

UNEARTHED ARCANA 2023

PLAYER'S HANDBOOK PLAYTEST 8

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.

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. Three classes are here: Barbarian, Druid, and Monk. Each one includes one subclass: Path of the World Tree (Barbarian), Circle of the Moon (Druid), and Warrior of the Hand (Monk).

Spells. New and revised spells are included.

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

Weapons. Weapon revisions are included.

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 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:

- **Rage** now regains one expended Rage when you finish a Short Rest.
- **Brutal Strike** (formerly Brutal Critical) is a new feature that lets you trade the Advantage granted by your Reckless Attack for tactical options.

- **Improved Brutal Strike** expands the options of your Brutal Strike feature at levels 13 and 17.
- **Persistent Rage** now restores all uses of your Rage once per Long Rest, and the Unconscious condition, not Incapacitated, shuts off your Rage.

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 plus your Constitution modifier

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 Strike	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	Improved Brutal Strike	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	Improved Brutal Strike	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	

Hit Points per Later Level: 1d12 (or 7) plus 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) Battleaxe, Shield, and 10 GP	15 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.

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. You regain one expended use when you finish a Short Rest, 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, unless you 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. The Path of the World Tree is 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 STRIKE

If you use Reckless Attack, you can forgo Advantage on the next attack roll you make on your turn with a Strength-based attack. If that attack hits, the target takes an extra 1d10 damage of the same type dealt by the weapon or Unarmed Strike, and you can cause one Brutal Strike effect of your choice. You have the following effect options.

Forceful Blow. The target is pushed 15 feet straight away from you. You can then Move up to half your Speed straight toward the target without provoking Opportunity Attacks.

Hamstring Blow. The target's Speed is reduced by 15 feet until the start of your next turn.

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 13: BRUTAL STRIKE IMPROVEMENT

You have honed new ways to attack furiously. The following effects are now among your Brutal Strike options.

Staggering Blow. The target has Disadvantage on the next saving throw it makes, and it can't make Opportunity Attacks until the start of your next turn.

Sundering Blow. Your blow leaves an opening in the creature's defense for an ally until the start of your next turn. The next attack roll made by another creature against the target gains a bonus to that roll equal to your Rage Damage.

LEVEL 15: PERSISTENT RAGE

When you roll Initiative, you can regain all expended uses of Rage. After you regain uses of Rage in this way, you can't do so again until you finish a [Long Rest](#).

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](#), not the [Incapacitated](#), condition or don Heavy Armor.

LEVEL 17: BRUTAL STRIKE IMPROVEMENT

The extra damage your Brutal Strike deals increases to 2d10. In addition, you can use two different Brutal Strike effects when you use your Brutal Strike feature.

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 26.

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 Path of the World Tree subclass.

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.

DESIGN NOTE: PATH OF THE WORLD TREE UPDATES

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

- **Vitality of the Tree** now provides Temporary Hit Points to the Barbarian. In addition, the range to give Temporary Hit Points to a character increases to 20 feet at level 10.
- **Branches of the Tree** now activates at the start of a creature's turn instead of the end. The range has increased to 30 feet, and the Barbarian can choose to reduce the Speed of a teleported creature to 0.
- **Battering Roots** now applies its increased range only during your turn and only for weapons with specific properties. The feature now clarifies you can potentially use two Mastery properties in one attack.
- **Travel Along the Tree** has been redesigned to allow you to teleport yourself while your Rage is active, as well as to teleport yourself and your allies a greater distance once per Rage.

LEVEL 3: VITALITY OF THE TREE

Your Rage taps into the lifeforce of the World Tree. You gain the following benefits:

Vitality Surge. When you activate your Rage, you gain a number of Temporary Hit Points equal to your Barbarian level.

Life-Giving Force. 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 starts its turn within 30 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 plus your Proficiency Bonus plus 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.

After the target teleports, you can reduce its Speed to 0 until the end of the current turn.

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. During your turn, while you wield a Melee weapon with the Heavy or Versatile property, your reach with that weapon increases by 10 feet. When you hit with this weapon, you can activate the Push or Topple property in addition to any other Mastery property you are using with that weapon.

LEVEL 14: TRAVEL ALONG THE TREE

You can briefly travel along the World Tree. When you activate your Rage and as a Bonus Action while it's active, you can teleport up to 60 feet to an unoccupied space you can see.

In addition, when you teleport using this feature, you can bring up to six willing creatures who are within 10 feet of yourself, and the range you can teleport increases to 500 feet. Each creature teleports to an unoccupied space of your choice within 10 feet of your destination space. You can teleport other creatures with you only once per Rage.

