as a Reaction in response to taking damage.

In addition, the following effects are now among your Steps of the Fey options.

Disappearing Step. You have the Invisible condition until the start of your next turn or until immediately after you make an attack roll or cast a spell.

Dreadful Step. Creatures within 5 feet of the space you left or the space you appear in (your choice) must succeed on a Wisdom saving throw against your spell save DC or take 2d10 Psychic damage.

LEVEL 10: BEGUILING DEFENSES

Your patron teaches you how to guard your mind and body. You are immune to the Charmed condition.

In addition, immediately after a creature you can see hits you with an attack roll, you can use your Reaction to reduce the damage you take by half (round down), and you can force the attacker to make a Wisdom saving throw against your spell save DC. On a failed save, the attacker takes Psychic damage equal to the damage you take.

Once you use this Reaction, you can't use it again until you finish a Long Rest unless you expend a spell slot when you use it again.

LEVEL 14: BEWITCHING MAGIC

Your patron bestows on you the ability to weave your magic with teleportation. Immediately after you cast an Enchantment or Illusion spell using an action and a spell slot, you can cast *Misty Step* as part of the same action and without expending a spell slot.

CELESTIAL PATRON

Your pact draws on the power of the Upper Planes, the realms of everlasting bliss. You might enter an agreement with an empyrean, a couatl, a sphinx, a unicorn, or some similar entity associated with those realms. Or you might call on numerous such beings as you pursue goals aligned with theirs. Your pact allows you to experience the barest touch of the holy light that illuminates the multiverse.

DESIGN NOTE: CELESTIAL UPDATES

Here are the main updates in this subclass since its appearance in *Xanathar's Guide to Everything*:

- **Patron Spells** (formerly called Expanded Spell List and Bonus Cantrips) now lets you have its spells always prepared.
- **Celestial Resilience** now works with Magical Cunning.

LEVEL 3: PATRON SPELLS

The magic of your otherworldly patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Celestial Spells table, you thereafter always have the listed spells prepared.

CELESTIAL SPELLS

Warlock Level	Spells
3	<i>Cure Wounds, Flaming Sphere, Guiding Bolt, Lesser Restoration, Light, Sacred Flame</i>
5	<i>Daylight, Revivify</i>
7	<i>Guardian of Faith, Wall of Fire</i>
9	<i>Flame Strike, Greater Restoration</i>

LEVEL 3: HEALING LIGHT

You gain the ability to channel celestial energy to heal wounds. You have a pool of d6s that you spend to fuel this healing. The number of dice in the pool equals 1 plus your Warlock level.

As a Bonus Action, you can heal one creature that you can see within 60 feet of yourself, spending dice from the pool. The maximum number of dice you can spend at once equals your Charisma modifier (minimum of one die). Roll the dice you spend, and restore a number of Hit Points equal to the roll's total.

Your pool regains all expended dice when you finish a [Long Rest](#).

LEVEL 6: RADIANT SOUL

Your link to your patron allows you to serve as a conduit for radiant energy. You have Resistance to Radiant damage, and when you cast a spell that deals Radiant or Fire damage, you can add your Charisma modifier to one Radiant or Fire damage roll of that spell against one of its targets.

LEVEL 10: CELESTIAL RESILIENCE

You gain Temporary Hit Points whenever you use your Magical Cunning feature or finish a [Short Rest](#) or [Long Rest](#). These Temporary Hit Points equal your Warlock level plus your Charisma modifier. Additionally, choose up to five creatures you can see at the end of the rest. Those creatures each gain Temporary Hit Points equal to half your Warlock level plus your Charisma modifier.

LEVEL 14: SEARING VENGEANCE

The radiant energy you channel allows you to resist death. When you have to make a death saving throw at the start of your turn, you can instead spring to your feet with a burst of radiant energy. You regain Hit Points equal to half your Hit Point Maximum and then stand if you so choose. Each creature of your choice that is within 30 feet of you takes Radiant damage equal to 2d8 plus your Charisma modifier, and each has the Blinded condition until the end of the current turn.

Once you use this feature, you can't use it again until you finish a [Long Rest](#).

FIEND PATRON

Your pact draws on the power of the Lower Planes—the homes of demons, devils, yugoloths, and other Fiends. When you choose this subclass, you might forge a bargain with a demon lord such as Demogorgon, Orcus, Fraz'Urb-luu, or Baphomet; an archdevil such as Asmodeus, Dispater, Mephistopheles, or Glasya; a pit fiend or balor that is especially mighty; or an ultroloth or some other lord of the yugoloths. Alternatively, you might call on a varied array of Fiends without binding yourself to the service of one. In any case, your patron's aims are evil—the corruption or destruction of all things, ultimately including you—and your path will be defined by the extent to which you strive against those aims.

DESIGN NOTE: FIEND PATRON UPDATES

Here are the main updates in this subclass since its last playtest version:

- **Patron Spells** is updated to reflect the return of Pact Magic. The list of spells is revised, and the free casting is gone in favor of the spell-slot recovery in Magical Cunning.
- **Dark One's Blessing** now works when someone else reduces an enemy within 10 feet of you to 0 Hit Points.
- **Dark One's Own Luck** can be used only once per roll.
- **Hurl Through Hell** requires a Charisma saving throw before affecting the target. The damage is now 8d10, and the target has the [Incapacitated](#) condition while hurtling through the Lower Planes.

LEVEL 3: PATRON SPELLS

The magic of your otherworldly patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Fiend Spells table, you thereafter always have the listed spells prepared.

