

# Word of Recall

March 6, 2023



You and up to five willing creatures within 5 feet of you instantly teleport to a previously designated sanctuary. You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary (see below). If you cast this spell without first preparing a sanctuary, the spell has no effect.

You must designate a sanctuary by casting this spell within a location, such as a temple, dedicated to or strongly linked to your deity. If you attempt to cast the spell in this manner in an area that isn't dedicated to your deity, the spell has no effect.

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# Wish

March 6, 2023



The basic use of this spell is to duplicate any other spell of 8th level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect.

Alternatively, you can create one of the following effects of your choice:

- You create one object of up to 25,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground.
- You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the [greater restoration](#) spell.
- You grant up to ten creatures that you can see resistance to a damage type you choose.
- You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's life drain attack.
- You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a [wish](#) spell could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll.

You might be able to achieve something beyond the scope of the above examples. State your wish to the GM as precisely as possible. The GM has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how

you worded the wish. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary magic item or artifact might instantly transport you to the presence of the item's current owner.

The stress of casting this spell to produce any effect other than duplicating another spell weakens you. After enduring that stress, each time you cast a spell until you finish a long rest, you take 1d10 necrotic damage per level of that spell. This damage can't be reduced or prevented in any way. In addition, your Strength drops to 3, if it isn't 3 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to cast [wish](#) ever again if you suffer this stress.

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## Wind Wall

March 6, 2023



A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any

way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

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# Spellcasting

March 6, 2023



Magic permeates fantasy gaming worlds and often appears in the form of a spell.

This chapter provides the rules for casting spells. Different character classes have distinctive ways of learning and preparing their spells, and monsters use spells in unique ways. Regardless of its source, a spell follows the rules here.

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# Basic Rules

March 6, 2023



- [Ability Checks](#)
- [Ability Scores](#)
- [Aboleth](#)
- [Acid Arrow](#)
- [Acid Splash](#)
- [Acolyte](#)
- [Actions in Combat](#)
- [Adamantine Armor](#)
- [Adult Black Dragon](#)
- [Adult Blue Dragon](#)
- [Adult Brass Dragon](#)
- [Adult Bronze Dragon](#)
- [Adult Copper Dragon](#)
- [Adult Gold Dragon](#)
- [Adult Green Dragon](#)
- [Adult Red Dragon](#)
- [Adult Silver Dragon](#)
- [Adult White Dragon](#)
- [Advantage and Disadvantage](#)
- [Adventuring Gear](#)
- [Aid](#)

- [Air Elemental](#)
- [Alarm](#)
- [Alignment](#)
- [Alter Self](#)
- [Ammunition, +1, +2, or +3](#)
- [Amulet of Health](#)
- [Amulet of Proof against Detection and Location](#)
- [Amulet of the Planes](#)
- [Ancestries](#)
- [Ancient Black Dragon](#)
- [Ancient Blue Dragon](#)
- [Ancient Brass Dragon](#)
- [Ancient Bronze Dragon](#)
- [Ancient Copper Dragon](#)
- [Ancient Gold Dragon](#)
- [Ancient Green Dragon](#)
- [Ancient Red Dragon](#)
- [Ancient Silver Dragon](#)
- [Ancient White Dragon](#)
- [Androsphinx](#)
- [Angels](#)
- [Animal Friendship](#)
- [Animal Messenger](#)
- [Animal Shapes](#)
- [Animate Dead](#)
- [Animate Objects](#)
- [Animated Armor](#)
- [Animated Objects](#)
- [Animated Shield](#)
- [Ankheg](#)
- [Antilife Shell](#)
- [Antimagic Field](#)
- [Antipathy/Sympathy](#)
- [Ape](#)

- [Apparatus of the Crab](#)
- [Arcane Eye](#)
- [Arcane Hand](#)
- [Arcane Lock](#)
- [Arcane Sword](#)
- [Arcanist's Magic Aura](#)
- [Archmage](#)
- [Armor](#)
- [Armor of Invulnerability](#)
- [Armor of Resistance](#)
- [Armor of Vulnerability](#)
- [Armor, +1, +2, or +3](#)
- [Arrow of Slaying](#)
- [Arrow-Catching Shield](#)
- [Assassin](#)
- [Astral Projection](#)
- [Augury](#)
- [Awaken](#)
- [Awakened Shrub](#)
- [Awakened Tree](#)
- [Axe Beak](#)
- [Azer](#)
- [Baboon](#)
- [Backgrounds](#)
- [Badger](#)
- [Bag of Beans](#)
- [Bag of Devouring](#)
- [Bag of Holding](#)
- [Bag of Tricks](#)
- [Balor](#)
- [Bandit](#)
- [Bandit Captain](#)
- [Bane](#)
- [Banishment](#)