DRUID

Primary Ability: Wisdom

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

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

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

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

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

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

DRUID

Level	Prof. Bonus	Class Features	Wild		Prepared	—Spell Slots per Spell Level—								
			Shape	Cantrips	Spells	1	2	3	4	5	6	7	8	9
1	+2	Druidic, Primal Order, Spellcasting	—	2	4	2	—	—	—	—	—	—	—	—
2	+2	Wild Companion, Wild Shape	2	2	5	3	—	—	—	—	—	—	—	—
3	+2	Druid Subclass	2	2	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	2	3	7	4	3	—	—	—	—	—	—	—
5	+3	Wild Resurgence	2	3	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass Feature	3	3	10	4	3	3	—	—	—	—	—	—
7	+3	Elemental Fury	3	3	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	3	3	12	4	3	3	2	—	—	—	—	—
9	+4	Commune with Nature	3	3	14	4	3	3	3	1	—	—	—	—
10	+4	Subclass Feature	3	4	15	4	3	3	3	2	—	—	—	—
11	+4	—	3	4	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	3	4	16	4	3	3	3	2	1	—	—	—
13	+5	—	3	4	17	4	3	3	3	2	1	1	—	—
14	+5	Subclass Feature	3	4	17	4	3	3	3	2	1	1	—	—
15	+5	Improved Elemental Fury	3	4	18	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	3	4	18	4	3	3	3	2	1	1	1	—
17	+6	—	4	4	19	4	3	3	3	2	1	1	1	1
18	+6	Beast Spells	4	4	20	4	3	3	3	3	1	1	1	1
19	+6	Ability Score Improvement	4	4	21	4	3	3	3	3	2	1	1	1
20	+6	Archdruid	4	4	22	4	3	3	3	3	2	2	1	1

DESIGN NOTE: DRUID UPDATES

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

- **Wild Shape** now allows the Druid to know more Beast forms, and it gives Temporary Hit Points to the Druid. In addition, the Beast form no longer retains the Druid's species traits.

CREATING A DRUID

To create a Druid, 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 Druid" sidebar.

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

HIT POINTS

Hit Dice: 1d8 per Druid level

Hit Points at Level 1: 8 plus your Constitution modifier

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

PROFICIENCIES

Saving Throws: Intelligence, Wisdom

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

Weapons: Simple Weapons

Tools: Herbalism Kit

ARMOR TRAINING

Light Armor, Shields

STARTING EQUIPMENT

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

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

MULTICLASSING AND THE DRUID

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

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

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

Spell Slots. Add all your Druid levels to the appropriate levels from other classes to determine your available spell slots for casting spells, as detailed in the multiclassing rules.

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

DRUID CLASS FEATURES

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

LEVEL 1: DRUIDIC

You know Druidic, the secret language of Druids. While learning this ancient tongue, you also unlocked the magic of speaking to animals; you always have the *Speak with Animals* spell prepared.

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

LEVEL 1: PRIMAL ORDER

You have dedicated yourself to one of the following sacred roles of your choice:

Magician. You know one extra cantrip from the Druid spell list (see your Spellcasting feature for information on preparing spells). In addition, your mystical connection to nature gives you a bonus to your Intelligence (Nature) checks. The bonus equals your Wisdom modifier (minimum of +1).

Warden. Trained for battle, you gain Martial Weapon proficiency and armor training with Medium Armor.

LEVEL 1: SPELLCASTING

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

Cantrips. You know two cantrips of your choice from the Druid spell list. Rather than choosing, you may start with the *Druidcraft* and *Produce Flame* cantrips.

Whenever you gain a Druid level, you can replace one of your cantrips with another cantrip of your choice from the Druid spell list.

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

Spell Slots. The Druid 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 four level 1 spells from the Druid spell list. Rather than choosing, you may start with the *Animal Friendship*, *Cure Wounds*, *Faerie Fire*, and *Thunderwave* spells.

The number of spells on your list also increases as you gain Druid levels, as shown in the Prepared Spells column of the Druid table. Whenever that number increases, choose additional spells from the Druid 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 Druid, your list of prepared spells can include six spells of levels 1 and 2 in any combination.

If another Druid 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 finish a Long Rest, you can change your list of prepared spells, replacing one or more of the

spells there with other Druid spells for which you have spell slots. Preparing a new list requires time spent in meditation: at least 1 minute per spell level for each spell you add to the list.

Spellcasting Ability. Wisdom is your Spellcasting Ability for your Druid spells.

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

LEVEL 2: WILD COMPANION

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

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

DESIGN NOTE: WILD SHAPE FORMS

The creature statistics section of the 2024 *Player's Handbook* will include more Beast options than the 2014 book contains.

LEVEL 2: WILD SHAPE

The power of nature infuses you, allowing you to assume the form of an animal. As a Bonus Action, you transform into a Beast form that you have learned for this feature (see "Known Forms" below). You stay in that form for a number of hours equal to half your Druid level or until you use Wild Shape again, have the Incapacitated condition, or die. You can also leave the form early as a Bonus Action.

Known Forms. You know a number of forms for this feature equal to 2 plus half your Druid level (round up), chosen from among Beast stat blocks in the *Player's Handbook* that have a maximum Challenge Rating of 1/4 and that lack a Fly Speed. Rather than choosing, you may start with the Riding Horse, Spider, and Wolf. Whenever you finish a Long Rest, you can replace one of your known forms with another eligible form.

