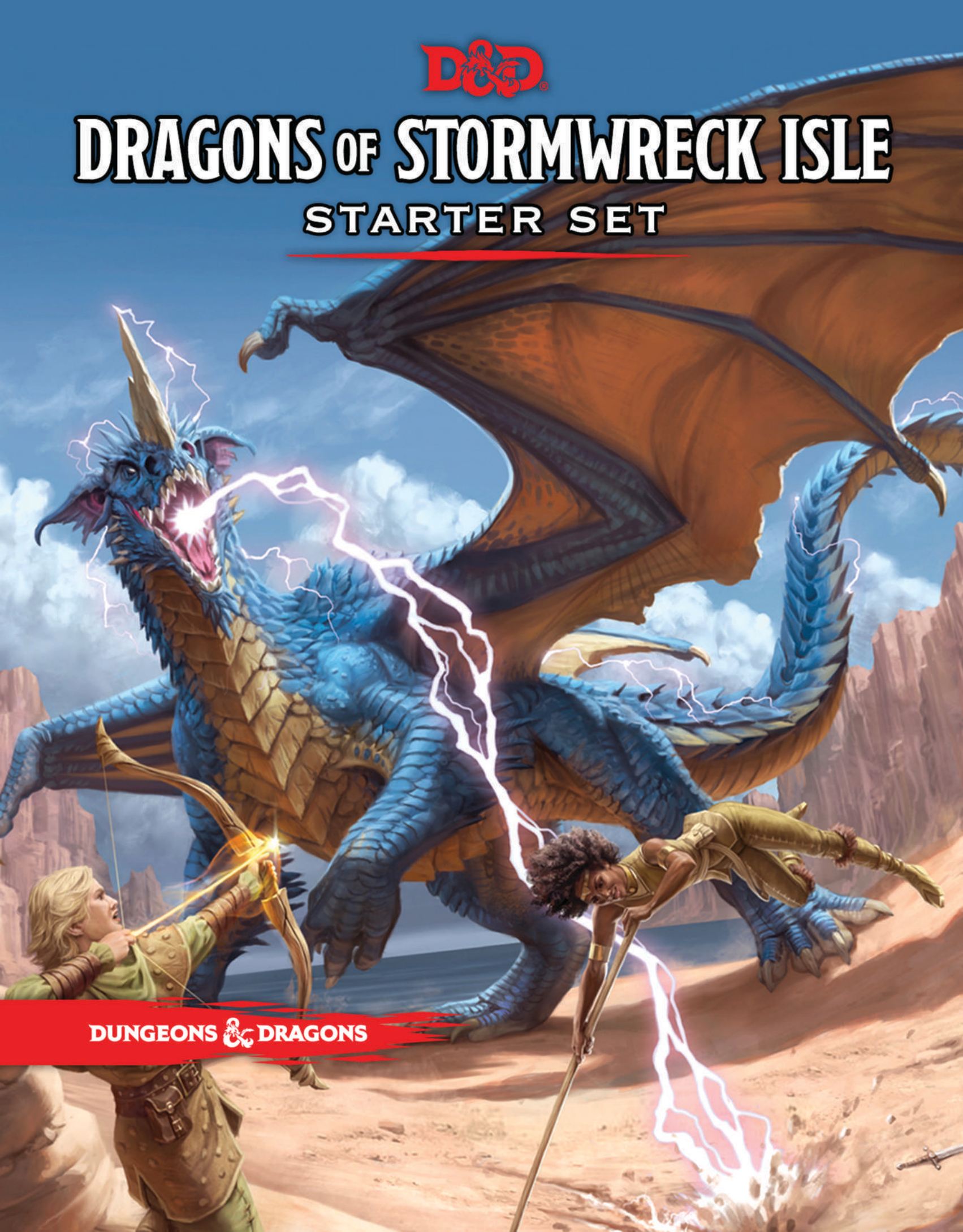
D&D

DRAGONS OF STORMWRECK ISLE

STARTER SET



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The *DUNGEONS & DRAGONS® Starter Set: Dragons of Stormwreck Isle*™ is your gateway to action-packed adventures in the cooperative storytelling game DUNGEONS & DRAGONS, where heroes battle monsters, find treasure, and undertake epic quests. This box contains the essential rules of the game plus everything you need to play heroic characters caught up in an ancient war among dragons, as the characters explore the secrets of Stormwreck Isle.



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1 95166 18124 0
Sug. Retail: US $19.99 CAN $25.99
Printed in USA D09950000

Welcome to Dungeons & Dragons

Driven by imagination, Dungeons & Dragons is a cooperative game in which the characters you roleplay embark on adventures together in fantasy worlds filled with monsters and magic. This set gives you and up to five of your friends everything you need—besides your imagination and a pencil—to journey in one of those worlds.

What's in This Set

This set includes the following components:

Rulebook. This rulebook contains all the rules you need to start playing D&D.

Adventure Booklet. The other booklet in this set contains an adventure for you to play. Only the person who's going to run the adventure should read that booklet.

Character Sheets. Five different characters—a cleric, a fighter, a paladin, a rogue, and a wizard—are provided for up to five players to choose from. The characters that your group choose will go on the adventure in the adventure booklet.

Dice. All the dice you need to play are included.

Getting Started

If this is your first time playing D&D, start by reading the rest of this introduction and chapter 1. They tell you the most important rules for play. Visit dnd.wizards.com/starter for additional guidance.

The next step is to decide who is going to run the adventure—that person is called the **Dungeon Master** or **DM**—and who's going to play the adventurers.

Being a Player

Each player chooses a character, an adventurer who teams up with the other players' adventurers. This set comes with several characters to choose from, each one printed on their own sheet. Take a look at each of the sheets, and choose the character who looks the most fun to play. Whichever characters you and the other players choose, the characters are assumed to be allies as they face the dangers of D&D together. The DM presents exciting challenges, new friends, and handsome rewards to your characters. The DM is not your foe but does present dangers that provide opportunities for your adventurers to shine and then thrive.

The adventure in this set works best for four or five characters, so if you have fewer than four players, we recommend some of you play more than one character.

Being the DM

Instead of choosing a character, one participant takes on the role of the DM, the game's lead storyteller and referee. The DM runs the adventure for the characters, who navigate its hazards and decide which paths to explore. The DM describes the locations and creatures that the adventurers face, and the players decide what they want their characters to do. Then the DM, using imagination and the game's rules, determines the results of the adventurers' actions and narrates what they experience. Because the DM can improvise to react to anything the players attempt, D&D is infinitely flexible.

If you decide to be the DM, make sure to familiarize yourself with this rulebook, and read the adventure booklet. You'll then be ready to gather your friends together to play.

Rhythm of Play

Once the DM is ready to run the adventure and the players have chosen their characters, the group gathers for a session of play. In a typical D&D session, play unfolds in **encounters**—similar to how a movie comprises scenes—and in each encounter, there are chances for the DM to describe creatures and places and for characters to make choices. Here's an example of the start of an encounter:

> **Dungeon Master (DM):** A crumbling castle stands among the trees, the ruins of seven towers jutting up from it like broken teeth. An archway littered with rusted metal gapes open at the top of a short flight of steps. Just inside that opening, you spot two skeletal guards with glowing red eyes.
>
> **Phillip (playing Nica, the cleric):** Let's send the rogue up ahead to look in and see if there are more than two guards.
>
> **Amy (playing Diana, the rogue):** OK, I'll sneak up until I can peer in through the entrance.
>
> **DM:** All right, let's see how sneaky you are. Make a Dexterity check.
>
> **Amy:** Using my Stealth proficiency, right?
>
> **DM:** You bet.
>
> **Amy (rolling a d20):** Diana's pretty sneaky—that's a 17.
>
> **DM:** There's no sign the skeletal guards spot you, and you don't notice any others.



In that example, three main steps are present, and those steps occur in every D&D encounter, whether it's a peaceful encounter or a fight:

1: The DM describes the environment. The DM tells the players where their adventurers are and what's around them, presenting the basic scope of options (how many doors lead out of a room, what's on a table, who's in the tavern, and so on).

2: The players decide what their characters do. A character's sheet contains various things that the character can do. When deciding what your character does, you may choose something on the sheet, or you may make something up. Whatever you decide, describe the intended action to the DM and the other players. Sometimes all the characters do the same thing, and other times, different adventurers do different things; one adventurer might search a treasure chest while a second examines a symbol engraved on a wall, for example. Outside combat, the characters don't need to take turns, but the DM listens to every player and decides how to resolve those actions. In combat, everyone takes turns in order, as explained in the "Combat" section (page 9). Either way, the DM tells you what happens next.

3: The DM narrates the results of the action. Sometimes, resolving a task is easy. If an adventurer wants to walk across a room and open a door, the DM might just say that the door opens and describe what lies beyond. But the door might be locked, the floor might hide a deadly trap, or some other circumstance might make it challenging for an adventurer to complete a task. In those cases, the DM checks to see if there are relevant rules—on a character sheet, in this rulebook, or in the adventure—and then decides what happens, often relying on the roll of a die to determine the results of an action. Describing the results often leads to another decision point, which brings the flow of the game right back to step 1.

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Game Dice

The game uses dice with different numbers of sides. In these rules, the different dice are referred to by the letter *d* followed by the number of sides: **d4**, **d6**, **d8**, **d10** (with 0 standing for 10), **d12**, and **d20**. For instance, a d6 is a six-sided die.