- [Barbarian](#)
- [Barbed Devil](#)
- [Bard](#)
- [Barkskin](#)
- [Basic Rules](#)
- [Basilisk](#)
- [Bat](#)
- [Beacon of Hope](#)
- [Bead of Force](#)
- [Bearded Devil](#)
- [Behir](#)
- [Belt of Dwarvenkind](#)
- [Belt of Giant Strength](#)
- [Berserker](#)
- [Berserker Axe](#)
- [Bestow Curse](#)
- [Between Adventures](#)
- [Black Bear](#)
- [Black Dragon](#)
- [Black Dragon Wyrmling](#)
- [Black Pudding](#)
- [Black Tentacles](#)
- [Blade Barrier](#)
- [Bless](#)
- [Blight](#)
- [Blindness/Deafness](#)
- [Blink](#)
- [Blink Dog](#)
- [Blood Hawk](#)
- [Blue Dragon](#)
- [Blue Dragon Wyrmling](#)
- [Blur](#)
- [Boar](#)
- [Bone Devil](#)



- [Boots of Elvenkind](#)
- [Boots of Levitation](#)
- [Boots of Speed](#)
- [Boots of Striding and Springing](#)
- [Boots of the Winterlands](#)
- [Bowl of Commanding Water Elementals](#)
- [Bracers of Archery](#)
- [Bracers of Defense](#)
- [Branding Smite](#)
- [Brass Dragon](#)
- [Brass Dragon Wyrmling](#)
- [Brazier of Commanding Fire Elementals](#)
- [Bronze Dragon](#)
- [Bronze Dragon Wyrmling](#)
- [Brooch of Shielding](#)
- [Broom of Flying](#)
- [Brown Bear](#)
- [Bugbear](#)
- [Bulette](#)
- [Burning Hands](#)
- [Call Lightning](#)
- [Calm Emotions](#)
- [Camel](#)
- [Candle of Invocation](#)
- [Cape of the Mountebank](#)
- [Carpet of Flying](#)
- [Casting a Spell](#)
- [Cat](#)
- [Censer of Controlling Air Elementals](#)
- [Centaur](#)
- [Chain Devil](#)
- [Chain Lightning](#)
- [Champion](#)
- [Charisma](#)

- [Charm Person](#)
- [Chill Touch](#)
- [Chime of Opening](#)
- [Chimera](#)
- [Chuul](#)
- [Circle of Death](#)
- [Circle of the Land](#)
- [Circlet of Blasting](#)
- [Clay Golem](#)
- [Cleric](#)
- [Cloak of Arachnida](#)
- [Cloak of Displacement](#)
- [Cloak of Elvenkind](#)
- [Cloak of Protection](#)
- [Cloak of the Bat](#)
- [Cloak of the Manta Ray](#)
- [Cloaker](#)
- [Clone](#)
- [Cloud Giant](#)
- [Cloudkill](#)
- [Cockatrice](#)
- [Coins](#)
- [College of Lore](#)
- [Color Spray](#)
- [Command](#)
- [Commoner](#)
- [Commune](#)
- [Commune with Nature](#)
- [Comprehend Languages](#)
- [Compulsion](#)
- [Conditions](#)
- [Cone of Cold](#)
- [Confusion \(Spell\)](#)
- [Conjure Animals](#)

- [Conjure Celestial](#)
- [Conjure Elemental](#)
- [Conjure Fey](#)
- [Conjure Minor Elementals](#)
- [Conjure Woodland Beings](#)
- [Constitution](#)
- [Constrictor Snake](#)
- [Contact Other Plane](#)
- [Contagion](#)
- [Contingency](#)
- [Continual Flame](#)
- [Control Water](#)
- [Control Weather](#)
- [Copper Dragon](#)
- [Copper Dragon Wyrmling](#)
- [Couatl](#)
- [Counterspell](#)
- [Cover](#)
- [Crab](#)
- [Create Food and Water](#)
- [Create or Destroy Water](#)
- [Create Undead](#)
- [Creation](#)
- [Crocodile](#)
- [Crystal Ball](#)
- [Cube of Force](#)
- [Cubic Gate](#)
- [Cult Fanatic](#)
- [Cultist](#)
- [Cure Wounds](#)
- [Dagger of Venom](#)
- [Damage and Healing](#)
- [Dancing Lights](#)
- [Dancing Sword](#)