FIEND SPELLS

Warlock Level	Spells
3	<i>Burning Hands, Command, Scorching Ray, Suggestion</i>
5	<i>Fireball, Stinking Cloud</i>
7	<i>Fire Shield, Wall of Fire</i>
9	<i>Geas, Insect Plague</i>

LEVEL 3: DARK ONE'S BLESSING

When you reduce an enemy to 0 Hit Points, you gain Temporary Hit Points equal to your spellcasting ability modifier plus your Warlock level (minimum of 1). You also gain this benefit if someone else reduces an enemy within 10 feet of you to 0 Hit Points.

LEVEL 6: DARK ONE'S OWN LUCK

You can call on your fiendish patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

You can use this feature a number of times equal to your spellcasting ability modifier (minimum of once), but you can use it no more than once per roll. You regain all uses when you finish a Long Rest.

LEVEL 10: FIENDISH RESILIENCE

Channeling the preternatural resilience of Fiends, you can choose one damage type, other than Force, whenever you finish a Short Rest or Long Rest. You gain Resistance to that damage type until you choose a different one with this feature.

LEVEL 14: HURL THROUGH HELL

When you hit a creature with an attack roll, you can try to instantly transport the target through the Lower Planes. The target must succeed on a Charisma saving throw against your spell save DC, or the target disappears and hurtles through a nightmare landscape. The target takes 8d10 Psychic damage if it isn't a Fiend, and it has the Incapacitated condition until the end of your

next turn, when it returns to the space it previously occupied or the nearest unoccupied space.

Once you use this feature, you can't use it again until you finish a Long Rest unless you expend a level 5 spell slot when you use it again. You can use this feature only once per turn.

GREAT OLD ONE PATRON

Your pact is rooted in magic that is utterly foreign to the fabric of reality. When you choose this subclass, you might bind yourself to an ineffable being from the Far Realm or an elder god known only in legend—a being such as Ghaunadar, called That Which Lurks; Tharizdun, the Chained God; Dendar, the Night Serpent; Zargon, the Returner; Great Cthulhu; or some other unfathomable and uncaring being. Or you might rely on eldritch lore invoking the names of several such entities, without yoking yourself to one in particular. The motives of these beings are incomprehensible to mortals, and their knowledge is so immense and ancient that even the greatest libraries pale in comparison to the vast secrets they hold. The Great Old One might be indifferent to your existence, but the secrets you have learned nevertheless allow you to draw your magic from it.

DESIGN NOTE: GREAT OLD ONE UPDATES

Here are the main updates in this subclass since the 2014 *Player's Handbook*:

- **Patron Spells** (formerly called Expanded Spell List) now lets you have its spells always prepared, and some of the spells have changed.
- **Awakened Mind** now lets you create a two-way telepathic connection with another creature.
- **Psychic Spells** is a new level 3 feature.
- **Clairvoyant Combatant** (formerly Entropic Ward) uses your telepathic bond to impose Disadvantage on attack rolls against you and grant you Advantage on attack rolls against the creature for the duration of the telepathic bond.
- **Eldritch Hex** is a new level 10 feature.
- **Create Thrall** now gives you the *Summon Aberration* spell with additional properties.

LEVEL 3: PATRON SPELLS

The magic of your otherworldly patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Great Old

One Spells table, you thereafter always have the listed spells prepared.

GREAT OLD ONE SPELLS

Warlock Level	Spells
3	<i>Detect Thoughts, Dissonant Whispers, Phantasmal Force, Tasha's Hideous Laughter</i>
5	<i>Clairvoyance, Hunger of Hadar</i>
7	<i>Confusion, Evard's Black Tentacles</i>
9	<i>Modify Memory, Telekinesis</i>

LEVEL 3: AWAKENED MIND

You can form a telepathic connection between your mind and the mind of another. As a Bonus Action, choose one creature you can see within 30 feet of yourself and create a telepathic bond. You and the chosen creature can speak telepathically with each other while the two of you are within a number of miles of each other equal to your Charisma modifier (minimum of 1 mile). To understand each other, you each must speak mentally in a language the other knows.

The telepathic connection lasts for a number of minutes equal to your Warlock level. It ends early if you have the Incapacitated condition or die or if you use this feature to form a connection with a different creature.

LEVEL 3: PSYCHIC SPELLS

When you cast a Warlock spell that deals damage, you can change its damage type to Psychic. In addition, when you cast a Warlock spell that is an Enchantment or Illusion, you can do so without verbal or somatic components.

LEVEL 6: CLAIRVOYANT COMBATANT

You learn to read the attacks of minds you touch. When you form a telepathic bond with a creature using your Awakened Mind, you can force that creature to make a Wisdom saving throw against your spell save DC. On a failed save, the creature has Disadvantage on attack rolls against you, and you have Advantage on attack rolls against that creature for the duration of the bond.

Once you use this feature, you can't use it again until you finish a Short Rest or Long Rest. You can also restore your use of it by expending a spell slot of level 2 or higher (no action required).

LEVEL 10: THOUGHT SHIELD

Your thoughts can't be read by telepathy or other means unless you allow it. You also have Resistance to Psychic damage, and whenever a creature deals Psychic damage to you, that creature takes the same amount of damage that you do.

LEVEL 10: ELDRITCH HEX

Your alien patron grants you a powerful curse. You always have the *Hex* spell prepared. When you cast *Hex* and choose an ability, the target also has Disadvantage on saving throws of the chosen ability for the duration of the spell.

LEVEL 14: CREATE THRALL

Your patron grants you the ability to manifest a part of itself. You always have the *Summon Aberration* spell prepared (for this playtest, use the spell in *Tasha's Cauldron of Everything*). When you cast the spell, you can modify it so that it doesn't require Concentration. If you do so, the spell's duration becomes 1 minute for that casting and when summoned, the Aberration has a number of Temporary Hit Points equal to your Warlock level plus your Charisma modifier.

In addition, the first time each turn the Aberration hits a creature under the effect of your *Hex*, the Aberration deals extra Psychic damage to the target equal to the bonus damage of that spell.