When you need to roll dice, the rules tell you how many dice to roll of a certain type, as well as what modifiers (positive or negative) to add. For example, "3d8 + 5" means you roll an eight-sided die three times, add the rolls together, and add 5 to the total.

Percentile dice, or **d100**, work differently. You generate a number between 1 and 100 by rolling a ten-sided die twice. The first roll gives the tens digit, and the second roll gives the ones digit. For example, if you roll a 7 and a 1, the number rolled is 71, and if you roll a 0 and a 5, the number rolled is 5. Two 0s represent 100.

Terms to Remember

adventure. An adventure is a series of encounters that help tell a story and present the players' characters with important choices.

character sheet. A character sheet is a piece of paper or digital record that bears a character's game statistics.

creature. Any living being in the game, including a player's character, is a creature. Each creature belongs to a type: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, or Undead. Some rules in the game affect creatures of certain types in different ways. For example, the text of the *cure wounds* spell specifies that the spell doesn't work on a creature that has the Undead type.

dungeon. A dungeon is any indoor adventure location, whether underground, in a castle, or in a city.

encounter. An encounter is a scene in an adventure, incorporating a fantasy location and often friends or foes.

monster. A creature controlled by the DM is a monster, even if the creature is benevolent. A monster with a personal name is sometimes called an NPC (nonplayer character), especially if it isn't combative.

object. An object is a nonliving, distinct thing. Composite things, like buildings, comprise more than one object.

player character. A player character—"character" for short—is an adventurer controlled by a player.

stat block. A stat block contains the game statistics of a monster. It's effectively the monster's character sheet.

What's Next?

If you'd like to delve deeper into D&D, check out the fifth edition *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide*. These advanced rulebooks introduce you to the vast multiverse of D&D and invite you to create characters and worlds within it.



CHAPTER 1
PLAYING THE GAME

THIS CHAPTER PRESENTS THE MAIN RULES OF PLAY. Many of the rules refer to six abilities (described below) possessed by every character and monster. You use these abilities in many different situations, including combat, social interaction, and exploration—the rules for which are presented in this chapter.

SIX ABILITIES

Six abilities briefly describe a creature's physical and mental characteristics. These abilities appear on an adventurer's character sheet and in a monster's stat block:

Strength, measuring physical power
Dexterity, measuring agility, reflexes, and balance
Constitution, measuring endurance
Intelligence, measuring reasoning and memory
Wisdom, measuring perceptiveness and intuition
Charisma, measuring force of personality

Each ability has a score, ranging from 3 to 18 for most adventurers. The highest a character's score can reach is 20. Monsters can have scores as low as 1 or as high as 30.

An ability score's most important function is providing an **ability modifier**—a positive or negative number added to ability checks, saving throws, and attack rolls, as explained in the rest of this chapter. The Ability Scores and Modifiers table shows the modifier that each score provides.

ABILITY SCORES AND MODIFIERS

Score	Modifier	Score	Modifier
1	–5	16–17	+3
2–3	–4	18–19	+4
4–5	–3	20–21	+5
6–7	–2	22–23	+6
8–9	–1	24–25	+7
10–11	+0	26–27	+8
12–13	+1	28–29	+9
14–15	+2	30	+10

THE D20 ROLL

When the outcome of an action is uncertain, the game relies on a d20 roll to determine success or failure. **Ability checks**, **saving throws**, and **attack rolls** are the three main kinds of d20 rolls, and whenever you make one, the roll is associated with one of the six abilities. The roll follows these steps:

1: Roll a d20, and add the relevant ability modifier. The rest of this rulebook specifies which ability modifier to use for different types of d20 rolls.

2: Add your proficiency bonus if relevant. Each character has a proficiency bonus, a number you add when making a d20 roll that uses something in which your character has proficiency. See the "Proficiencies" section for more information.

ALEX STONE

3: **Apply circumstantial bonuses and penalties.** A class feature, a spell, or another rule might give a bonus or a penalty to the roll. Also, the roll might have advantage or disadvantage, explained in the "Advantage & Disadvantage" section.

4: **Compare the total to a target number.** If the total of the d20 roll and its modifiers equals or exceeds the target number, the ability check, attack roll, or saving throw is a success. Otherwise, it's a failure. The DM determines target numbers and tells players whether their rolls are successful. The target number for an ability check or a saving throw is called a **Difficulty Class** (DC). The most common DCs for ability checks are in the Typical Difficulty Classes table. The target number for an attack roll is called **Armor Class** (AC), which appears on a character sheet or in a stat block.

Typical Difficulty Classes

Task Difficulty	DC	Task Difficulty	DC
Very easy	5	Hard	20
Easy	10	Very hard	25
Medium	15	Nearly impossible	30

Proficiencies

A character sheet notes the things that the character is especially good at, which are known as the character's proficiencies. Here are the main proficiencies, along with page references to their rules:

Skills (page 6)
Saving Throws (page 7)
Equipment (page 18)

Using Your Proficiency Bonus

Whenever you make an ability check, a saving throw, or an attack roll that uses one of your character's proficiencies, you add the character's proficiency bonus to the roll. The bonus appears on your character sheet, and this rulebook and the character sheet tell you when the bonus applies.

A monster's proficiency bonus is already incorporated in the relevant numbers in the creature's stat block, so the DM doesn't need to add it.

The Bonus Doesn't Stack

Your proficiency bonus can't be added to a die roll or other number more than once. For example, if two rules tell you to add your proficiency bonus to a Wisdom saving throw, you nevertheless add it only once to the save.

Occasionally, a proficiency bonus might be multiplied or divided (round down) before being added. For example, the rogue's Expertise feature doubles the proficiency bonus for certain ability checks. Whenever used, the bonus can be multiplied only once, divided only once, and added only once.

Advantage & Disadvantage

Sometimes a rule, such as a class feature or a spell, says you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, roll the d20 twice when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage.

For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

They Don't Stack

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll the d20 more than one additional time. If two favorable situations grant advantage, for example, you still roll only one additional time.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll the d20 once. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

Interactions with Rerolls

When you have advantage or disadvantage and something in the game, such as the halfling's Lucky trait, lets you reroll or replace the d20, you can reroll or replace only one of the rolls. You choose which one. For example, if a halfling has advantage or disadvantage on an ability check and rolls a 1 and a 13, the halfling could use the Lucky trait to reroll the 1.

Ability Checks

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The DM calls for an ability check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

Making an Ability Check

Here are the steps for making an ability check:

1: **Determine the ability to use.** For every ability check, the DM decides which of the six abilities is relevant to the task at hand. This rulebook or the adventure booklet often tells the DM what kind of check a character can make and what happens if the check succeeds or fails. Since characters often try unpredictable things, the adventure booklet also provides advice to help the DM decide what kind of ability check to use in a situation.

2: **Choose a skill that applies, if any.** Each ability, except Constitution, has skills associated with it, and the rules or the DM determines which of those skills is relevant to a check. See the "Skills" section below for more information.

3: **Set the Difficulty Class.** Each ability check requires a DC, representing the difficulty of the task. The more difficult a task, the higher its DC. This rulebook, the adventure booklet, and the character sheets provide guidance on what the DC should be for certain checks.

4: **Roll the d20.** Then add the relevant ability modifier, and if the check uses one of the character's skill proficiencies, add the character's proficiency bonus too. As with other d20 rolls, apply any bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the DM.

Skills

Each of the six abilities covers a range of capabilities, including skills that a character or a monster can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. The character sheets indicate each character's skill proficiencies, and a monster's skill proficiencies appear in the monster's stat block.

For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively. So a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding.

How to Use Skill Proficiencies

Sometimes, the DM might ask for an ability check using a specific skill—for example, "Make a Wisdom (Insight) check." At other times, a player might ask the DM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add their proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual still makes the ability check but without adding their proficiency bonus.

For example, if a character attempts to climb up a dangerous cliff, the Dungeon Master might ask for a Strength (Athletics) check. If the character is proficient in Athletics, the character's proficiency bonus is added to the Strength check. If the character lacks that proficiency, they just make a Strength check.

Skill List

The skills related to each ability score are shown on the Skills table (no skills are related to Constitution). That table also notes example uses for each skill proficiency.

Skills

Ability	Skill	Example Uses
Strength	Athletics	Jump farther than normal, stay afloat in rough water, or break something.
Dexterity	Acrobatics	Stay on your feet in a tricky situation, or perform an acrobatic stunt.
	Sleight of Hand	Pick someone's pocket, conceal a handheld object, or perform legerdemain.
	Stealth	Escape notice by moving silently and hiding behind things.
Intelligence	Arcana	Recall lore about spells, magic items, and the planes of existence.
	History	Recall lore about historical events, people, nations, and cultures.
	Investigation	Find obscure information in books, or deduce clues about how something works.
	Nature	Recall lore about terrain, plants, animals, and weather.
	Religion	Recall lore about gods, religious rituals, and holy symbols.
Wisdom	Animal Handling	Intuit an animal's intentions, calm an animal, or train an animal.
	Insight	Discern a person's mood and intentions.
	Medicine	Diagnose an illness, or determine what killed the recently slain.
	Perception	Using a combination of senses, notice something that's easy to miss.
	Survival	Follow tracks, forage, find your way in the wilderness, or avoid natural hazards.
Charisma	Deception	Tell a convincing lie, or wear a disguise convincingly.
	Intimidation	Awe or threaten someone into doing what you want.
	Performance	Perform music, dance, acting, or storytelling.
	Persuasion	Honestly and graciously convince someone of something.