When you gain certain Druid levels, the maximum Challenge Rating for your forms increases, as shown in the Beast Shapes table. In addition, starting at level 8, you can adopt a form that has a Fly Speed.

When choosing a new form, you may look in the *Monster Manual* or elsewhere for eligible Beasts if the DM permits you to do so.

BEAST SHAPES

Druid Level	Max CR	Fly Speed
2	1/4	No
4	1/2	No
8	1	Yes

Number of Uses. You can use Wild Shape twice. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

You gain additional uses when you reach certain Druid levels, as shown in the Wild Shape column of the Druid table.

Rules While Transformed. While in a form, you retain your personality, memories, and ability to speak, and the following rules apply:

Game Statistics. Your game statistics are replaced by the statistics of the Beast, but you retain your Hit Points; Hit Dice; Intelligence, Wisdom, and Charisma scores; class features; languages; and feats. You also retain your skill and saving throw proficiencies and use your Proficiency Bonus for them, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.

Temporary Hit Points. When you assume a Wild Shape form, you gain a number of Temporary Hit Points equal to your Druid level.

No Spellcasting. You can't cast spells, but transforming doesn't break your Concentration on a spell you've already cast or prevent you from taking actions that are part of a spell, such as the *Call Lightning* spell, that you've already cast.

Objects. Your ability to handle objects is determined by the form's limbs rather than your own. In addition, you choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment based on the creature's size and shape. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

LEVEL 3: DRUID SUBCLASS

You gain a Druid subclass of your choice: Circle of the Land, Circle of the Moon, Circle of the Sea, or Circle of the Stars. The Circle of the Moon subclass is detailed after this class's description.

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

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 Druid table, you gain this feature again at levels 8, 12, 16, and 19.

LEVEL 5: WILD RESURGENCE

If you have no uses of Wild Shape left, you can give yourself one use by expending a spell slot (no action required). You can do so only once per turn.

In addition, you can expend one use of Wild Shape (no action required) to give yourself a level 1 spell slot, and you can't do so again until you finish a Long Rest.

LEVEL 7: ELEMENTAL FURY

The might of the elements flows through you. You gain one of the following options of your choice:

Potent Spellcasting. You add your Wisdom modifier to the damage you deal with any Druid cantrip.

Primal Strike. Once on each of your turns when you hit a creature with an attack roll using a weapon or a Beast form's attack in Wild Shape, you can cause the target to take an extra 1d8 Cold, Fire, Lightning, or Thunder damage (choose when you hit).

LEVEL 9: COMMUNE WITH NATURE

You are an expression of nature itself and can commune with the natural world all around you; you always have the *Commune with Nature* spell prepared.

LEVEL 15: IMPROVED ELEMENTAL FURY

The option you chose for Elemental Fury grows more powerful:

Potent Spellcasting. When you cast a Druid cantrip with a range of 10 feet or greater, the spell's range increases by 300 feet.

Primal Strike. The extra damage of your Primal Strike increases to 2d8.

LEVEL 18: BEAST SPELLS

While using Wild Shape, you can cast spells in Beast form, except for any spell that has a Material component with a cost specified or that consumes its Material component.

LEVEL 20: ARCHDRUID

The vitality of nature constantly blooms within you, granting you the following benefits:

Evergreen Wild Shape. Whenever you roll Initiative and have no uses of Wild Shape left, you regain one expended use of it.

Nature Magician. You can convert uses of Wild Shape into a spell slot (no action required). Choose a number of your unexpended uses of Wild Shape and convert them into a single spell slot, with each use contributing 2 spell levels. You must then finish a Long Rest before you can do so again. For example, if you convert two uses of Wild Shape, you produce a level 4 spell slot.

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

DRUID SUBCLASSES

A Druid subclass is a specialization that grants you special abilities at certain Druid levels, as specified in the subclass.

Druids form loose associations, which they call circles, to facilitate their gatherings and preserve their traditions. This section presents the Circle of the Moon subclass.

CIRCLE OF THE MOON

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

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

DESIGN NOTE: CIRCLE OF THE MOON UPDATES

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

- **Circle Spells** is a new feature that provides spells that you always have prepared and can cast in Wild Shape form.
- **Circle Forms** (formerly Combat Wild Shape) has been streamlined to determine your AC and the number of Temporary Hit Points gained.
- **Improved Circle Forms** allows you to make two Lunar Swipe attacks as an action, as well as add your Wisdom modifier to your Constitution saving throws while in a Wild Shape form.
- **Lunar Form** now also improves Lunar Swipe.

LEVEL 3: CIRCLE SPELLS

Your connection to this circle ensures that you always have certain spells ready. When you reach a Druid level specified in the Circle of the Moon Spells table, you thereafter always have the listed spells prepared.