WIZARD

Primary Ability: Intelligence

Wizards are supreme magic-users, defined by their careful and exhaustive study of magic's inner workings. Drawing on the subtle weave of magic that permeates the cosmos, Wizards cast spells of explosive fire, arcing lightning, subtle deception, and spectacular transformations. Their magic conjures monsters from other planes of existence, glimpses the future, or turns slain foes into zombies. Their mightiest spells change one substance into another, call meteors from the sky, or open portals to other worlds.

Beyond the sheer power of the spells they cast, though, Wizards share an approach to magic that is scholarly and exacting. Wizards understand magic at a fundamental level, giving them a precise mastery of their spells. They examine the theoretical underpinnings of magic, particularly the categorization of spells into schools of magic, and use those foundations to alter their spells

and even craft entirely new spells. Renowned Wizards such as Bigby, Tasha, Mordenkainen, Yolande, and many more invented iconic spells now used across the multiverse.

Wizards' lives are seldom mundane. The closest a Wizard is likely to come to an ordinary life is working as a sage or lecturer in a library or university, teaching others the secrets of the multiverse. Other Wizards sell their services as diviners, serve in military forces, or pursue lives of crime or domination.

But the lure of knowledge and power calls even the most unadventurous Wizards from the safety of their libraries and laboratories and into crumbling ruins and lost cities. Most Wizards believe that their counterparts in ancient civilizations knew secrets of magic that have been lost to the ages, and discovering those secrets could unlock the path to a power greater than any magic available in the present age.

WIZARD

Level	Prof. Bonus	Class Features	Cantrips	Prepared Spells	—Spells Slots per Spell Level—								
					1	2	3	4	5	6	7	8	9
1	+2	Arcane Recovery, Spellcasting	3	4	2	—	—	—	—	—	—	—	—
2	+2	Scholar	3	5	3	—	—	—	—	—	—	—	—
3	+2	Wizard Subclass	3	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	4	7	4	3	—	—	—	—	—	—	—
5	+3	Memorize Spell	4	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass Feature	4	10	4	3	3	—	—	—	—	—	—
7	+3	—	4	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	4	12	4	3	3	2	—	—	—	—	—
9	+4	—	4	14	4	3	3	3	1	—	—	—	—
10	+4	Subclass Feature	5	15	4	3	3	3	2	—	—	—	—
11	+4	—	5	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	5	16	4	3	3	3	2	1	—	—	—
13	+5	—	5	17	4	3	3	3	2	1	1	—	—
14	+5	Subclass Feature	5	18	4	3	3	3	2	1	1	—	—
15	+5	—	5	19	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	5	21	4	3	3	3	2	1	1	1	—
17	+6	—	5	22	4	3	3	3	2	1	1	1	1
18	+6	Spell Mastery	5	23	4	3	3	3	3	1	1	1	1
19	+6	Ability Score Improvement	5	24	4	3	3	3	3	2	1	1	1
20	+6	Signature Spells	5	25	4	3	3	3	3	2	2	1	1

DESIGN NOTE: WIZARD UPDATES

Here are the main updates in this class since its last playtest version:

- **Arcane Recovery** returns to level 1.
- **Spellcasting** now allows you to change a cantrip whenever you finish a [Long Rest](#), incorporating the functionality of the Cantrip Formulas feature in *Tasha's Cauldron of Everything*. This feature also returns to using the Wizard spell list, and the total number of spells prepared has increased since the last playtest.
- **Wizard's Spellbook** is absorbed into the Spellcasting feature.
- **Scholar** replaces Academic at level 2, and it offers [Expertise](#) in one skill chosen from a list.
- **Memorize Spell** is now a feature rather than a spell. It allows you to prepare a spell that you didn't already have prepared.
- **Modify Spell** and **Create Spell** are gone.
- **Spell Mastery** returns to level 18. In addition, the chosen spells must have a casting time of an action, you always have them prepared, and you can change one of them whenever you finish a [Long Rest](#). Allowing at-will casting of non-action spells, such as *Shield*, was too powerful.
- **Signature Spells** returns to level 20.

CREATING A WIZARD

To create a Wizard, consult the following lists, which provide Hit Points, proficiencies, and [armor training](#). If you're making a level 1 character, also consult the "Starting Equipment" section, and if you're using the multiclassing rules, see the "Multiclassing and the Wizard" sidebar.

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

HIT POINTS

Hit Dice: 1d6 per Wizard level

Hit Points at Level 1: 6 + your Constitution modifier

Hit Points per Later Level: 1d6 (or 4) + your Constitution modifier

PROFICIENCIES

Saving Throws: Intelligence, Wisdom

Skills (Choose 2): Arcana, History, Insight, Investigation, Medicine, Religion

Weapons: Simple Weapons

Tools: None

ARMOR TRAINING

None

STARTING EQUIPMENT

As a level 1 character, you start with the following equipment, or you can forgo it and spend 55 GP on equipment of your choice.

Arcane Focus (Quarterstaff)	Scholar's Pack 5 GP
Dagger (2)	
Robe	

MULTICLASSING AND THE WIZARD

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

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

Spell Slots. Add all your Wizard 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 rules of each class to determine the number of spells you prepare for it.

WIZARD CLASS FEATURES

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

LEVEL 1: ARCANE RECOVERY

You have learned to regain some of your magical energy by studying your spellbook. When you finish a [Short Rest](#), you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your Wizard level (rounded up), and none of the slots can be level 6 or higher.

For example, if you're a level 4 Wizard, you can recover up to two levels worth of spell slots,

regaining either a level 2 spell slot or two level 1 spell slots.

Once you use this feature, you can't do so again until you finish a Long Rest.

LEVEL 1: SPELLCASTING

As a student of arcane magic, you have learned to cast spells. See the *Player's Handbook* for rules on spellcasting. The information below details how you use those rules as a Wizard.