Working Together

Sometimes two or more characters team up to attempt a task. The character who's leading the effort—or the one with the highest ability modifier—can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the Help action (page 12).

A character can provide help only if the task is one they could attempt alone. For example, the rules might require proficiency with thieves' tools to pick a specific lock, so a character who lacks that proficiency couldn't help another character in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

Saving Throws

A saving throw—also called a save—represents an attempt to resist certain threats, such as a spell or a trap. A rule or the DM lets you know when it's time to make a save for a creature, following these steps:

1: **Determine the ability to use.** The rules or the DM determines which of the six abilities to use for the save. For example, the DM might say, "Make a Dexterity saving throw to dodge the fire!"

2: **Set the Difficulty Class.** The DC for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a spell is determined by the caster's spellcasting ability modifier and proficiency bonus, as explained in chapter 3.

3: **Roll the d20.** Then add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw. If the creature has the relevant saving throw proficiency (noted on the character sheet or stat block), also add the creature's proficiency bonus. As with other d20 rolls, apply any other bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the save is a success. Otherwise, it's a failure. The result of a successful or failed saving throw is detailed in the description of the effect that forced the save.

Social Interaction

During their adventures, the player's characters meet people from many different walks of life and face monsters that are more keen to talk than fight. In those situations, it's time for social interaction.

Interaction takes on many forms. You might need to convince an unscrupulous thief to confess to some wrongdoing, or you might try to flatter a dragon so that it will spare your life. The DM assumes the roles of any NPCs who are participating.

Alignment

Characters and many monsters have an alignment, which broadly describes their moral and ethical attitudes. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward society and order (lawful, chaotic, or neutral). Thus, nine distinct alignments define the possible combinations.

Creatures that lack the capacity for rational thought don't have alignments—they are **unaligned**. Such creatures are incapable of making moral or ethical choices and act according to their natures.

These summaries of the nine alignments describe the typical behavior of a creature with that alignment; individuals vary from that behavior:

Lawful good (LG) creatures can be counted on to do the right thing as expected by society.

Neutral good (NG) folk do the best they can to help others according to their needs.

Chaotic good (CG) creatures act as their conscience directs, with little regard for what others expect.

Lawful neutral (LN) individuals act in accordance with law, tradition, or personal codes.

Neutral (N) is the alignment of those who steer clear of moral questions, doing what seems best at the time.

Chaotic neutral (CN) creatures follow their whims, holding their personal freedom above all else.

Lawful evil (LE) creatures take what they want, within the limits of a code of tradition, loyalty, or order.

Neutral evil (NE) is the alignment of those who do whatever they can get away with, without qualms.

Chaotic evil (CE) creatures act with arbitrary violence, spurred by their greed, hatred, or bloodlust.

In general terms, an NPC's attitude toward you is described as friendly, indifferent, or hostile. Friendly NPCs are predisposed to help you, and hostile ones are inclined to get in your way. It's easier to get what you want from a friendly NPC.

Social interactions have two primary aspects: roleplaying and ability checks.

Roleplaying

Roleplaying is, literally, the act of playing out a role. In this case, it's *you* as a player determining how your character thinks, acts, and talks. Roleplaying is part of every aspect of the game, and it comes to the fore during social interactions. Your character's personality influences how interactions resolve.

The DM uses your character's actions and attitudes to determine how an NPC reacts. A cowardly bandit might buckle under threats of imprisonment. A stubborn merchant refuses to let anyone badger her. A vain dragon laps up flattery.

When interacting with an NPC, pay close attention to the DM's portrayal of the NPC's personality. You might be able to determine an NPC's goals and then play on them to influence the NPC's attitude.

If you offer NPCs something they want or play on their sympathies, fears, or goals, you can use words to form friendships, ward off violence, or learn a key piece of information. On the other hand, if you insult a proud warrior or speak ill of a noble's allies, your efforts to convince or deceive will likely fall short.

Ability Checks

In addition to roleplaying, ability checks can be key in determining the outcome of a social interaction.

Your roleplaying efforts can alter an NPC's attitude, but there might still be an element of chance in the situation. For example, your DM can call for a Charisma check at any point during an interaction if they want the dice to play a role in determining an NPC's reactions. Other checks might be appropriate in certain situations, at your DM's discretion.

Pay attention to your skill proficiencies when thinking of how you want to interact with an NPC, and stack the deck in your favor by using an approach that relies on your skills. For example, if the group needs to trick a guard into letting them into a castle, the rogue who is proficient in Deception is the best bet to lead the discussion.

The Environment

Adventuring involves delving into places that are dangerous and full of mysteries. The rules in this section cover some of the ways adventurers interact with the environment in such places.

Travel

During an adventure, the characters might travel long distances, on trips that could take hours or days. The DM can summarize this travel without calculating exact distances or travel times.

If you need to know how fast people can move when every second matters, use the "Movement & Position" rules (page 11).

Falling

A creature that falls takes 1d6 bludgeoning damage at the end of the fall for every 10 feet it fell, to a maximum of 20d6 (see page 15 for the rules on taking damage).

When the creature lands, it suffers the prone condition (explained in the appendix), unless it avoids taking any damage from the fall.

A creature that falls into water or another liquid can use its reaction (see "Reactions" on page 10) to make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to hit the surface head or feet first. On a successful check, any damage resulting from the fall is halved.

Vision

Some of the tasks of adventuring—noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few—rely on a creature's ability to see. Darkness and other effects that obscure vision can prove a hindrance, as explained below.

Obscured Areas

An area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** area—such as darkness, opaque fog, or dense foliage—blocks vision within it. A creature effectively suffers the blinded condition (explained in the appendix) when trying to see something in that area.

Light

The presence or absence of light in an environment creates three categories of illumination:

Bright light lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A full moon might bathe the land in dim light.

Darkness creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon, or in an area of magical darkness.

Hiding

Adventurers and monsters often hide, whether to spy on one another or to set an ambush. The DM decides when circumstances are appropriate for hiding. When you try to hide, make a Dexterity (Stealth) check. Until you are discovered or stop hiding, that check's total becomes the DC for the Wisdom (Perception) check of any creature that searches the area; it finds you only if the check succeeds.

When Can I Hide?

You can try to hide if no one can see you. You can't hide from a creature that can see you clearly, and you give away your position if you make noise, such as shouting a warning or making an attack.

An invisible creature can't be seen, so it can always try to hide. Signs of its passage might be noticed, however, and it still has to stay quiet. For more information, see the invisible condition in the appendix.

Passive Perception

When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the DM compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score, which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage on Wisdom (Perception) checks, add 5. For disadvantage on such checks, subtract 5.

For example, if a 1st-level character (with a proficiency bonus of +2) has a Wisdom score of 15 (a +2 modifier) and proficiency in Perception, the character has a passive Wisdom (Perception) of 14.

Interacting with Objects

A character's interaction with objects in an environment is simple to resolve in the game. The player tells the DM that their character is doing something, such as moving a lever, and the DM describes what, if anything, happens.

Finding Hidden Things

When your character searches for a hidden object, such as a secret door or a trap, the DM typically asks you to make a Wisdom (Perception) check. If you succeed, you find hidden details or other information and clues that you might otherwise overlook.



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In most cases, you need to describe where you are searching. For example, a key is hidden beneath clothes in the top drawer of a bureau. If you tell the DM that you pace around the room, looking at the walls and furniture for clues, you have no chance of finding the key, regardless of your Wisdom (Perception) check result. You would have to specify that you were searching the bureau to have any chance of success.

Suffocating

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds). When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again (see page 15 for the rules on taking damage).

Combat

Adventurers encounter many dangerous monsters and nefarious villains. In those moments, combat often breaks out.

The Order of Combat

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes combat into a cycle of rounds and turns. A **round** represents about 6 seconds in the game world. During a round, each participant in a battle takes a **turn**. The order of turns is determined at the beginning of combat, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side is defeated.

Combat Step by Step

1: **Determine surprise.** The DM determines whether anyone involved in the combat encounter is surprised.

2: **Establish positions.** The DM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the DM figures out where the adversaries are—how far away and in what direction.

3: **Roll initiative.** Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.

4: **Take turns.** Each participant in the battle takes a turn in initiative order.

5: **Begin the next round.** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 and 5 until the fighting stops.

Surprise

Adventurers sneak up on a bandit camp, springing from the trees to attack. A stirge swoops down from a cavern ceiling, unnoticed by the adventurers until it's nearly on them. In these situations, one side of the battle gains surprise over the other.

The DM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the DM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any creature that fails to notice a threat is surprised at the start of the combat.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends (see the "Your Turn" and "Reactions" sections below for information on actions and reactions). A member of a group can be surprised even if the other members aren't.

Initiative

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order. The check total is called a combatant's initiative count, or initiative for short. The DM makes one roll for a group of identical creatures, so each member of the group acts at the same time.

The DM ranks the combatants in order, from the one with the highest initiative to the one with the lowest. This is the order in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, the DM decides the order among tied monsters, and the players decide the order among their tied characters. The DM decides the order if the tie is between a monster and a player character, or the DM can have the tied characters and monsters each roll a die and go in order from highest roll to lowest.