In addition, you can cast the spells from this feature while you are in Wild Shape form.

CIRCLE OF THE MOON SPELLS

Druid Level	Prepared Spells
3	<i>Cure Wounds, Moonbeam, Starry Wisp*</i>
5	<i>Vampiric Touch</i>
7	<i>Fount of Moonlight*</i>
9	<i>Dawn</i>

*The spell is introduced in this document.

LEVEL 3: CIRCLE FORMS

You have learned ancient techniques that allow you to channel lunar magic when you assume a Wild Shape form, granting you the following benefits:

Challenge Rating. The maximum Challenge Rating for the form equals your Druid level divided by 3 (round down).

Armor Class. Your AC equals 13 plus your Wisdom modifier until you leave the form.

Temporary Hit Points. You gain a number of Temporary Hit Points equal to three times your Druid level.

LEVEL 6: IMPROVED CIRCLE FORMS

While in a Wild Shape form, you gain the following benefits:

Lunar Radiance. Each of your attacks in a Wild Shape form can deal its normal damage type or Radiant damage. You make this choice each time you hit with those attacks.

Increased Toughness. You can add your Wisdom modifier to your Constitution saving throws.

LEVEL 10: MOONLIGHT STEP

You magically transport yourself, reappearing amid a burst of moonlight. As a Bonus Action, you teleport up to 30 feet to an unoccupied space you can see, and you have Advantage on the next attack roll you make before the end of this turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a [Long Rest](#). You can also regain uses by expending a spell slot of level 2 or higher for each use you want to restore (no action required).

LEVEL 14: LUNAR FORM

The power of the moon suffuses you, granting you the following benefits:

Improved Lunar Radiance. Each of your attacks in a Wild Shape form deals an extra 1d10 Radiant damage on a hit.

Shared Moonlight. Whenever you use Moonlight Step, you can also teleport one willing creature. That creature must be within 10 feet of you, and you teleport it to an unoccupied space you can see within 10 feet of your destination space.

MONK

Primary Ability: Dexterity and Wisdom

Monks use rigorous combat training and mental discipline to align themselves with the multiverse and tap into internal reservoirs of power. Different Monks conceptualize this power in various ways: as breath, energy, life force, essence, or self, for example. Whether channeled as a striking display of martial prowess or as a subtler focus of defense and speed, this power infuses all that a Monk does.

Monks harness and focus their internal power to create extraordinary, even supernatural, effects. They channel uncanny speed and strength into their attacks, with or without the use of weapons. In a Monk's hands, even the most basic weapons can become sophisticated implements of combat mastery. A Monk's mightiest attacks can stun their opponents.

Many Monks find that a structured life of ascetic withdrawal from the mundane world helps them cultivate the physical and mental

discipline they need to harness their power. Other Monks believe that immersing themselves in the vibrant confusion of life helps to fuel their determination and discipline.

Monks generally view their adventures as personal tests of their physical and mental development. They are driven by a desire to accomplish a greater mission than merely slaying monsters and plundering treasure; they strive to hone themselves into living weapons.

DESIGN NOTE: MONK UPDATES

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

- **Martial Arts** sees the return of Monk Weapons, and the Martial Arts die applies to both Unarmed Strikes and Monk Weapons.
- **Bonus Unarmed Strike** is no longer tied to the Attack action.
- **Dexterous Attacks** now allows you to use your Dexterity Modifier in place of your Strength modifier when setting the saving throw DC of the

MONK

Level	Prof. Bonus	Class Features	Martial Arts	Discipline Points	Unarmored Movement
1	+2	Martial Arts, Unarmored Defense	1d6	—	—
2	+2	Monk's Discipline, Unarmored Movement, Uncanny Metabolism	1d6	2	+10 ft.
3	+2	Deflect Attacks, Monk Subclass	1d6	3	+10 ft.
4	+2	Ability Score Improvement, Slow Fall	1d6	4	+10 ft.
5	+3	Extra Attack, Stunning Strike	1d8	5	+10 ft.
6	+3	Empowered Strikes, Subclass Feature	1d8	6	+15 ft.
7	+3	Evasion	1d8	7	+15 ft.
8	+3	Ability Score Improvement	1d8	8	+15 ft.
9	+4	Acrobatic Movement	1d8	9	+15 ft.
10	+4	Heightened Discipline, Self-Restoration	1d8	10	+20 ft.
11	+4	Subclass Feature	1d10	11	+20 ft.
12	+4	Ability Score Improvement	1d10	12	+20 ft.
13	+5	Deflect Energy	1d10	13	+20 ft.
14	+5	Disciplined Survivor	1d10	14	+25 ft.
15	+5	Perfect Discipline	1d10	15	+25 ft.
16	+5	Ability Score Improvement	1d10	16	+25 ft.
17	+6	Subclass Feature	1d12	17	+25 ft.
18	+6	Superior Defense	1d12	18	+30 ft.
19	+6	Ability Score Improvement	1d12	19	+30 ft.
20	+6	Body and Mind	1d12	20	+30 ft.