Cantrips. You know three cantrips of your choice from the Wizard spell list (see the "Wizard Spell List" sidebar). Rather than choosing, you may start with *Light*, *Mage Hand*, and *Ray of Frost*. Whenever you finish a Long Rest, you can replace one of your cantrips from this feature with another Wizard cantrip of your choice.

When you reach levels 4 and 10 in this class, you learn another Wizard cantrip of your choice, as shown in the Cantrips column of the Wizard table.

WIZARD SPELL LIST

As you playtest this version of the Wizard, please use the Wizard spell list in the 2014 *Player's Handbook*. If you have *Xanathar's Guide to Everything* or *Tasha's Cauldron of Everything*, you may use the Wizard spells there too.

Spellbook. Your wizardly apprenticeship culminated in the creation of a unique book in your possession: your spellbook. It is a Tiny object that weighs 3 pounds, and it contains 100 pages, which can be read only by you or someone casting *Identify*. You determine the book's appearance and materials, such as a gilt-edged tome or a collection of vellum bound together by twine.

The book contains the spells you know of level 1 and higher. It starts with six level 1 spells of your choice from the Wizard spell list. Instead of choosing spells, you can have your book contain the following spells: *Detect Magic*, *Feather Fall*, *Mage Armor*, *Magic Missile*, *Sleep*, and *Thunderwave*.

Whenever you gain a Wizard level after 1, add two Wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the Wizard table. The spells are the culmination of arcane research you do regularly.

Spell Slots. The Wizard table shows how many spell slots you have to cast your spells of level 1 and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of spells of level 1 and higher that are available for you to cast with this feature. To do so, choose four spells from your spellbook. The chosen spells must be of a level for which you have spell slots.

The number of spells on your list increases as you gain Wizard levels, as shown in the Prepared Spells column of the Wizard table. Whenever that number increases, choose additional spells from the Wizard spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Wizard, your list of prepared spells can include six spells of levels 1 and 2 in any combination, chosen from your spellbook.

If another Wizard feature gives spells that you always have prepared, those spells don't count against the number of spells you can prepare with this Spellcasting feature, but those spells otherwise follow the rules in this feature.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing one or more of the spells there. Preparing a new list requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast a spell: at least 1 minute per spell level for each spell you add to the list.

Ritual Caster. You can cast any spell as a Ritual if that spell has the Ritual tag and the spell is in your spellbook. You needn't have the spell prepared, but you must read from the book to cast a spell in this way.

Spellcasting Ability. Intelligence is your spellcasting ability for the spells you cast with your Wizard features.

Spellcasting Focus. You can use an Arcane Focus or your spellbook as a Spellcasting Focus for the spells you cast with your Wizard features.

EXPANDING AND REPLACING YOUR SPELLBOOK

The spells that you add to your spellbook as you gain levels reflect the magical research you conduct on your own, but you might find other spells during your adventures that you can add to

your book. You could discover a spell on a *Spell Scroll* or in an ancient tome, for example, and then copy the spell into your spellbook, using the process below.

Copying a Spell into the Book. When you find a Wizard spell of level 1 or higher, you can copy it into your spellbook if it is of a spell level you can prepare and if you can spare the time to copy it. For each level of the spell, the transcription process takes 2 hours and costs 50 GP. The cost represents the fine inks you use as well as Material components you expend as you experiment with the spell to master it. Once you have spent this time and money, you can prepare the spell just like the other spells in your spellbook.

Replacing the Book. You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook but faster and easier, since you already know how to cast the spell. You need spend only 1 hour and 10 GP for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the Wizard spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep a backup spellbook.

LEVEL 2: SCHOLAR

While studying magic, you also specialized in an academic field of study. Choose one of the following skills in which you have proficiency: Arcana, History, Nature, or Religion. You have Expertise in the chosen skill.

LEVEL 3: WIZARD SUBCLASS

You gain a Wizard subclass of your choice: Abjurer, Diviner, Evoker, or Illusionist. Subclasses are detailed after this class's description.

A subclass is a specialization that grants you special features at certain Wizard levels. For the rest of your career, you gain each of your subclass's features that are of your Wizard level and lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

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

As shown on the Wizard table, you gain this feature again at levels 8, 12, 16, and 19.

LEVEL 5: MEMORIZE SPELL

Studying your spellbook for 1 minute, you can expend mental and magical effort to memorize a spell. Choose one spell of level 1 or higher from your spellbook that you don't have prepared. You now have that spell prepared until you use this feature to prepare a different spell.

LEVEL 18: SPELL MASTERY

You have achieved such mastery over certain spells that you can cast them at will. Choose a level 1 and a level 2 spell that are in your spellbook and that have a casting time of an action. You always have those spells prepared, and you can cast them at their lowest level without expending a spell slot. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

Whenever you finish a Long Rest, you can study your spellbook and exchange one of those spells for another eligible spell of the same level from that book.

LEVEL 20: SIGNATURE SPELLS

You gain mastery over two powerful spells and can cast them with little effort. Choose two level 3 spells in your spellbook as your signature spells. You always have these spells prepared, and you can cast each of them once at level 3 without expending a spell slot. When you do so, you can't do so again until you finish a Short Rest or Long Rest.

If you want to cast either spell at a higher level, you must expend a spell slot as normal.

WIZARD SUBCLASSES

A Wizard subclass is a specialization that grants you special abilities at certain Wizard levels, as specified in the subclass. This section presents the following subclasses: Abjurer, Diviner, Evoker, and Illusionist.

ABJURER

Your study of magic is focused on spells that block, banish, or protect—ending harmful effects, banishing evil influences, and protecting the weak. Abjurers are sought when baleful spirits require exorcism, when important locations must be guarded against magical

spying, and when portals to other planes of existence must be closed. Adventuring parties value Abjurers for the protection they provide their companions against a variety of hostile magic and other attacks.