Your Turn

On your turn, you can **move** a distance up to your speed and **take one action**. You decide whether to move first or take your action first. Your speed—sometimes called your walking speed—is noted on your character sheet.

The actions you can take are described in the "Actions in Combat" section later in this chapter. The "Movement & Position" section later in this chapter gives the rules for your move.

Communicating. You can communicate however you are able, through brief utterances and gestures, as you take your turn. Doing so uses neither your action nor your move. Some conditions in the game (see the appendix) inhibit communication.

Interacting with Things. You can interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

If you want to interact with a second object, you need to take the Use an Object action (see page 13). Some magic items and other special objects always require an action to use, as stated in their descriptions.

The DM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the DM could reasonably expect you to take an action to open a stuck door or turn a crank to lower a drawbridge.

Doing Nothing on Your Turn. You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do, consider taking the Dodge or Ready action, as described in the "Actions in Combat" section later in this chapter.

Bonus Actions

Various class features, spells, and other abilities let you take an additional action on your turn called a bonus action. The Cunning Action feature, for example, allows a rogue to take a bonus action. You can take a bonus action only when a special ability, spell, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

Reactions

Certain special abilities, spells, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack, described later in this chapter, is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

In terms of timing, a reaction takes place immediately after whatever triggered it, unless the description of the reaction says otherwise.

Movement & Position

On your turn, you can move a distance equal to your speed or less. Or you can decide not to move.

Your movement can include jumping, climbing, and swimming (explained later in this section). These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

Creature Size

A creature belongs to a size category. Each size determines the width of the square space the creature occupies on a map, as shown on the Size Categories table. That table lists the sizes from smallest (Tiny) to largest (Gargantuan).

A character's size is specified on the character sheet, and a monster's size is specified in the monster's stat block.

Size Categories

Size	Space	Size	Space
Tiny	2½ ft. square	Large	10 ft. square
Small	5 ft. square	Huge	15 ft. square
Medium	5 ft. square	Gargantuan	20+ ft. square

Breaking Up Your Move

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you could move 10 feet, take your action, and then move 20 feet. Similarly, if you take an action that includes more than one weapon attack, you can break up your movement by moving between those attacks.

If a creature has more than one speed—such as a walking speed and a flying speed—the creature can switch back and forth between the speeds during its move. Whenever it switches, subtract the distance already moved from the new speed. The result determines how much farther the creature can move. If the result is 0 or less, it can't use the new speed during the current move. For example, if a creature (such as a harpy) has a walking speed of 20 and a flying speed of 40, it could fly 10 feet, walk 10 feet, and leap into the air to fly 20 feet more.

Difficult Terrain

Combatants are often slowed down by difficult terrain. Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space of another creature, whether it's hostile or not, also counts as difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot, even if multiple things in a space count as difficult terrain.

Being Prone

Combatants are often knocked down. They are then prone, a condition described in the appendix.

You can **drop prone** without using any of your speed. **Standing up** takes more effort; doing so costs an amount of movement equal to half your speed (round down). For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

Moving Around Other Creatures

You can move through a friend's space. In contrast, you can move through an enemy's space only if the foe is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you leave an enemy's reach during your move, you provoke an opportunity attack (see page 14).

Flying

Flying creatures have excellent mobility, but they must also deal with the danger of falling. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover or it is being held aloft by magic.

Climbing, Swimming, and Crawling

Each foot of movement costs 1 extra foot (2 extra feet in difficult terrain) when you're climbing, swimming, or crawling. You ignore this extra cost if you have a climbing speed and use it to climb or have a swimming speed and use it to swim.

At the DM's option, climbing a slippery vertical surface or one with few handholds might require a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

Long Jumps

When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your DM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

High Jumps

When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier (minimum of 0 feet) if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your DM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above yourself a distance equal to the height of the jump plus 1½ times your height.

Actions in Combat

When you take your action on your turn, you can take one of the actions presented here. When you describe an action not detailed here, the DM tells what kind of roll you need to make, if any, to determine success or failure.

Attack

The most common action to take in combat is the Attack action. With this action, you make one attack with a weapon or an unarmed strike. See the "Making an Attack" section for the rules that govern attacks.

Cast a Spell

Most spells require an action to cast. See chapter 3 for the rules on casting a spell.

Dash

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you take the Dash action.

Disengage

If you take the Disengage action, your movement doesn't provoke opportunity attacks (see page 14) for the rest of the turn.

Dodge

When you take the Dodge action, you focus on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you receive the incapacitated condition (explained in the appendix) or if your speed is reduced to 0 by a condition or another effect.



Wizards often take the Cast a Spell action.

Help

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can make it easier to hit a creature within 5 feet of you by distracting the target, such as with a feint. You thereby give advantage to the next attack roll against the target that is made by one of your allies before your next turn.

Hide

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules on page 8 for hiding. If you succeed, you gain the benefits described in the "Unseen Attackers and Targets" section later in this chapter.

Ready

Sometimes you want to wait for a particular circumstance before you act. To do so, you take the Ready action on your turn, which lets you act using your reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your reaction. Then you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the cultist steps on the trapdoor, I'll pull the lever that opens it," and "If the zombie steps next to me, I'll move away."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore it.

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When you ready a spell, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding on to the spell's magic requires concentration (explained in chapter 3). If your concentration is broken, the readied spell dissipates without taking effect.

Search

When you take the Search action, you devote your attention to finding something, and the DM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

Use a Magic Item

If you have a magic item that requires an action to use, you take the Use a Magic Item action.

Use an Object

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When a nonmagical object requires your action, you take the Use an Object action. You can also take this action to interact with more than one object on your turn.

Use a Special Ability

Many class features give you special ways to use your action. Monsters also have their own special actions, as detailed in their stat blocks.

Making an Attack

When you take the Attack action, you can make a weapon attack. If you take the Cast a Spell action, some spells involve making a spell attack, and the Use a Magic Item, Use an Object, and Use a Special Ability actions sometimes involve an item or a feature that requires an attack.

Two Attack Types

There are two types of attacks in the game: **weapon attacks** and **spell attacks**. The rules tell you an attack's type and whether the type matters in a particular situation. Weapon attacks are generally physical attacks with weapons (listed in chapter 2) and the like. Spell attacks involve spells and other forms of magic.

Regardless of an attack's type, it follows the rules in this section, and if there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

Attack Structure

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a spell, an attack has the following structure:

1: Choose a target. Pick a target within your attack's range: a creature, an object, or a location.

2: Determine modifiers. The DM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.

3: Resolve the attack. Make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

Attack Rolls

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits.

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block.

Ability Modifier. The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity.

Some spells also require an attack roll. The ability modifier used for a spell attack depends on the spellcasting ability of the spellcaster, as specified on the spellcaster's character sheet or in its stat block. See chapter 3 for more information on spellcasting.

Proficiency Bonus. You add your proficiency bonus to your attack roll when you attack using a weapon you have proficiency with, as well as when you attack with a spell.

Rolling 1 or 20

If an attack roll gets a 20 on the d20, the attack hits regardless of any modifiers or the target's AC. This is called a critical hit, which is explained later in this chapter.

If an attack roll gets a 1 on the d20, the attack misses regardless of any modifiers or the target's AC.

Unseen Attackers and Targets

When you make an attack roll against a target you can't see, you have disadvantage on the roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the DM typically just says that the attack missed, not whether you guessed the target's location correctly.



Half Cover and Three-Quarters Cover

When a creature can't see you, you have advantage on attack rolls against it.

If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

Cover

Walls, trees, creatures, and other obstacles can provide cover, making a target more difficult to harm. As detailed in the Cover table, there are three degrees of cover, each of which gives a different benefit to a target.

A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

Cover

Cover Degree	Benefit to Target	Offered By
Half	+2 bonus to AC and Dexterity saving throws	Another creature of any size or an object that covers at least half of the target
Three-quarters	+5 bonus to AC and Dexterity saving throws	An object that covers at least three-quarters of the target
Total	Can't be targeted directly	An object that covers the whole target

Ranged Attacks

When you make a ranged attack, you fire a bow or a crossbow, hurl a handaxe, or otherwise send projectiles to strike a foe at a distance. Many spells also involve making a ranged attack.

Range

You can make ranged attacks only against targets within a specified range. If a ranged attack, such as one made with a spell, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a longbow or a shortbow, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

Ranged Attacks in Close Combat

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within 5 feet of an enemy who can see you and who isn't incapacitated.

Melee Attacks

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon. A typical monster makes a melee attack when it strikes with its claws, its horns, its teeth, or another body part. A few spells also involve making a melee attack.

Reach

A creature has a 5-foot reach and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures have melee attacks with a reach greater than 5 feet, as noted in their descriptions.

Opportunity Attacks

Combatants constantly watch for enemies to drop their guard. When you move heedlessly past your foes, you put yourself in danger; doing so provokes an opportunity attack.

Making an Opportunity Attack. You can make an opportunity attack when an enemy that you can see leaves your reach. To make the opportunity attack, you use your reaction to make one melee weapon attack against the provoking creature. The attack occurs right before the creature leaves your reach.

Avoiding Opportunity Attacks. You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement,

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action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if you fall past an enemy.

Grappling

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple.