Grapple and Push options of your Unarmed Strikes.

- **Weapon Mastery** is cut.
- **Monk's Discipline** (formerly Martial Discipline) options have been redesigned to have options that don't require spending Discipline Points.
- **Uncanny Metabolism** (formerly Heightened Metabolism) moves to level 2, and now regains Discipline Points when you roll Initiative as well as regaining a number of Hit Points.
- **Deflect Attacks** (formerly Deflect Missiles) now also works against melee attacks, and the damage of the Reaction now includes your Dexterity modifier.
- **Stunning Strike** now deals Force damage if the creature succeeds on the saving throw.
- **Heightened Discipline** is a new feature that increases the effects of Flurry of Blows, Patient Defense, and Step of the Wind.
- **Self-Restoration** now allows you to remove some conditions at the end of your turns.
- **Deflect Energy** now also works against melee attacks.
- **Superior Defense** can now be activated at the start of your turn instead of using an action or a Bonus Action.
- **Perfect Discipline** (formerly Perfect Self) now gives you expended Discipline Points if you have 3 or less.
- **Body and Mind** is a new level 20 feature.

CREATING A MONK

To create a Monk, 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 Monk" sidebar.

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

HIT POINTS

Hit Dice: 1d8 per Monk level

Hit Points at Level 1: 8 plus your Constitution modifier

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

PROFICIENCIES

Saving Throws: Strength, Dexterity

Skills (Choose 2): Acrobatics, Athletics, History, Insight, Religion, Stealth

Weapons: Simple Weapons, Martial Weapons that have the Light property

Tools: Choose one type of Artisan's Tools or Musical Instrument

ARMOR TRAINING

None

STARTING EQUIPMENT

As a level 1 character, you start with the following equipment, or you can forgo it and spend 65 GP on equipment of your choice:

Artisan's Tools	Musical Instrument
Dagger (5)	Spear
Explorer's Pack	9 GP

MULTICLASSING AND THE MONK

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

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

MONK CLASS FEATURES

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

LEVEL 1: MARTIAL ARTS

Your practice of martial arts gives you mastery of combat styles that use your Unarmed Strike and Monk Weapons, which are Simple Melee Weapons and Martial Weapons with the Light property.

You gain the following benefits while you are unarmed or wielding only Monk Weapons and you aren't wearing armor or wielding a Shield:

Bonus Unarmed Strike. You can make one Unarmed Strike as a Bonus Action.

Dexterous Attacks. You can use Dexterity instead of Strength for the attack and damage rolls of your Unarmed Strikes and Monk Weapons. In addition, when you choose the Grapple or Shove option, you can use your Dexterity modifier instead of Strength to determine the saving throw DC.

Martial Arts Die. You can roll a d6 in place of the normal damage of your Unarmed Strike or Monk Weapons. This die changes as you gain Monk levels, as shown in the Martial Arts column of the Monk table.

LEVEL 1: UNARMORED DEFENSE

While you aren't wearing any armor or wielding a Shield, your base Armor Class equals 10 plus your Dexterity and Wisdom modifiers.

LEVEL 2: MONK'S DISCIPLINE

Your self-discipline and martial training allow you to harness a well of extraordinary energy within yourself. Your access to this energy is represented by a number of Discipline Points. Your Monk level determines the number of points you have, as shown in the Discipline Points column of the Monk table.

You can spend these points to fuel certain Monk features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind, each of which is detailed below.

When you spend a Discipline Point, it is unavailable until you finish a Short Rest or Long Rest, at the end of which you regain all your expended points.

Some features that use Discipline Points require your target to make a saving throw. The saving throw DC equals 8 plus your Proficiency Bonus plus your Wisdom modifier.

Flurry of Blows. You can spend 1 Discipline Point to make two Unarmed Strikes as a Bonus Action.

Patient Defense. You can take the Disengage action as a Bonus Action. Alternatively, you can spend 1 Discipline Point to take both the Disengage and the Dodge actions as a Bonus Action.

Step of the Wind. You can take the Dash action as a Bonus Action. Alternatively, you can spend 1 Discipline Point to take both the Disengage and Dash actions as a Bonus Action, and your jump distance is doubled for the turn.

LEVEL 2: UNCANNY METABOLISM

When you roll Initiative, you can regain all expended Discipline Points. When you do so, roll your Martial Arts die, and regain a number of Hit Points equal to your Monk level plus the number rolled.

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

LEVEL 2: UNARMORED MOVEMENT

Your speed increases by 10 feet while you aren't wearing armor or wielding a Shield. This bonus increases when you reach certain Monk levels, as shown on the Monk table.

LEVEL 3: DEFLECT ATTACKS

You can use your Reaction to deflect melee and ranged attacks against you that deal Bludgeoning, Piercing, or Slashing damage. When you do so, the total damage you take from the attack is reduced by 1d10 plus your Dexterity modifier plus your Monk level.