DESIGN NOTE: ABJURER UPDATES

Here are the main updates in this subclass since the 2014 *Player's Handbook*:

- **Abjuration Savant** now adds one Abjuration spell to your spellbook whenever you gain access to a new level of spell slots in this class. This benefit replaces the rarely used discount.
- **Arcane Ward** now requires you to spend a spell slot to create it, and it allows you to expend a spell slot without casting a spell to restore it.
- **Spell Breaker** replaces Improved Abjuration.

LEVEL 3: ABJURATION SAVANT

Choose two Abjuration spells from the Wizard spell list, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Abjuration spell from the Wizard spell list to your spellbook for free.

LEVEL 3: ARCANE WARD

You can weave magic around yourself for protection. When you cast an Abjuration spell with a spell slot, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you finish a Long Rest. The ward has a Hit Point maximum equal to twice your Wizard level plus your Intelligence modifier. Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 Hit Points, you take any remaining damage. While the ward has 0 Hit Points, it can't absorb damage, but its magic remains.

Whenever you cast an Abjuration spell with a spell slot, the ward regains a number of Hit Points equal to twice the level of the spell slot. Alternatively, as a Bonus Action, you can expend a spell slot, and the ward regains a number of Hit Points equal to twice the level of the spell slot expended.

Once you create the ward, you can't create it again until you finish a Long Rest.

LEVEL 6: PROJECTED WARD

When a creature that you can see within 30 feet of yourself takes damage, you can use your Reaction to cause your Arcane Ward to absorb that damage. If this damage reduces the ward to 0 Hit Points, the warded creature takes any remaining damage.

LEVEL 10: SPELL BREAKER

You always have the *Dispel Magic* spell prepared, you can cast it as a Bonus Action, and you can add your Proficiency Bonus to its ability check.

LEVEL 14: SPELL RESISTANCE

You have Advantage on saving throws against spells, and you have Resistance against the damage of spells.

DIVINER

The counsel of a Diviner is sought by those who seek a clearer understanding of the past, present, and future. As a Diviner, you strive to part the veils of space, time, and consciousness so you can see clearly. You work to master spells of discernment, remote viewing, supernatural knowledge, and foresight.

DESIGN NOTE: DIVINER UPDATES

Here are the main updates in this subclass since the 2014 *Player's Handbook*:

- **Divination Savant** now adds one Divination spell to your spellbook whenever you gain access to a new level of spell slots in this class. This benefit replaces the rarely used discount.
- **The Third Eye** is now a Bonus Action rather than an action, and it allows you to cast the *See Invisibility* spell instead of having to choose between seeing the invisible or seeing into the Ethereal Plane. Finally, the Incapacitated condition no longer shuts this feature off.

LEVEL 3: DIVINATION SAVANT

Choose two Divination spells from the Wizard spell list, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Divination spell from the Wizard spell list to your spellbook for free.

LEVEL 3: PORTENT

Glimpses of the future begin to press in on your awareness. Whenever you finish a Long Rest, roll two d20s and record the numbers rolled. You can replace any d20 Test made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When you finish a Long Rest, you lose any unused foretelling rolls.

LEVEL 6: EXPERT DIVINATION

Casting Divination spells comes so easily to you that it expends only a fraction of your spellcasting efforts. When you cast a Divination spell of level 2 or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than level 5.

LEVEL 10: THE THIRD EYE

You can increase your powers of perception. As a Bonus Action, choose one of the following benefits, which lasts until you start a Short Rest or Long Rest. You can't use this feature again until you finish a Short Rest or Long Rest.

Darkvision. You gain Darkvision out to a range of 120 feet.

Greater Comprehension. You can read any language.

See Invisibility. You can cast *See Invisibility* without expending a spell slot.

DESIGN NOTE: INVISIBLE CONDITION

The 2014 version of the Invisible condition contained an unintentional loophole in some circumstances that allowed an Invisible creature to benefit from the condition even when someone could see the creature. The version of the condition in the rules glossary closes that loophole.

LEVEL 14: GREATER PORTENT

The visions in your dreams intensify and paint a more accurate picture in your mind of what is to come. Roll three d20s for your Portent feature rather than two.

EVOKER

You focus your study on magic that creates powerful elemental effects such as bitter cold,

searing flame, rolling thunder, crackling lightning, and burning acid. Some Evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as adventurers.

DESIGN NOTE: EVOKER UPDATES

Here are the main updates in this subclass since its last playtest version:

- **Evocation Savant** now adds one Evocation spell to your spellbook whenever you gain access to a new level of spell slots in this class. This benefit replaces the rarely used discount.
- **Potent Cantrip** moves to level 3. This change gives the Evoker a feature that can be enjoyed regularly.
- **Sculpt Spells** moves to level 6. Few spells at lower levels benefited from it. At level 6, it can benefit many iconic spells.

LEVEL 3: EVOCATION SAVANT

Choose two Evocation spells from the Wizard spell list, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Evocation spell from the Wizard spell list to your spellbook for free.

LEVEL 3: POTENT CANTRIP

Your damaging cantrips affect even creatures that avoid the brunt of the effect. When you cast a cantrip at a creature and you miss with the attack roll or the target succeeds on a saving throw against the cantrip, the target takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

LEVEL 6: SCULPT SPELLS

You can create pockets of relative safety within the effects of your evocations. When you cast an Evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 plus the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

LEVEL 10: EMPOWERED EVOCATION

Whenever you cast an Evocation spell from the Wizard spell list, you can add your Intelligence modifier to one damage roll of that spell.

LEVEL 14: OVERCHANNEL

You can increase the power of your spells. When you cast a Wizard spell with a spell slot of levels 1–5 that deals damage, you can deal maximum damage with that spell on the turn you cast it.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a Long Rest, you take 2d12 Necrotic damage for each level of the spell, immediately after you cast it. This damage ignores Resistance and Immunity to damage.