Starting a Grapple. The target of your grapple must be no more than one size larger than you, and it must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check—a Strength (Athletics) check with a DC set by a Strength (Athletics) or Dexterity (Acrobatics) check the target makes in response (the target chooses the ability to use). You succeed automatically if the target is incapacitated.

If you succeed, you subject the target to the grappled condition (see the appendix). The condition specifies the things that end it, and you can release the target whenever you like (no action required).

Escaping a Grapple. A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check with a DC set by a Strength (Athletics) check you make when it tries to escape.

Moving a Grappled Creature. When you move, you can drag or carry the grappled creature with you, but your speed is halved (round down) unless the creature is two or more sizes smaller than you.

Shoving a Creature

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or to push it away from you.

The target of your shove must be no more than one size larger than you, and it must be within your reach. You make a Strength (Athletics) check with a DC set by a Strength (Athletics) or Dexterity (Acrobatics) check that the target makes in response (the target chooses the ability to use). You succeed automatically if the target is incapacitated.

If you succeed, you either knock the target prone or push it 5 feet away from you (your choice).

Unarmed Strikes

Instead of using a weapon to make a melee attack, you can use an unarmed strike: a punch, kick, headbutt, or similar forceful blow. On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier.

You are proficient with your unarmed strikes. They aren't considered weapons by the rules, but they nonetheless work for melee weapon attacks.

Damage & Healing

Injury and death are constant threats in D&D, as detailed in the following rules.

Hit Points

Every creature has hit points, which represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature's current hit points (usually just called hit points) can be any number from the creature's hit point maximum down to 0, and it never goes lower than 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

Damage Rolls

Each weapon, spell, and harmful monster ability specifies the damage it deals, if any. You roll the damage die or dice, add any modifiers, and apply the damage to your target (minimum of 0 damage).

When attacking with a **weapon**, you add your ability modifier—the same modifier used for the attack roll—to the damage. A **spell** tells you which dice to roll for damage and whether to add any modifiers.

If a spell or other effect deals damage to **more than one target** at the same time, roll the damage once for all of them. For example, when a wizard casts *thunderwave*, the spell's damage is rolled once for all creatures caught in the blast.

Critical Hits

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal.

For example, if you score a critical hit with a dagger, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier. If the attack involves other damage dice, such as from the rogue's Sneak Attack feature, you roll those dice twice as well.

Damage Types

Every instance of damage has a type. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

The types are acid, bludgeoning, cold, fire, force, lightning, necrotic, piercing, poison, psychic, radiant, slashing, and thunder.



Clerics and paladins strive to protect and heal their friends.

Damage Resistance and Vulnerability

Some creatures and objects are exceedingly difficult or easy to hurt with certain types of damage. If a creature or an object has **resistance** to a damage type, damage of that type is halved against it (round down). If a creature or an object has **vulnerability** to a damage type, damage of that type is doubled against it.

After all other modifiers to damage, resistance is applied and then vulnerability. For example, 25 bludgeoning damage is dealt to a creature that has bludgeoning resistance. The creature is also within a magical aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a creature has resistance to fire damage as well as resistance to all nonmagical damage, the damage of a nonmagical fire is reduced only by half against the creature.

Healing

Unless it results in death, damage isn't permanent. Even death is reversible through powerful magic. Rest can restore a creature's hit points (see page 17), and magical methods, such as the *cure wounds* spell, can remove damage in an instant.

When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, a cleric grants a fighter 8 hit points of healing. If the fighter has 14 current hit points and has a hit point maximum of 20, the fighter regains 6 hit points, not 8.

A creature that has died can't regain hit points until magic has restored it to life.

Dropping to 0 Hit Points

When a character drops to 0 hit points, they either die outright or fall unconscious, as explained below. A monster dies when it drops to 0 hit points, unless the DM decides to treat the monster like a character.

Instant Death. Massive damage can kill a character instantly. When damage reduces a character to 0 hit points and there is damage remaining, the character dies if the remaining damage equals or exceeds their hit point maximum. For example, a wizard with a maximum of 12 hit points currently has 6 hit points. If the wizard takes 18 damage from an attack, the wizard is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals the hit point maximum, the wizard dies.

Falling Unconscious. If damage reduces a character to 0 hit points and isn't fatal, the character falls unconscious (see the appendix). This unconsciousness ends if the character regains any hit points.

Death Saving Throws. Whenever your character starts their turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether the character creeps closer to death. Unlike other saving throws, this one isn't tied to any ability score; the character is now in the hands of fate.

Roll a d20. The save succeeds on a roll of 10 or higher. Otherwise, it fails. A success or failure has no effect by itself. On the third success, the character becomes stable (see below). On the third failure, the character dies. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when the character regains any hit points or become stable.

When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, your character regains 1 hit point.

Damage at 0 Hit Points. If a character takes any damage while at 0 hit points, the character suffers one death saving throw failure. If the damage is from a critical hit, it's two failures instead. If the damage equals or exceeds the character's hit point maximum, the character dies instantly.

Stabilizing a Creature. The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw.

As an action, you can administer first aid to a creature with 0 hit points, which requires a successful DC 10 Wisdom (Medicine) check. On a success, the

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creature is **stable**, which means the creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage.

A stable creature that isn't healed regains 1 hit point after 1d4 hours.

Knocking a Creature Out

When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker makes this choice the instant the damage is dealt. The creature suffers the unconscious condition (see the appendix) and is stable.

Harming Objects

Creatures can damage objects with weapons and spells. The DM determines an object's Armor Class and hit points. Objects are immune to poison and psychic damage, and the DM might decide that certain objects have resistance or immunity to other types of damage (it's hard to cut a rope with bludgeoning damage, for example). Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

A creature can also make a Strength check to try to break an object, with a DC set by the DM.

Mounted Combat

A willing creature that is at least one size larger than a rider and that has an appropriate anatomy can serve as a mount, using the following rules:

Mounting and Dismounting. During your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your speed (round down). For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse.

Falling Off. If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or be dismounted, landing prone in an unoccupied space within 5 feet of it. If you're knocked prone while mounted, you must make the same save. If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in an unoccupied space within 5 feet it.

Controlling a Mount. You can control a mount only if it has been trained to accept a rider. Domesticated horses, donkeys, and similar creatures are assumed to have such training. The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it. In contrast, an independent mount retains its place in the initiative order, and it moves and acts as it wishes.

Opportunity Attacks against You. If the mount you're riding provokes an opportunity attack, the attacker can target you or the mount.

Underwater Combat

A fight underwater follows these rules:

Impeded Melee. When making a melee weapon attack, a creature that lacks a swimming speed has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

Reduced Range. A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow or a weapon with the thrown property.

Fire Resistance. While fully immersed, creatures and objects have resistance to fire damage.

Resting

Creatures in the game can take short rests in the midst of a day and a long rest to end it.

Short Rest

A short rest is a period of downtime—at least 1 hour long—during which a creature does nothing more strenuous than eating, drinking, and reading.

A creature can spend one or more Hit Dice at the end of a short rest, up to the creature's maximum number of Hit Dice (noted in the character sheet or stat block). For each Hit Die spent in this way, the player rolls the die and adds the creature's Constitution modifier to it. The creature regains hit points equal to the total (minimum of 0). The player can decide to spend an additional Hit Die after each roll.

Long Rest

A long rest is a period of extended downtime—at least 8 hours long—during which a creature sleeps for at least 6 hours and performs no more than 2 hours of light activity, such as reading, talking, eating, or standing watch. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting spells, or similar activity—the creature must restart the rest to gain any benefit.

At the end of a long rest, a creature regains all lost hit points. The creature also regains spent Hit Dice, up to half of the creature's total number of them (round down; minimum of one die).

A creature can't benefit from more than one long rest in a 24-hour period, and a creature must have at least 1 hit point at the start of the rest to gain its benefits.



CHAPTER 2
EQUIPMENT

ADVENTURERS ACQUIRE MANY KINDS OF EQUIPMENT on their journeys. This chapter describes equipment that appears on a character sheet and that can be added to the sheet later. Characters gain most of their equipment by buying it in a shop or finding it in a dungeon. Adventurers also sometimes find magic items, the details of which the DM provides.

Coins

Characters find coins on their adventures and can spend those coins in shops, inns, and other businesses they visit. Coins come in different denominations based on the relative worth of their material. The Coin Values table lists the coins and how much they're worth relative to one another. For example, it shows that a gold piece is worth 100 copper pieces.

A coin weighs about a third of an ounce, so fifty coins weigh a pound.

Coin Values

Coin	cp	sp	ep	gp	pp
Copper (cp)	1	1/10	1/50	1/100	1/1,000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1,000	100	20	10	1

Buying & Selling

This chapter lists the prices of weapons, armor, and other kinds of adventuring gear. The DM lets you know if a shop has a particular item for sale and whether it's available for the standard price.

If you want to sell something, equipment fetches half its cost when sold. Weapons and armor used by monsters are rarely in good enough condition to sell. In contrast, gems, jewelry, and art objects retain their full value in the marketplace, and in most places, magic items are priceless and therefore difficult to sell.

Equipment Proficiencies

Anyone can equip the items in this chapter, but the following items require you to have proficiency with the item to unlock all of the item's functionality:

Armor. Anyone can don a suit of armor, but only those proficient with it can wear it effectively. Your character sheet lists your character's armor proficiencies. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

Weapons. Anyone can wield a weapon, but you must have proficiency with it to add your proficiency bonus to an attack roll you make with it.