If you reduce the damage to 0, you can spend 1 Discipline Point to redirect some of the attack's force. If you do so, choose a creature within 5 feet of you if the attack was a melee attack or 60 feet of yourself that isn't behind Total Cover if the attack was a ranged attack. That creature must succeed on a Dexterity saving throw or take damage equal to two rolls of your Martial Arts die plus your Dexterity modifier. The damage is the same type dealt by the attack.

LEVEL 3: MONK SUBCLASS

You gain a Monk subclass of your choice: Warrior of Mercy, Warrior of Shadow, Warrior of the Four Elements, or Warrior of the Hand. The Warrior of the Hand subclass is detailed after this class's description.

A subclass is a specialization that grants you special abilities at certain Monk levels. For the rest of your career, you gain each of your subclass's features that are of your Monk 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 Monk table, you gain this feature again at levels 8, 12, 16, and 19.

LEVEL 4: SLOW FALL

You can use your Reaction when you fall to reduce any damage you take from the fall by an amount equal to five times your Monk level.

LEVEL 5: EXTRA ATTACK

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

LEVEL 5: STUNNING STRIKE

Once per turn when you hit a creature with a Monk Weapon or an Unarmed Strike, you can spend 1 Discipline Point to attempt a stunning strike. The target must make a Constitution saving throw. On a failed save, the target has the Stunned condition until the start of your next turn. On a successful save, the target takes Force damage equal to a roll of your Martial Arts die plus your Wisdom modifier.

LEVEL 6: EMPOWERED STRIKES

Whenever you deal damage with your Unarmed Strike, it can deal your choice of Force damage or its normal damage type.

LEVEL 7: EVASION

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

You don't benefit from this feature if you have the Incapacitated condition.

LEVEL 9: ACROBATIC MOVEMENT

While you aren't wearing armor or wielding a Shield, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the movement.

LEVEL 10: HEIGHTENED DISCIPLINE

Your training has pushed your body and mind to new levels. Your Flurry of Blows, Patient Defense, and Step of the Wind gain the following benefits:

Flurry of Blows. You can spend 1 Discipline Point to use Flurry of Blows and make three Unarmed Strikes with it instead of two.

Patient Defense. When you spend a Discipline Point to use Patient Defense, you gain a number of Temporary Hit Points equal to two rolls of your Martial Arts die.

Step of the Wind. When you spend a Discipline Point to use Step of the Wind, you can choose a willing creature within 5 feet of you that is Large or smaller. You move the creature with you until the end of your turn. The creature's movement doesn't provoke Opportunity Attacks.

LEVEL 10: SELF-RESTORATION

Through sheer force of will, you can remove one of the following conditions from yourself at the end of each of your turns: Charmed, Frightened, or Poisoned.

In addition, forgoing food and drink doesn't give you levels of Exhaustion.

LEVEL 13: DEFLECT ENERGY

You can now use your Deflect Attacks feature against attacks that deal any damage type, not just Bludgeoning, Piercing, or Slashing.

LEVEL 14: DISCIPLINED SURVIVOR

Your physical and mental discipline grant you proficiency in all saving throws.

Additionally, whenever you make a saving throw and fail, you can spend 1 Discipline Point to reroll it and take the second result.

LEVEL 15: PERFECT DISCIPLINE

When you roll Initiative and have 3 Discipline Points or fewer, you regain expended Discipline Points until you have 4.

LEVEL 18: SUPERIOR DEFENSE

At the start of your turn, you can spend 3 Discipline Points to perfectly bolster yourself against harm for 1 minute or until you have the Incapacitated condition. During that time, you have resistance to all damage except Force damage.

LEVEL 20: BODY AND MIND

You have honed your body and mind to new heights. Your Dexterity and Wisdom scores increase by 4. Your maximum for those scores is now 26.

MONK SUBCLASSES

A Monk subclass is a specialization that grants you special abilities at certain levels, as specified in the subclass. This section presents the Warrior of the Hand subclass.

WARRIOR OF THE HAND

Warriors of the Hand are masters of unarmed combat. They learn techniques to push and trip their opponents and manipulate their own energy to protect themselves from harm.

DESIGN NOTE: WARRIOR OF THE HAND UPDATES

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

- **Open Hand Technique** now has the Addle option to prevent creatures from making Opportunity Attacks and no longer requires a saving throw.
- **Wholeness of Body** now allows you to regain Hit Points without expending Discipline Points.
- **Fleet Step** now allows you to take the Step of the Wind option alongside other Bonus Actions.
- **Quivering Palm** now allows you the option to replace one of your attacks with the action to end the vibrations on the creature. To compensate for this increased flexibility, the cost and damage of the feature has been adjusted.

LEVEL 3: OPEN HAND TECHNIQUE

Whenever you hit a creature with an attack granted by your Flurry of Blows, you can impose one of the following effects on that target:

Addle. The target can't make Opportunity Attacks until the start of its next turn.