- [Darkmantle](#)
- [Darkness](#)
- [Darkvision](#)
- [Daylight](#)
- [Death Dog](#)
- [Death Ward](#)
- [Decanter of Endless Water](#)
- [Deck of Illusions](#)
- [Deck of Many Things](#)
- [Deer](#)
- [Defender](#)
- [Delayed Blast Fireball](#)
- [Demiplane](#)
- [Demon](#)
- [Demon Armor](#)
- [Detect Evil and Good](#)
- [Detect Magic](#)
- [Detect Poison and Disease](#)
- [Detect Thoughts](#)
- [Deva](#)
- [Devil](#)
- [Dexterity](#)
- [Dimension Door](#)
- [Dimensional Shackles](#)
- [Dinosaurs](#)
- [Dire Wolf](#)
- [Diseases](#)
- [Disguise Self](#)
- [Disintegrate](#)
- [Dispel Evil and Good](#)
- [Dispel Magic](#)
- [Divination](#)
- [Divine Favor](#)
- [Divine Word](#)

- [Djinni](#)
- [Dominate Beast](#)
- [Dominate Monster](#)
- [Dominate Person](#)
- [Doppelganger](#)
- [Draconic Bloodline](#)
- [Draft Horse](#)
- [Dragon Scale Mail](#)
- [Dragon Slayer](#)
- [Dragon Turtle](#)
- [Dragonborn](#)
- [Dragons](#)
- [Dream](#)
- [Dretch](#)
- [Drider](#)
- [Druid](#)
- [Druidcraft](#)
- [Dryad](#)
- [Duergar](#)
- [Dust Mephit](#)
- [Dust of Disappearance](#)
- [Dust of Dryness](#)
- [Dust of Sneezing and Choking](#)
- [Dwarf](#)
- [Dwarven Plate](#)
- [Dwarven Thrower](#)
- [Eagle](#)
- [Earth Elemental](#)
- [Earthquake](#)
- [Efficient Quiver](#)
- [Efreeti](#)
- [Efreeti Bottle](#)
- [Eldritch Blast](#)
- [Elemental Gem](#)

- [Elementals](#)
- [Elephant](#)
- [Elf](#)
- [Elf, Drow](#)
- [Elk](#)
- [Elven Chain](#)
- [Enhance Ability](#)
- [Enlarge/Reduce](#)
- [Entangle](#)
- [Enthrall](#)
- [Equipment packs](#)
- [Erinyes](#)
- [Etherealness](#)
- [Ettercap](#)
- [Ettin](#)
- [Eversmoking Bottle](#)
- [Expeditious Retreat](#)
- [Expenses](#)
- [Eyebite](#)
- [Eyes of Charming](#)
- [Eyes of Minute Seeing](#)
- [Eyes of the Eagle](#)
- [Fabricate](#)
- [Faerie Fire](#)
- [Faithful Hound](#)
- [False Life](#)
- [Fantasy-Historical Pantheons](#)
- [Fear](#)
- [Feather Fall](#)
- [Feather Token](#)
- [Feats](#)
- [Feeblemind](#)
- [Fiend](#)
- [Fighter](#)

- [Figurine of Wondrous Power](#)
- [Find Familiar](#)
- [Find Steed](#)
- [Find the Path](#)
- [Find Traps](#)
- [Finger of Death](#)
- [Fire Bolt](#)
- [Fire Elemental](#)
- [Fire Giant](#)
- [Fire Shield](#)
- [Fire Storm](#)
- [Fireball](#)
- [Flame Blade](#)
- [Flame Strike](#)
- [Flame Tongue](#)
- [Flaming Sphere](#)
- [Flesh Golem](#)
- [Flesh to Stone](#)
- [Floating Disk](#)
- [Fly](#)
- [Flying Snake](#)
- [Flying Sword](#)
- [Fog Cloud](#)
- [Folding Boat](#)
- [Forbiddance](#)
- [Forcecage](#)
- [Foresight](#)
- [Freedom of Movement](#)
- [Freezing Sphere](#)
- [Frog](#)
- [Frost Brand](#)
- [Frost Giant](#)
- [Fungi](#)
- [Gaseous Form](#)

- [Gate](#)
- [Gauntlets of Ogre Power](#)
- [Geas](#)
- [Gelatinous Cube](#)
- [Gem of Brightness](#)
- [Gem of Seeing](#)
- [Genies](#)
- [Gentle Repose](#)
- [Ghast](#)
- [Ghost](#)
- [Ghoul](#)
- [Giant Ape](#)
- [Giant Badger](#)
- [Giant Bat](#)
- [Giant Boar](#)
- [Giant Centipede](#)
- [Giant Constrictor Snake](#)
- [Giant Crab](#)
- [Giant Crocodile](#)
- [Giant Eagle](#)
- [Giant Elk](#)
- [Giant Fire Beetle](#)
- [Giant Frog](#)
- [Giant Goat](#)
- [Giant Hyena](#)
- [Giant Insect](#)
- [Giant Lizard](#)
- [Giant Octopus](#)
- [Giant Owl](#)
- [Giant Poisonous Snake](#)
- [Giant Rat](#)
- [Giant Scorpion](#)
- [Giant Sea Horse](#)
- [Giant Shark](#)