Each time you use this feature again before finishing a Long Rest, the Necrotic damage per spell level increases by 1d12.

ILLUSIONIST

You focus your study on magic that dazzles the senses and tricks the mind. Your magic is subtle, but the illusions you craft make the impossible seem real. Some Illusionists—including many Gnome Wizards—are benign tricksters who use their spells to entertain. Others are more sinister masters of deception, using their illusions to frighten and fool others for their personal gain.

DESIGN NOTE: ILLUSIONIST UPDATES

Here are the main updates in this subclass since the 2014 *Player's Handbook*:

- **Illusion Savant** now adds one Illusion spell to your spellbook whenever you gain access to a new level of spell slots in this class. This benefit replaces the rarely used discount.
- **Malleable Illusions** is now a Bonus Action rather than an action.
- **Illusory Self** can be reused by expending a spell slot of level 2 or higher.
- **Illusory Reality** has been clarified, noting that it can't deal damage or give any conditions.

LEVEL 3: ILLUSION SAVANT

Choose two Illusion spells from the Wizard spell list, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one

Illusion spell from the Wizard spell list to your spellbook for free.

LEVEL 3: IMPROVED MINOR ILLUSION

You know the *Minor Illusion* cantrip. If you already know this cantrip, you learn a different Wizard cantrip of your choice. The cantrip doesn't count against your number of cantrips known.

When you cast *Minor Illusion*, you can create both a sound and an image with a single casting of it.

LEVEL 6: MALLEABLE ILLUSIONS

After you cast an Illusion spell that has a duration of 1 minute or longer, you can use a Bonus Action to change the nature of that illusion (using the spell's normal parameters of the illusion), provided you can see it.

LEVEL 10: ILLUSORY SELF

You can create an illusory duplicate of yourself in response to danger. When a creature makes an attack roll against you, you can use your Reaction to interpose the illusory duplicate between the attacker and yourself. The attack automatically misses you, then the illusion dissipates.

Once you use this feature, you can't use it again until you finish a Short Rest or Long Rest. You can also restore your use of it by expending a spell slot of level 2 or higher (no action required).

LEVEL 14: ILLUSORY REALITY

You have learned the secret of weaving shadow magic into your illusions to give them a semi-reality. When you cast an Illusion spell with a spell slot, you can choose one inanimate, nonmagical object that is part of the illusion and make that object real. You can do this on your turn as a Bonus Action while the spell is ongoing. The object remains real for 1 minute. For example, you can create an illusion of a bridge over a chasm and then make it real long enough for your allies to cross.

The object can't deal damage or give any conditions.

SPELLS

This section presents new or revised spells for you to playtest.

CLASS TAGS

A spell's description contains one or more tags indicating the class spell lists that contain the spell. For example, if a spell has the "Wizard" tag, the spell is on the Wizard spell list.

SPELL DESCRIPTIONS

The following spells are presented in alphabetical order.

DESIGN NOTE: SPELL UPDATES

Here are the main updates in this section since its last playtest version:

- The **Arcane**, **Divine**, and **Primal** lists are gone. All spellcasting classes return to using their own lists.
- **Arcane Eruption** now requires a Dexterity save rather than a Constitution save.
- **Counterspell** now requires the target to make a saving throw, instead of requiring the caster to make an ability check. The spell's previous design failed to account for the capabilities of the target, which is rectified by the new design. The new design also specifies that the countered spell must be cast with spell components, and if the countered spell used a spell slot, that slot isn't expended.
- **Eldritch Blast** and **Hex** revert to their 2014 versions.
- **Jump** is now a Bonus Action, its target must be willing, its benefit no longer relies on your Strength or Speed, and it can be improved at higher levels.
- **Sorcerous Burst** now uses a d8 for damage rather than a d6.

ARCANE ERUPTION

Level 4 Evocation (Sorcerer)

Casting Time: Action

Range: 120 feet

Component: V, S

Duration: Instantaneous

Churning magical energy explodes in a 20-foot-radius sphere centered on a point you choose within range. When you cast the spell, you select

the type of damage dealt by the explosion: Acid, Cold, Fire, Lightning, Poison, Psychic, or Thunder. Each creature in the sphere must make a Dexterity saving throw. On a failed save, a creature takes 6d6 damage of the chosen type. On a successful save, a creature takes half as much damage.

Choose one of those d6s. The number rolled on that die determines a condition that's applied to each creature that failed the save, as shown below. A creature has the condition until the end of your next turn.

d6	Additional Effect
1	Incapacitated
2	Blinded
3	Frightened
4	Poisoned
5	Charmed
6	Deafened

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

COUNTERSPELL

Level 3 Abjuration (Sorcerer, Warlock, Wizard)

Casting Time: Reaction, which you take when you see a creature within 60 feet of yourself casting a spell with Verbal, Somatic, or Material components

Range: 60 feet

Components: S

Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a spell. The creature must make a Constitution saving throw. On a failed save, the spell dissipates with no effect, and the action, Bonus Action, or Reaction used to cast it is wasted. If that spell was cast with a spell slot, the slot isn't expended.

JUMP

Level 1 Transmutation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Bonus Action

Range: Touch

Component: V, S, M (a grasshopper's hind leg)

Duration: 1 minute

You touch a willing creature. Once on each of its turns until the spell ends, that creature can jump

up to 30 feet by spending only 10 feet of movement.

At Higher Levels. When you cast this spell using a spell slot of level 2 or higher, you can target one additional creature for each slot level above 1.