Push. The target must succeed on a Strength saving throw, or you push it up to 15 feet away from yourself.

Topple. The target must succeed on a Dexterity saving throw, or it has the Prone condition.

LEVEL 6: WHOLENESS OF BODY

You gain the ability to heal yourself. As a Bonus Action, you can roll your Martial Arts die. You regain a number of Hit Points equal to the number rolled plus your Wisdom modifier (minimum of 1 Hit Point regained).

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 11: FLEET STEP

You can easily stride out of harm's way. When you take a Bonus Action other than Step of the Wind, you can also use Step of the Wind as part of that Bonus Action.

LEVEL 17: QUIVERING PALM

You gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an Unarmed Strike, you can spend 4 Discipline Points to start these imperceptible vibrations, which last for a number of days equal to your Monk level. The vibrations are harmless unless you use your action to end them. Alternatively, when you take the Attack action on your turn, you can replace one of the attacks with this action. To use this action, you and the target must be on the same plane of existence. When you use this action, the target must make a Constitution saving throw, taking 10d12 Force damage on a failed save or half as much damage on a successful one.

You can have only one creature under the effect of this feature at a time. You can end the vibrations harmlessly without using an action.

SPELLS

This section presents new or revised spells 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:

- **Conjure Animals, Conjure Celestial, Conjure Elemental, Conjure Fey, Conjure Minor Elementals, and Conjure Woodland Beings** have all been redesigned to differentiate them from the summoning spells from *Tasha's Cauldron of Everything*, which will appear in the 2024 *Player's Handbook*.
- **Cure Wounds** healing has increased to 2d8, and the healing improves by 2d8 at higher levels.
- **Fount of Moonlight** is a new level 4 spell for Bards and Druids.
- **Healing Word** healing has increased to 2d4, and the healing improves by 2d4 at higher levels.
- **Mass Cure Wounds** now heals for 5d8 instead of 3d8.
- **Mass Healing Word** now heals for 2d4 instead of 1d4.
- **Power Word Fortify** is a new spell for Bards and Clerics.
- **Starry Wisp** is a new cantrip for Bards and Druids.

CONJURE ANIMALS

Level 3 Conjunction (Druid, Ranger)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You summon nature spirits that take the form of a Large swarm of spectral animals in an unoccupied space that you can see within range. The swarm lasts for the duration, and you

choose the animal form of the spirits, such as wolves, serpents, or birds.

When a creature hostile to you enters a space within 10 feet of the swarm for the first time on a turn or starts its turn there, you can make a melee spell attack against that creature. On a hit, the target takes Radiant damage equal to 2d10 plus your spellcasting ability modifier.

You have Advantage on Strength saving throws while you're within 10 feet of the swarm, and when you Move on your turn, you can also move the swarm up to 30 feet to an unoccupied space you can see.

At Higher Levels. When you cast this spell using a spell slot of level 4 or higher, the damage increases by 1d10 for each slot level above 3.

CONJURE CELESTIAL

Level 7 Conjunction (Cleric)

Casting Time: Action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You summon the protective presence of a Celestial spirit, which manifests as a pillar of divine light that shines in a 10-foot-radius, 40-foot-high Cylinder centered on a point within range. Until the spell ends, Bright Light fills the Cylinder, and when you Move on your turn, you can also move the Cylinder up to 30 feet.

When a creature enters the Cylinder for the first time on a turn or starts its turn there, you can bathe that creature in one of the following lights:

Healing Light. The creature that isn't an Undead or a Construct regains Hit Points equal to 4d12 plus your spellcasting modifier. A creature can be healed by this light only once per casting of this spell.

Searing Radiance. The creature must make a Dexterity saving throw, taking 8d12 Radiant damage on a failed save or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of level 8 or higher, the healing and damage increase by 1d12 for each slot level above 7.

CONJURE ELEMENTAL

Level 5 Conjunction (Druid, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You summon an Elemental spirit that fills a 10-foot Cube within range. The spirit lasts for the duration and is composed of air, earth, fire, or water (your choice) when you cast this spell.

When a creature hostile to you Moves within 5 feet of the spirit, you can make a melee spell attack against that creature. On a hit, the target takes 8d8 damage of a type determined by the spirit's element: Bludgeoning (earth), Cold (water), Fire (fire), or Lightning (air). If the target is a Large or smaller creature, it is also pulled into the Cube and has the Restrained condition. At the start of each of its turns, the target must make a Strength saving throw against your spell save DC. On a success, the target frees itself. On a failure, the target takes 4d8 damage of the same type as the spell attack. The spirit can have only one creature restrained at a time.

At Higher Levels. When you cast this spell using a spell slot of level 6 or higher, the damage increases by 2d8 for each slot level above 5.