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Armor

Armor	Armor Class (AC)	Strength	Stealth	Cost	Weight
Light Armor (1 minute to don or doff)					
Leather	11 + Dex modifier	—	—	10 gp	10 lb
Studded leather	12 + Dex modifier	—	—	45 gp	13 lb
Medium Armor (5 minutes to don and 1 minute to doff)					
Hide	12 + Dex modifier (max 2)	—	—	10 gp	12 lb
Chain shirt	13 + Dex modifier (max 2)	—	—	50 gp	20 lb
Scale mail	14 + Dex modifier (max 2)	—	Disadvantage	50 gp	45 lb
Breastplate	14 + Dex modifier (max 2)	—	—	400 gp	20 lb
Half plate	15 + Dex modifier (max 2)	—	Disadvantage	750 gp	40 lb
Heavy Armor (10 minutes to don and 5 minutes to doff)					
Ring mail	14	—	Disadvantage	30 gp	40 lb
Chain mail	16	Str 13	Disadvantage	75 gp	55 lb
Splint	17	Str 15	Disadvantage	200 gp	60 lb
Plate	18	Str 15	Disadvantage	1,500 gp	65 lb

Tools. Certain tools, such as thieves' tools, require you to have proficiency with the tool to add your proficiency bonus to your ability checks with it.

Armor

The Armor table gives the key details of the various armors available. A creature can wear only one suit of armor at a time. The table lists the cost and weight of the armor, as well as the following details:

Category. Every type of armor falls into a category: light, medium, or heavy. The category determines how long it takes to don or doff the armor (as shown in the table), and armor proficiencies are usually tied to one or more of the categories.

Armor Class (AC). The table's AC column tells you what your base AC is when you wear a particular type of armor. For example, if you wear leather armor, your AC is 11 plus your Dexterity modifier, whereas your AC is 16 if you wear chain mail.

Strength. If the table shows a Strength score in the Strength column for an armor type, that armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

Stealth. If the table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

Weapons

The Weapons table shows the game's most common weapons. A creature must have a weapon in hand to wield it. The table lists the cost and weight of the weapon, as well as the following details:

Category. Every weapon falls into a category: simple or martial. Weapon proficiencies are usually tied to one of these categories. For example, you might have proficiency with simple weapons.

Melee or Ranged. A weapon is classified as either melee or ranged. A melee weapon is used to attack a target within 5 feet, whereas a ranged weapon is made to attack at a greater distance.

Damage. The table lists the amount of damage a weapon deals when an attacker hits with it.

Properties. If a weapon has a property, that property is listed in the Properties column. Each property is defined in the "Weapon Properties" section.

Weapon Properties

Here are definitions of the properties in the Properties column of the Weapons table:

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from it. Each attack expends one piece of ammunition. Drawing the ammunition is part of the attack (you need a free hand to load a one-handed weapon). After a fight, you can spend 1 minute to recover half the ammunition (round down) you used in the fight.

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Heavy. Small and Tiny creatures have disadvantage on attack rolls with weapons that have the heavy property.

Light. When you take the Attack action and attack with a weapon that has the light property, you can use a bonus action to attack with a different weapon that has the light property in your other hand. Don't add your ability modifier to the bonus attack's damage, unless the modifier is negative.

Loading. You can fire only one piece of ammunition from a loading weapon when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Weapons

Name	Damage	Properties	Cost	Weight
Simple Melee Weapons				
Club	1d4 bludgeoning	Light	1 sp	2 lb
Dagger	1d4 piercing	Finesse, light, thrown (range 20/60)	2 gp	1 lb
Greatclub	1d8 bludgeoning	Two-handed	2 sp	10 lb
Handaxe	1d6 slashing	Light, thrown (range 20/60)	5 gp	2 lb
Javelin	1d6 piercing	Thrown (range 30/120)	5 sp	2 lb
Light hammer	1d4 bludgeoning	Light, thrown (range 20/60)	2 gp	2 lb
Mace	1d6 bludgeoning	—	5 gp	4 lb
Quarterstaff	1d6 bludgeoning	Versatile (1d8)	2 sp	4 lb
Spear	1d6 piercing	Thrown (range 20/60), versatile (1d8)	1 gp	3 lb
Simple Ranged Weapons				
Crossbow, light	1d8 piercing	Ammunition (range 80/320), loading, two-handed	25 gp	5 lb
Dart	1d4 piercing	Finesse, thrown (range 20/60)	5 cp	1/4 lb
Shortbow	1d6 piercing	Ammunition (range 80/320), two-handed	25 gp	2 lb
Sling	1d4 bludgeoning	Ammunition (range 30/120)	1 sp	—
Martial Melee Weapons				
Battleaxe	1d8 slashing	Versatile (1d10)	10 gp	4 lb
Flail	1d8 bludgeoning	—	10 gp	2 lb
Greataxe	1d12 slashing	Heavy, two-handed	30 gp	7 lb
Greatsword	2d6 slashing	Heavy, two-handed	50 gp	6 lb
Halberd	1d10 slashing	Heavy, reach, two-handed	20 gp	6 lb
Longsword	1d8 slashing	Versatile (1d10)	15 gp	3 lb
Maul	2d6 bludgeoning	Heavy, two-handed	10 gp	10 lb
Morningstar	1d8 piercing	—	15 gp	4 lb
Rapier	1d8 piercing	Finesse	25 gp	2 lb
Scimitar	1d6 slashing	Finesse, light	25 gp	3 lb
Shortsword	1d6 piercing	Finesse, light	10 gp	2 lb
Trident	1d6 piercing	Thrown (range 20/60), versatile (1d8)	5 gp	4 lb
Warhammer	1d8 bludgeoning	Versatile (1d10)	15 gp	2 lb
Martial Ranged Weapons				
Crossbow, hand	1d6 piercing	Ammunition (range 30/120), light, loading	75 gp	3 lb
Crossbow, heavy	1d10 piercing	Ammunition (range 100/400), heavy, loading, two-handed	50 gp	18 lb
Longbow	1d8 piercing	Ammunition (range 150/600), heavy, two-handed	50 gp	2 lb

Range. A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Reach. A reach weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

Two-Handed. This weapon requires two hands when you attack with it.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property. That's the damage dealt when the weapon is used with two hands to make a melee attack.

Improvised Weapons

An improvised weapon is an object wielded as a makeshift weapon, such as broken glass, a table leg, or a frying pan. Even a simple or martial weapon counts as an improvised weapon if it's wielded in a way contrary to its design; if you use a ranged weapon to make a melee attack or throw a melee weapon that lacks the thrown property, the weapon counts as an improvised weapon for that attack.

Here are the rules for an improvised weapon:

Proficiency. You don't add your proficiency bonus to attack rolls with it.

Damage. On a hit, the weapon deals 1d4 damage of a type the DM thinks is appropriate to the object.

Range. If you throw the weapon, it has a normal range of 20 feet and a long range of 60 feet.

If an improvised weapon resembles a weapon on the Weapons table, the DM may say it functions as that weapon and uses that weapon's rules. For example, the DM could treat a table leg as a club.

Adventuring Gear

Here are some special items (with their prices and weights) that adventurers find useful:

Candle (1 cp, 0 lb). For 1 hour, this candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Disguise Kit (25 gp, 3 lb). This pouch of cosmetics and props lets you create disguises. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a disguise.

Healer's Kit (5 gp, 3 lb). This kit is a pouch containing bandages, salves, and splints. It has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Holy Water (25 gp, 1 lb). As an action, you can splash this water onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the holy water as an improvised weapon. If the target is a Fiend or an Undead, it takes 2d6 radiant damage on a hit.

Lantern, Bullseye (10 gp, 2 lb). This lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. It burns for 6 hours on a flask (1 pint) of oil.

Lock (10 gp, 1 lb). A key is provided with this lock. A creature proficient with thieves' tools can pick the lock with a successful DC 15 Dexterity check.

Oil (1 sp, 1 lb). This oil comes in a flask that holds 1 pint. As an action, you can splash the oil onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area that is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn there. A creature can take this damage only once per turn.

Quiver (1 gp, 1 lb). This quiver holds up to 20 arrows or bolts.

Rations (5 sp, 2 lb). These rations are enough for one person for one day and include jerky, dried fruit, hardtack, and nuts.

Rope, Hempen (1 gp, 10 lb) or Silk (10 gp, 5 lb). This rope is 50 feet long, has 2 hit points, and can be burst with a DC 17 Strength check.

Shield (10 gp, 6 lb). This shield is made of wood or metal. Equipping it requires an action. While equipped, the shield increases your AC by 2 if you have shield proficiency. You can benefit from only one shield at a time.

Thieves' Tools (25 gp, 1 lb). This set of tools includes a small file, lock picks, a small mirror with a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

Tinderbox (5 sp, 1 lb). This container holds flint, fire steel, and tinder used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

Torch (1 cp, 1 lb). This torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

Lifting and Carrying

Here are the rules for how much a creature can carry.

Carrying Capacity. Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it.

Push, Drag, or Lift. You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

Size and Strength. Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.