- [Giant Slayer](#)
- [Giant Spider](#)
- [Giant Toad](#)
- [Giant Vulture](#)
- [Giant Wasp](#)
- [Giant Weasel](#)
- [Giant Wolf Spider](#)
- [Giants](#)
- [Gibbering Moulder](#)
- [Glabrezu](#)
- [Gladiator](#)
- [Glamoured Studded Leather](#)
- [Glibness](#)
- [Globe of Invulnerability](#)
- [Gloves of Missile Snaring](#)
- [Gloves of Swimming and Climbing](#)
- [Glyph of Warding](#)
- [Gnoll](#)
- [Gnome](#)
- [Gnome, Deep \(Svirfneblin\)](#)
- [Goat](#)
- [Goblin](#)
- [Goggles of Night](#)
- [Gold Dragon](#)
- [Gold Dragon Wyrmling](#)
- [Golems](#)
- [Goodberry](#)
- [Gorgon](#)
- [Gray Ooze](#)
- [Grease](#)
- [Greater Invisibility](#)
- [Greater Restoration](#)
- [Green Dragon](#)
- [Green Dragon Wyrmling](#)

- [Green Hag](#)
- [Grick](#)
- [Griffon](#)
- [Grimlock](#)
- [Guard](#)
- [Guardian Naga](#)
- [Guardian of Faith](#)
- [Guards and Wards](#)
- [Guidance](#)
- [Guiding Bolt](#)
- [Gust of Wind](#)
- [Gynosphinx](#)
- [Hags](#)
- [Half-Elf](#)
- [Half-Orc](#)
- [Half-Red Dragon Veteran](#)
- [Halfling](#)
- [Hallow](#)
- [Hallucinatory Terrain](#)
- [Hammer of Thunderbolts](#)
- [Handy Haversack](#)
- [Harm](#)
- [Harpy](#)
- [Haste](#)
- [Hat of Disguise](#)
- [Hawk](#)
- [Headband of Intellect](#)
- [Heal](#)
- [Healing Word](#)
- [Heat Metal](#)
- [Hell Hound](#)
- [Hellish Rebuke](#)
- [Helm of Brilliance](#)
- [Helm of Comprehending Languages](#)

- [Helm of Telepathy](#)
- [Helm of Teleportation](#)
- [Heroes' Feast](#)
- [Heroism](#)
- [Hezrou](#)
- [Hideous Laughter](#)
- [High Elf](#)
- [Hill Dwarf](#)
- [Hill Giant](#)
- [Hippogriff](#)
- [Hobgoblin](#)
- [Hold Monster](#)
- [Hold Person](#)
- [Holy Aura](#)
- [Holy Avenger](#)
- [Homunculus](#)
- [Horn of Blasting](#)
- [Horn of Valhalla](#)
- [Horned Devil](#)
- [Horseshoes of a Zephyr](#)
- [Horseshoes of Speed](#)
- [Human](#)
- [Hunter](#)
- [Hunter Shark](#)
- [Hunter's Mark](#)
- [Hydra](#)
- [Hyena](#)
- [Hypnotic Pattern](#)
- [Ice Devil](#)
- [Ice Mephit](#)
- [Ice Storm](#)
- [Identify](#)
- [Illusory Script](#)
- [Immovable Rod](#)

- [Imp](#)
- [Imprisonment](#)
- [Incendiary Cloud](#)
- [Inflict Wounds](#)
- [Insect Plague](#)
- [Inspiration](#)
- [Instant Fortress](#)
- [Instant Summons](#)
- [Intelligence](#)
- [Invisibility](#)
- [Invisible Stalker](#)
- [Ioun Stone](#)
- [Iron Bands of Binding](#)
- [Iron Flask](#)
- [Iron Golem](#)
- [Irresistible Dance](#)
- [Jackal](#)
- [Javelin of Lightning](#)
- [Jump](#)
- [Killer Whale](#)
- [Knight](#)
- [Knock](#)
- [Kobold](#)
- [Kraken](#)
- [Lamia](#)
- [Languages](#)
- [Lantern of Revealing](#)
- [Legend Lore](#)
- [Legendary Creatures](#)
- [Lemure](#)
- [Lesser Restoration](#)
- [Leveling Up](#)
- [Levitate](#)
- [Lich](#)