CONJURE FEY

Level 6 Conjunction (Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You summon the awesome presence of a Medium Fey spirit in an unoccupied space you can see within range. The spirit lasts for the duration, and it looks like a Fey creature of your choice. When the spirit appears, you can immediately make one melee spell attack against a creature within 5 feet of the spirit. On a hit, the target takes Psychic damage equal to 3d12 plus your spellcasting ability modifier, and the target must succeed on a Wisdom saving throw or have the Frightened condition until the start of your next turn.

As a Bonus Action on your later turns, you can teleport the spirit to an unoccupied space you can see within 30 feet of the space it left and

repeat the attack against a creature within 5 feet of it.

At Higher Levels. When you cast this spell using a spell slot of level 7 or higher, the damage increases by 2d12 for each slot level above 6.

CONJURE MINOR ELEMENTALS

Level 4 Conjunction (Druid, Wizard)

Casting Time: Action

Range: Self (15-foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

You summon elemental spirits that flit around you for the duration. Until the spell ends, any attack you make deals an extra 2d8 damage when you hit a creature within 15 feet of you. This damage is Bludgeoning, Cold, Fire, or Lightning (your choice when you make the attack).

In addition, the ground within 15 feet of you is Difficult Terrain for your enemies.

At Higher Levels. When you cast this spell using a spell slot of level 5 or higher, the damage increases by 2d8 and the range of Difficult Terrain increases by 5 feet for each slot level above 4.

CONJURE WOODLAND BEINGS

Level 5 Conjunction (Druid, Ranger)

Casting Time: Action

Range: Self (10-foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

You summon nature spirits that flit about you for the duration. Until the spell ends, each creature you choose that enters a space within 10 feet of you for the first time on a turn or starts its turn there must make a Wisdom saving throw, taking 5d8 Force damage on a failed save or half as much damage on a successful one.

In addition, you can take the Disengage action as a Bonus Action for the spell's duration.

At Higher Levels. When you cast this spell using a spell slot of level 6 or higher, the damage increases by 1d8 for each slot level above 5.

CURE WOUNDS

Level 1 Abjuration (Bard, Cleric, Druid, Paladin, Ranger)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of Hit Points equal to 2d8 plus your spellcasting ability modifier. This spell has no effect on Constructs and Undead.

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

FOUNT OF MOONLIGHT

Level 4 Evocation (Bard, Druid)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

A cool light wreathes your body for the duration, emitting Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

Until the spell ends, you have Resistance to Radiant damage, and your melee attacks deal an extra 2d6 Radiant damage on a hit.

In addition, immediately after you take damage from a creature you can see within 60 feet of yourself, you can use your Reaction to force the creature to make a Constitution saving throw. On a failed save, the creature has the Blinded condition until the end of your next turn.

HEALING WORD

Level 1 Abjuration (Bard, Cleric, Druid)

Casting Time: Bonus Action

Range: 60 feet

Components: V

Duration: Instantaneous

A creature of your choice that you can see within range regains Hit Points equal to 2d4 plus your spellcasting ability modifier. This spell has no effect on Constructs or Undead.

At Higher Levels. When you cast this spell using a spell slot of level 2 or higher, the healing increases by 2d4 for each slot level above 1.

MASS CURE WOUNDS

Level 5 Abjuration (Bard, Cleric, Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A wave of healing energy emanates from a point you can see within range. Choose up to six creatures in a 30-foot-radius Sphere centered on that point. Each target regains Hit Points equal to 5d8 plus your spellcasting ability modifier. This spell has no effect on Constructs or Undead.

At Higher Levels. When you cast this spell using a spell slot of level 6 or higher, the healing increases by 1d8 for each slot level above 5.

MASS HEALING WORD

Level 3 Abjuration (Bard, Cleric)

Casting Time: Bonus Action

Range: 60 feet

Components: V

Duration: Instantaneous

As you call out words of restoration, up to six creatures of your choice that you can see within range regain Hit Points equal to 2d4 plus your spellcasting ability modifier. This spell has no effect on Constructs or Undead.

At Higher Levels. When you cast this spell using a spell slot of level 4 or higher, the healing increases by 1d4 for each slot level above 3.

POWER WORD FORTIFY

Level 7 Enchantment (Bard, Cleric)

Casting Time: Action

Range: 60 feet

Component: V

Duration: Instantaneous

You speak a word of power that fortifies up to six creatures you can see within range. The spell bestows 120 Temporary Hit Points, which are divided equally among the spell's recipients.

STARRY WISP

Evocation Cantrip (Bard, Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You launch a mote of light at one creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 Radiant damage, and until the end of your next turn, it emits Dim Light in a 10-foot radius and can't benefit from the Invisible condition.

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

FEATS

PARTS OF A FEAT

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

Category. A feat is a member of a category, which is noted in the feat. If you are instructed to choose a feat from a specific category, such as the Background category, that category must appear under 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 contains a “Repeatable” subsection.

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.

ABILITY SCORE IMPROVEMENT

General Feat (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.

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, 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 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.

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:

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 if 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 has done something that is particularly heroic or in character.

Some game features, such as the Human species, 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 it 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.