CHAPTER 3
SPELLS

MAGIC PERMEATES THE WORLDS OF D&D AND MOST often appears in the form of a magic spell. This chapter provides the rules for casting spells, which can create many sorts of wonders. The chapter also includes a collection of spells for use by spellcasters, such as the cleric, the wizard, and the paladin.

GAINING SPELLS

Before a spellcaster can use a spell, they must have the spell firmly fixed in mind or must have access to the spell in a magic item. Members of a few classes (such as the sorcerer in the *Player's Handbook*) have a limited list of spells that are always fixed in mind. The same thing is true of many magic-using monsters. Other spellcasters, such as clerics and wizards, undergo a process of preparing spells. This process varies for different classes, as detailed in the description of their Spellcasting features.

CASTING A SPELL

Whenever a creature casts a spell, the same basic rules are followed, and the descriptions of all spells are structured alike. Each spell description begins with the spell's name, level, school of magic, casting time, range, components, and duration. The rest of a spell entry describes the spell's effect. The following sections explain each part of a spell description.

SPELL LEVEL

Every spell has a level from 0 to 9, which is indicated in a spell's description. A spell's level is a general indicator of how powerful it is. Cantrips—simple spells that can be cast almost by rote—are level 0. The rules for each spellcasting class (shown on the character sheet) say when members of that class gain access to spells of certain levels.

SPELL SLOTS

Spellcasting is taxing, so a spellcaster can cast only a limited number of spells before resting. Spell slots are the main way a spellcaster's magical potential is represented, and each spellcasting class gives its members a limited number of spell slots of certain spell levels. For example, a 3rd-level wizard has four 1st-level spell slots and two 2nd-level slots.

When you cast a spell, you expend a slot of that spell's level or higher, effectively "filling" a slot with the spell. You can think of a spell slot as a groove of a certain size—small for a 1st-level slot, larger for a spell of higher level. A 1st-level spell fits into a slot of any size, but a 2nd-level spell fits only in a slot that's at least 2nd level. So when a 3rd-level wizard casts *magic missile*, a 1st-level spell, that wizard spends one of four 1st-level slots and has three remaining.

Finishing a long rest restores any expended spell slots (see page 17 for the rules on resting).

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Casting at a Higher Level

When a spellcaster casts a spell using a slot that is of a higher level than the spell, the spell takes on the higher level for that casting. For instance, if a wizard casts *magic missile* using a 2nd-level slot, that *magic missile* is 2nd level. Effectively, the spell expands to fill the slot it is put into.

Some spells, such as *magic missile* and *cure wounds*, have more powerful effects when cast at a higher level, as detailed in a spell's description.

Casting without Slots

There are several ways to cast a spell without expending a spell slot:

Cantrips. A spell of 0 level (aka a cantrip) can be cast without a spell slot.

Rituals. Certain spells have a special tag: "ritual." Such a spell can be cast following the normal rules for spellcasting, or the spell can be cast as a ritual. The ritual version of a spell takes 10 minutes longer to cast than normal. It also doesn't expend a spell slot. To cast a spell as a ritual, a spellcaster must have a feature that grants the ability to do so. The cleric and wizard, for example, have such a feature. The caster must also have the spell prepared, unless the character's ritual feature specifies otherwise, as the wizard's does.

Special Abilities. Some characters and monsters have special abilities that allow them to cast specific spells without a spell slot. This casting is usually limited in another way, such as being able to cast the spell a limited number of times per day.

Magic Items. *Spell scrolls* and some other magic items contain spells that can be cast without a spell slot. The description of such an item specifies how many times a spell can be cast from it.

School of Magic

Each spell is part of a magical category, which is called a school of magic. The schools of magic are listed in the Schools of Magic table. These categories help describe spells but have no rules of their own, although some other rules refer to them.

Schools of Magic

School	Typical Effects
Abjuration	Prevents or negates harmful effects
Conjuration	Transports creatures or objects
Divination	Reveals thoughts, places, and times
Enchantment	Influences others' minds
Evocation	Channels magical energy to create destructive or healing effects
Illusion	Deceives the mind or senses
Necromancy	Manipulates life and death
Transmutation	Transforms creatures or objects

Casting in Armor

Because of the mental focus and precise gestures required for spellcasting, you must be proficient with the armor you are wearing to cast a spell (as noted in chapter 2). You are otherwise too distracted and physically hampered by your armor for spellcasting.

Casting Time

Most spells require a single action to cast, but some spells require a bonus action, a reaction, or much more time to cast.

Bonus Action

A spell cast with a bonus action is especially swift. You must use a bonus action on your turn to cast the spell, provided that you haven't already taken a bonus action this turn. You can't cast another spell during the same turn, except for a cantrip with a casting time of 1 action.

Reactions

Some spells can be cast as reactions. These spells take a fraction of a second to bring about and are cast in response to some event. If a spell can be cast as a reaction, the spell description tells you exactly when you can do so.

Longer Casting Times

Certain spells (including spells cast as rituals) require more time to cast: minutes or even hours. When you cast a spell with a casting time longer than a single action or reaction, you must spend your action each turn casting the spell, and you must maintain your concentration while you do so (see "Concentration" later in this chapter). If your concentration is broken, the spell fails, but you don't expend a spell slot. If you want to try casting the spell again, you must start over.

Range

A spell's range indicates how far away from the spellcaster the spell's effect can originate, and the spell's description specifies which part of the effect is limited by the range. Once a spell is cast, its effects aren't restricted by its range, unless the spell's description says otherwise.

A range typically takes one of the following forms:

Distance. The range is expressed in feet.

Touch. The spell's effect originates on something the spellcaster must touch, as defined in the spell.

Self. A spell with a range of "Self" can be cast only on the spellcaster.

Self (Area of Effect). A spell with a range of "Self" followed by an area of effect in parentheses, such as "Self (15-foot cone)," creates an area of effect that originates from the spellcaster (see "Areas of Effect" later in this chapter).

Components

A spell's components are the physical requirements the spellcaster must meet in order to cast it. Each spell's description indicates whether it requires verbal (V), somatic (S), or material (M) components. If the spellcaster can't provide one or more of a spell's components, the spellcaster can't cast the spell.

Verbal (V)

A verbal component is the chanting of mystic words. The words themselves aren't the source of the spell's power; rather, the particular combination of sounds, with specific pitch and resonance, sets the threads of magic in motion. Thus, a creature who is gagged or in an area of magical silence can't cast a spell with a verbal component.

Somatic (S)

Spellcasting gestures might include a forceful gesticulation or an intricate set of gestures. If a spell requires a somatic component, the caster must have free use of at least one hand to perform these gestures.

Material (M)

Casting some spells requires particular materials, as specified in parentheses in the Components entry. These materials aren't consumed by the spell, unless the spell's description states otherwise. The spellcaster must have a hand free to access them, but it can be the same hand used to perform somatic components, if any.

Instead of providing the materials specified in a spell, a spellcaster can use a component pouch or a spellcasting focus (both described below) as the material component. This option is available only when a spell doesn't consume its materials and doesn't specify a cost for them.

Component Pouch (25 gp, 2 lb). A component pouch is a small, watertight leather belt pouch that has compartments holding all of a spellcaster's free, non-consumable material components. The pouch can be used by any spellcaster.

Spellcasting Focus. Some spellcasters have the special ability to use an object called a spellcasting focus as their spells' material component.

The Spellcasting Focuses table lists focuses available to wizards (arcane focuses) as well as clerics and paladins (holy symbols). The table's Usage column indicates whether the spellcaster has to hold or wear a focus to use it.

Spellcasting Focuses

Focus	Usage	Cost	Weight
Arcane Focuses (Wizards)			
Crystal	Held	10 gp	1 lb
Orb	Held	20 gp	3 lb
Rod	Held	10 gp	2 lb
Staff	Held	5 gp	4 lb
Wand	Held	10 gp	1 lb
Holy Symbols (Clerics and Paladins)			
Amulet	Held or worn	5 gp	1 lb
Emblem	Held or worn	5 gp	—
Reliquary	Held or worn	5 gp	2 lb

Duration

A spell's duration is the length of time the spell persists after it is cast. A duration typically takes one of the following forms:

Concentration. A duration that requires concentration follows the concentration rules below.

Instantaneous. A duration of "Instantaneous" means the spell appears only for a moment and can't be dispelled.

Time Span. A duration that provides a time span specifies how long the spell lasts in rounds, minutes, hours, or the like. For example, a Duration entry might say "1 minute," meaning the spell ends after 1 minute has passed.