SORCEROUS BURST

Cantrip Evocation (Sorcerer)

Casting Time: Action

Range: 120 feet

Component: V, S

Duration: Instantaneous

You cast sorcerous energy at one creature or object within range. Make a ranged attack roll against the target. On a hit, the target takes 1d8 damage. If you roll an 8 on a d8 for this spell, you can roll another d8, and add it to the damage. Whenever you cast this spell, the maximum number of these d8s you can add to the spell's damage equals your spellcasting ability modifier.

You choose the damage type each time you cast this spell: Acid, Cold, Fire, Lightning, Poison, Psychic, or Thunder.

Cantrip Upgrade. This spell's damage increases by 1d8 when you reach level 5 (2d8), 11 (3d8), and 17 (4d8).

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, you must have at least one level in that 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 states otherwise.

BONUS FEATS AT LEVEL 20

A DM can use bonus feats as a form of advancement after characters reach level 20 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 level 20 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, use the version of the feat in this article.

The following feats are presented in alphabetical order.

ABILITY SCORE IMPROVEMENT

Prerequisite: Level 4+

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feat. However, if you're at least level 19, that maximum increases to 22.

Repeatable. You can take this feat more than once.

WEAPONS

This section contains playtest versions of weapons in the 2014 *Player's Handbook*. Here you'll find weapon tables, revised weapon properties, and a new type of property: Mastery properties.

DESIGN NOTE: WEAPON UPDATES

Here are the main changes to this section since its last playtest version:

- The **Heavy** property is redesigned. Rather than being based on size, it's based on your Strength or Dexterity score.
- The **Flex** property is gone.
- The **Push** property now works on any creature that is Large or smaller, and it requires you to push the target straight away from yourself.

- The **Sap** property now works with weapons that have the Versatile property or no property.
- The **Quarterstaff** now has the Topple property.
- The **Spear** now has the Sap property.

- The **Longsword** now has the Sap property.
- The **Warhammer** now has the Push property.
- The **War Pick** now has the Sap property.

WEAPON TABLES

SIMPLE WEAPONS: MELEE

Weapon	Damage	Properties	Mastery	Weight	Cost
Club	1d4 Bludgeoning	Light	Slow	2 lb.	1 SP
Dagger	1d4 Piercing	Finesse, Light, Thrown (Range 20/60)	Nick	1 lb.	2 GP
Greatclub	1d8 Bludgeoning	Two-Handed	Push	10 lb.	2 SP
Handaxe	1d6 Slashing	Light, Thrown (Range 20/60)	Vex	2 lb.	5 GP
Javelin	1d6 Piercing	Thrown (Range 30/120)	Slow	2 lb.	5 SP
Light Hammer	1d4 Bludgeoning	Light, Thrown (Range 20/60)	Nick	2 lb.	2 GP
Mace	1d6 Bludgeoning	—	Sap	4 lb.	5 GP
Quarterstaff	1d6 Bludgeoning	Versatile (1d8)	Topple	4 lb.	2 SP
Sickle	1d4 Slashing	Light	Nick	2 lb.	1 GP
Spear	1d6 Piercing	Thrown (Range 20/60), Versatile (1d8)	Sap	3 lb.	1 GP

SIMPLE WEAPONS: RANGED

Name	Damage	Properties	Mastery	Weight	Cost
Crossbow, Light	1d8 Piercing	Ammunition (Range 80/320), Loading, Two-Handed	Slow	5 lb.	25 GP
Dart	1d4 Piercing	Finesse, Thrown (Range 20/60)	Vex	1/4 lb.	5 CP
Shortbow	1d6 Piercing	Ammunition (Range 80/320), Two-Handed	Vex	2 lb.	25 GP
Sling	1d4 Bludgeoning	Ammunition (Range 30/120)	Slow	—	1 SP

MARTIAL WEAPONS: MELEE

Name	Damage	Properties	Mastery	Weight	Cost
Battleaxe	1d8 Slashing	Versatile (1d10)	Topple	4 lb.	10 GP
Flail	1d8 Bludgeoning	—	Sap	2 lb.	10 GP
Glaive	1d10 Slashing	Heavy, Reach, Two-Handed	Graze	6 lb.	20 GP
Greataxe	1d12 Slashing	Heavy, Two-Handed	Cleave	7 lb.	30 GP
Greatsword	2d6 Slashing	Heavy, Two-Handed	Graze	6 lb.	50 GP
Halberd	1d10 Slashing	Heavy, Reach, Two-Handed	Cleave	6 lb.	20 GP
Lance	1d10 Piercing	Heavy, Reach, Two-Handed (unless mounted)	Topple	6 lb.	10 GP
Longsword	1d8 Slashing	Versatile (1d10)	Sap	3 lb.	15 GP
Maul	2d6 Bludgeoning	Heavy, Two-Handed	Topple	10 lb.	10 GP
Morningstar	1d8 Piercing	—	Sap	4 lb.	15 GP
Pike	1d10 Piercing	Heavy, Reach, Two-Handed	Push	18 lb.	5 GP
Rapier	1d8 Piercing	Finesse	Vex	2 lb.	25 GP
Scimitar	1d6 Slashing	Finesse, Light	Nick	3 lb.	25 GP
Shortsword	1d6 Piercing	Finesse, Light	Vex	2 lb.	10 GP
Trident	1d8 Piercing	Thrown (Range 20/60), Versatile (1d10)	Topple	4 lb.	5 GP
Warhammer	1d8 Bludgeoning	Versatile (1d10)	Push	2 lb.	15 GP
War Pick	1d8 Piercing	Versatile (1d10)	Sap	2 lb.	5 GP
Whip	1d4 Slashing	Finesse, Reach	Slow	3 lb.	2 GP

MARTIAL WEAPONS: RANGED

Name	Damage	Properties	Mastery	Weight	Cost
Blowgun	1 Piercing	Ammunition (Range 25/100), Loading	Vex	1 lb.	10 GP
Crossbow, Hand	1d6 Piercing	Ammunition (Range 30/120), Light, Loading	Vex	3 lb.	75 GP
Crossbow, Heavy	1d10 Piercing	Ammunition (Range 100/400), Heavy, Loading, Two-Handed	Push	18 lb.	50 GP

Longbow	1d8 Piercing	Ammunition (Range 150/600), Heavy, Two-Handed	Slow	2 lb.	50 GP
Musket	1d12 Piercing	Ammunition (Range 40/120), Loading, Two-Handed	Slow	10 lb.	500 GP
Pistol	1d10 Piercing	Ammunition (Range 30/90), Loading	Vex	3 lb.	250 GP

WEAPON PROPERTIES

Here are properties whose definitions have changed for this playtest.