Concentration

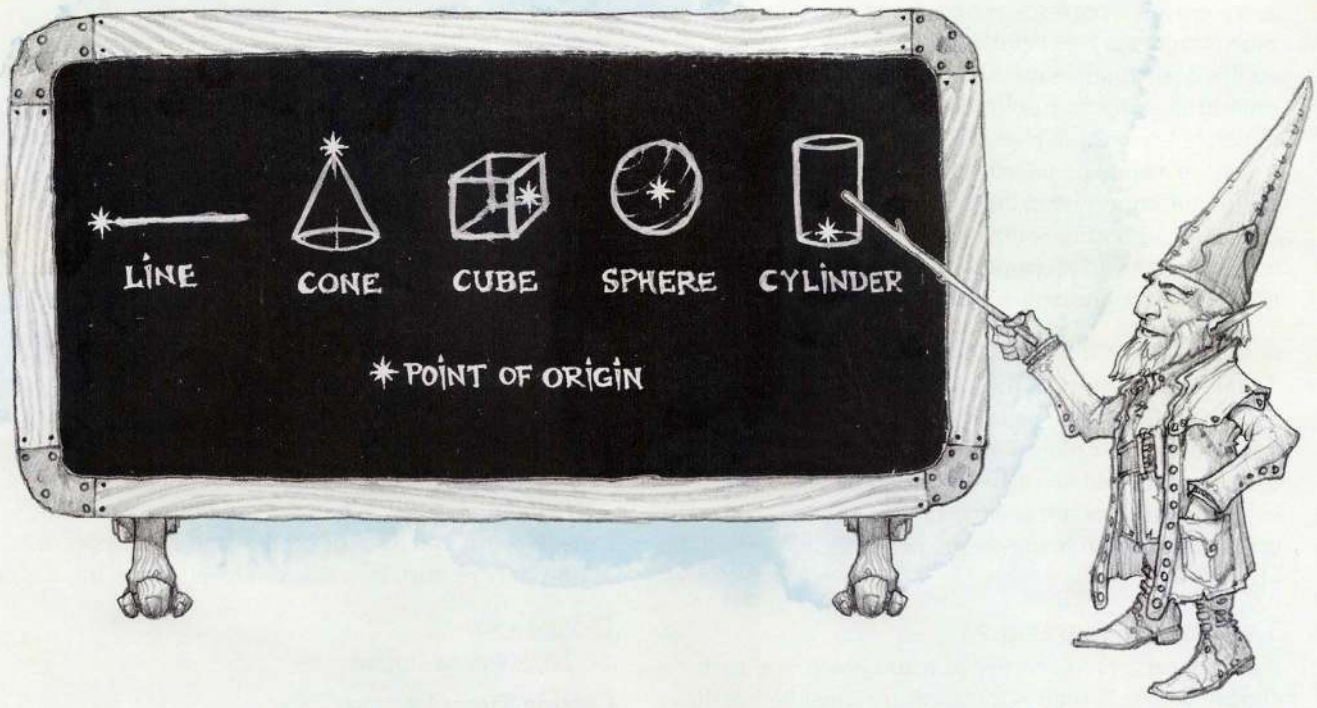
Some spells require the spellcaster to concentrate to keep the spells' magic active. If the spellcaster loses concentration, such a spell ends. If a spell must be maintained with concentration, that fact appears in its Duration entry, and the spell specifies how long the spellcaster can concentrate on it. The spellcaster can end concentration at any time (no action required).

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

Casting Another Concentration Spell. The spellcaster loses concentration on a spell if they start casting another spell that requires concentration.

Taking Damage. Whenever a spellcaster takes damage while concentrating on a spell, they must succeed on a Constitution saving throw to maintain concentration. The DC equals 10 or half the damage taken (round down), whichever is higher.

Being Incapacitated or Killed. A spellcaster loses concentration on a spell if they die or suffer the incapacitated condition (see the appendix).



Areas of Effect

Spells such as *thunderwave* cover an area called an area of effect, which uses the special rules here. Some other game features, such as a dragon's breath, also use these rules.

The description of a spell or another feature specifies whether it has an area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a point of origin, a location from which the effect's energy erupts. The rules for each shape specify how to position its point of origin. Typically, a point of origin is a point in space, but some effects have an area whose origin is a creature or an object.

An effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the area. To block one of these imaginary lines, an obstruction must provide total cover.

Cone

A cone extends in a direction that its creator chooses from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length.

A cone's point of origin isn't included in the cone's area of effect, unless its creator decides otherwise.

Cube

A cube's creator selects its point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side.

A cube's point of origin isn't included in the cube's area of effect, unless its creator decides otherwise.

Cylinder

A cylinder's point of origin is the center of a circle of a particular radius, as given in the effect's description. The circle must either be on the ground or at the top of the effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder.

A cylinder's point of origin is included in the cylinder's area of effect.

Line

A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

A line's point of origin isn't included in the line's area of effect, unless its creator decides otherwise.

Sphere

A sphere's creator selects its point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius that extends from the point.

A sphere's point of origin is included in the sphere's area of effect.

RICHARD WHITTERS

Targets

A typical spell requires the caster to pick one or more targets to be affected by the spell's magic. A spell's description says whether the spell targets creatures, objects, a point of origin for an area of effect, or something else.

Unless a spell has a perceptible effect, a creature might not know it was targeted by the spell. An effect like lightning is obvious, but a more subtle effect, such as an attempt to read thoughts, typically goes unnoticed, unless a spell says otherwise.

A Clear Path to the Target

To target something with a spell, a caster must have a clear path to it, so it can't be behind total cover.

If a spellcaster places an area of effect at an unseen point and an obstruction, such as a wall, is between the caster and that point, the point of origin comes into being on the near side of that obstruction.

Targeting Yourself

If a spell targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a spell you cast, you can target yourself.

Saving Throws

Many spells specify that a target must make a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure.

Spell save DC = 8 + your proficiency bonus + your spellcasting ability modifier

Attack Rolls

Some spells require the caster to make an attack roll to determine whether the spell hits a target.

Spell attack modifier = your proficiency bonus + your spellcasting ability modifier

Combining Spells

The effects of different spells add together while their durations overlap. In contrast, the effects of the same spell cast multiple times don't combine. Instead, the most potent effect—such as the highest bonus—from those castings applies while their durations overlap. Or the most recent effect applies if the castings are equally potent and their durations overlap. For example, if two clerics cast *bless* on the same target, that character gains the spell's benefit only once; the target doesn't receive two bonus dice.

Spell Descriptions

The spells are presented in alphabetical order. A spell's caster is the "you" addressed in the spell's description.

Bless

1st-Level Enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a sprinkling of holy water)
Duration: Concentration, up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

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

Command

1st-Level Enchantment

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: 1 round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is Undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.



Flaming Sphere



Comprehend Languages

1st-Level Divination (Ritual)

Casting Time: 1 action
Range: Self
Components: V, S, M (a pinch of soot and salt)
Duration: 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

Cure Wounds

1st-Level Evocation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on Undead or Constructs.

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

Detect Magic

1st-Level Divination (Ritual)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Flaming Sphere

2nd-Level Conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)
Duration: Concentration, up to 1 minute

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one (round down).

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the save against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

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

SHAWN WOOD

Guiding Bolt

1st-Level Evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

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

Healing Word

1st-Level Evocation

Casting Time: 1 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 1d4 + your spellcasting ability modifier. This spell has no effect on Undead or Constructs.

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

Hold Person

2nd-Level Enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small, straight piece of iron)
Duration: Concentration, up to 1 minute

Choose a Humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional Humanoid for each slot level above 2nd. The Humanoids must be within 30 feet of each other when you target them.

Invisibility

2nd-Level Illusion

Casting Time: 1 action
Range: Touch
Components: V, S, M (an eyelash encased in gum arabic)
Duration: Concentration, up to 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

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

Lesser Restoration

2nd-Level Abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Light

Evocation Cantrip

Casting Time: 1 action
Range: Touch
Components: V, M (a firefly or phosphorescent moss)
Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Mage Armor

1st-Level Abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a piece of cured leather)
Duration: 8 hours

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

Mage Hand

Conjuration Cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

Magic Missile

1st-Level Evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Misty Step

2nd-Level Conjuration

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

Prestidigitation

Transmutation Cantrip

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Protection from Evil and Good

1st-Level Abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (holy water or powdered silver and iron, which the spell consumes)
Duration: Concentration, up to 10 minutes

Until the spell ends, one willing creature you touch is protected against certain types of creatures: Aberrations, Celestials, Elementals, Fey, Fiends, and Undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Ray of Frost

Evocation Cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

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

Ray of Sickness

1st-Level Necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

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

Sacred Flame

Evocation Cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

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

Sanctuary

1st-Level Abjuration

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S, M (a small silver mirror)
Duration: 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack, casts a spell that affects an enemy, or deals damage to another creature, this spell ends.

Shatter

2nd-Level Evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a chip of mica)
Duration: Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

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

Shield

1st-Level Abjuration

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the *magic missile* spell
Range: Self
Components: V, S
Duration: 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *magic missile*.

Shield of Faith

1st-Level Abjuration

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a small parchment with a bit of holy text written on it)
Duration: Concentration, up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Shocking Grasp

Evocation Cantrip

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

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

Sleep

1st-Level Enchantment

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a pinch of fine sand, rose petals, or a cricket)
Duration: 1 minute

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Spiritual Weapon

2nd-Level Evocation

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S
Duration: 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

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

Thaumaturgy

Transmutation Cantrip

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Up to 1 minute

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

Thunderwave

1st-Level Evocation

Casting Time: 1 action
Range: Self (15-foot cube)
Components: V, S
Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage (round down) and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

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

Appendix: Conditions

A condition temporarily alters a creature's capabilities. The definitions on this page specify what happens to a creature while it is affected by a condition.

Duration. A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

No Stacking. If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

Blinded

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Deafened

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

Frightened

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

Grappled

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the *thunderwave* spell.

Incapacitated

- An incapacitated creature can't take actions, bonus actions, or reactions.
- The creature's concentration is broken.

Invisible

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Poisoned

- A poisoned creature has disadvantage on attack rolls and ability checks.

Prone

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

Restrained

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

Stunned

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

Unconscious

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

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