HEAVY

A Heavy weapon is unwieldy compared to other weapons. You have Disadvantage on your attack rolls with a Heavy weapon if it's a melee weapon and your Strength score isn't at least 13 and if it's a ranged weapon and your Dexterity score isn't at least 13.

LIGHT

When you take the Attack action on your turn and attack with a Light weapon, you can make one extra attack as a Bonus Action later on the same turn. 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, unless that modifier is negative.

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, using your action and a Bonus Action, but you don't add your Strength or Dexterity modifier to the damage roll of the Bonus Action, unless that modifier is negative.

THROWN

If a weapon has the Thrown property, you can throw the weapon to make a ranged attack, and you can draw that weapon as part of the attack.

If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a Handaxe, you use your Strength, but if you throw a Dagger, you can use either your Strength or your Dexterity, since the Dagger has the Finesse property.

MASTERY PROPERTIES

Each weapon now has a Mastery property, as shown in the weapon tables above. That property is usable only by a character who has a feature, such as Weapon Mastery, that unlocks the property for the character.

Here are descriptions of each Mastery property. The properties are provided in alphabetical order.

If a game feature lets you replace a weapon's Mastery property with another one, that weapon must meet any prerequisite specified for the new property.

CLEAVE

Prerequisite: Melee Weapon, Heavy Property

If you hit a creature with a melee attack using this weapon, you can make an attack roll with the weapon against a second creature within 5 feet of the first that is also within your reach. On a hit, the second creature takes the weapon's damage, but don't add your ability modifier to that damage, unless that modifier is negative. You can make this extra attack only once per turn.

GRAZE

Prerequisite: Melee Weapon, Heavy Property

If your attack roll with this weapon misses a creature, you can deal damage to that creature equal to the ability modifier you used to make the attack roll. This damage is the same type dealt by the weapon, and the damage can't be increased in any way, other than increasing the ability modifier.

NICK

Prerequisite: Light Property

When you make the extra attack of the Light property, you can make it as part of the Attack action, instead of as a Bonus Action. You can still make this extra attack only once per turn.

PUSH

Prerequisite: Heavy, Two-Handed, or Versatile Property

If you hit a creature with this weapon, you can push the creature up to 10 feet straight away from yourself if it is Large or smaller.

SAP

Prerequisite: Versatile Property or No Weapon Property

If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

SLOW

Prerequisite: None

If you hit a creature with this weapon and deal damage to the creature, you can reduce its Speed by 10 feet until the start of your next turn. If you hit the creature more than once with this property, the Speed reduction doesn't exceed 10 feet.

TOPPLE

Prerequisite: Heavy, Reach, or Versatile Property

If you hit a creature with this weapon, you can force the creature to make a Constitution saving throw with a DC equal to 8 + your Proficiency Bonus + the ability modifier used to make the attack roll. On a failed save, the creature has the Prone condition.

VEX

Prerequisite: Ammunition, Finesse, or Light Property

If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

ADVENTURING GEAR

Here are descriptions of miscellaneous items whose rules have changed for this playtest.

NET

Cost: 1 GP. Weight: 3 lb.

When you take the Attack action on your turn, you can replace one of your attacks with a throw of the net at a creature within 15 feet of yourself. The target must make a Dexterity saving throw against a DC equal to 8 + your Proficiency Bonus + your Dexterity modifier. The target succeeds automatically if it's Huge or larger.

On a failed save, the target has the Restrained condition until it escapes the net. To escape, the target must use its action to make a DC 10 Strength (Athletics) check, escaping on a success. A creature within 5 feet of the target can use its action to attempt the same thing. Destroying the net (AC 10; 5 HP; immunity to Bludgeoning, Poison, and Psychic damage) also frees the target, ending the effect.

PRIEST'S PACK

Cost: 33 GP. Weight: 29 lb.

A Priest's Pack contains the following items: Backpack (5 lb.), Blanket (3 lb.), Holy Water (1 lb.), Lamp (1 lb.), Rations (7 days; 14 lbs.), Robe (4 lb.), and Tinderbox (1 lb.).

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.

DESIGN NOTE: RULES GLOSSARY UPDATE

The section on death saving throws has been removed.

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.

ATTACK [ACTION]

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

EQUIPPING AND UNEQUIPPING WEAPONS

You can either equip or unequip one weapon when you make an attack as part of this action. You do so either before or after the attack. 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 sheath, 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 the 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.

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.

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, giving 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're 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.

The DM determines when this action is available, and it can be used only on creatures controlled by the DM. 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.

CHARISMA 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 DM sets the check's DC. A good guideline is to set the DC at 15 or at the creature's Intelligence or Wisdom score, whichever of those three numbers is highest.

Outcome. If your check succeeds, the creature does as you requested or demanded, based on its understanding and driven by its alignment; it won't do anything that it finds repugnant. 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're 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 OUT A CREATURE

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.

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 Exhaustion 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 cantrip
- 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.

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 cantrip
- Taking any damage

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

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're wearing and carrying teleports with you. If you're 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. Visual illusions appear transparent to the creature, and the creature 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 + 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're 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're unaware of your surroundings.