- [Life Domain](#)
- [Light](#)
- [Lightfoot Halfling](#)
- [Lightning Bolt](#)
- [Lion](#)
- [Lizard](#)
- [Lizardfolk](#)
- [Locate Animals or Plants](#)
- [Locate Creature](#)
- [Locate Object](#)
- [Longstrider](#)
- [Luck Blade](#)
- [Lycanthropes](#)
- [Mace of Disruption](#)
- [Mace of Smiting](#)
- [Mace of Terror](#)
- [Mage](#)
- [Mage Armor](#)
- [Mage Hand](#)
- [Magic Circle](#)
- [Magic Items](#)
- [Magic Jar](#)
- [Magic Missile](#)
- [Magic Mouth](#)
- [Magic Weapon](#)
- [Magma Mephit](#)
- [Magmin](#)
- [Magnificent Mansion](#)
- [Major Image](#)
- [Making an Attack](#)
- [Mammoth](#)
- [Manticore](#)
- [Mantle of Spell Resistance](#)
- [Manual of Bodily Health](#)

- [Manual of Gainful Exercise](#)
- [Manual of Golems](#)
- [Manual of Quickness of Action](#)
- [Marilith](#)
- [Marvelous Pigments](#)
- [Mass Cure Wounds](#)
- [Mass Heal](#)
- [Mass Healing Word](#)
- [Mass Suggestion](#)
- [Mastiff](#)
- [Maze](#)
- [Medallion of Thoughts](#)
- [Medusa](#)
- [Meld into Stone](#)
- [Mending](#)
- [Mephits](#)
- [Merfolk](#)
- [Merrow](#)
- [Message](#)
- [Meteor Swarm](#)
- [Mimic](#)
- [Mind Blank](#)
- [Minor Illusion](#)
- [Minotaur](#)
- [Minotaur Skeleton](#)
- [Mirage Arcane](#)
- [Mirror Image](#)
- [Mirror of Life Trapping](#)
- [Mislead](#)
- [Misty Step](#)
- [Mithral Armor](#)
- [Modify Memory](#)
- [Monk](#)
- [Monsters](#)

- [Moonbeam](#)
- [Mounted Combat](#)
- [Mounts and Vehicles](#)
- [Move Earth](#)
- [Movement](#)
- [Movement and Position](#)
- [Mule](#)
- [Multiclassing](#)
- [Mummy](#)
- [Mummy Lord](#)
- [Nagas](#)
- [Nalfeshnee](#)
- [Necklace of Adaptation](#)
- [Necklace of Fireballs](#)
- [Necklace of Prayer Beads](#)
- [Night Hag](#)
- [Nightmare](#)
- [Nine Lives Stealer](#)
- [Noble](#)
- [Nondetection](#)
- [Nonplayer Characters](#)
- [Oath of Devotion](#)
- [Oathbow](#)
- [Objects](#)
- [Ochre Jelly](#)
- [Octopus](#)
- [Ogre](#)
- [Ogre Zombie](#)
- [Oil of Etherealness](#)
- [Oil of Sharpness](#)
- [Oil of Slipperiness](#)
- [Oni](#)
- [Oozes](#)
- [Orc](#)

- [Otyugh](#)
- [Owl](#)
- [Owlbear](#)
- [Paladin](#)
- [Panther](#)
- [Pass without Trace](#)
- [Passwall](#)
- [Path of the Berserker](#)
- [Pearl of Power](#)
- [Pegasus](#)
- [Periapt of Health](#)
- [Periapt of Proof against Poison](#)
- [Periapt of Wound Closure](#)
- [Phantasmal Killer](#)
- [Phantom Steed](#)
- [Phase Spider](#)
- [Philter of Love](#)
- [Pipes of Haunting](#)
- [Pipes of the Sewers](#)
- [Pit Fiend](#)
- [Planar Ally](#)
- [Planar Binding](#)
- [Plane Shift](#)
- [Planetar](#)
- [Plant Growth](#)
- [Plate Armor of Etherealness](#)
- [Plesiosaurus](#)
- [Poison Spray](#)
- [Poisonous Snake](#)
- [Poisons](#)
- [Polar Bear](#)
- [Polymorph](#)
- [Pony](#)
- [Portable Hole](#)



- [Potion of Animal Friendship](#)
- [Potion of Clairvoyance](#)
- [Potion of Climbing](#)
- [Potion of Diminution](#)
- [Potion of Flying](#)
- [Potion of Gaseous Form](#)
- [Potion of Giant Strength](#)
- [Potion of Growth](#)
- [Potion of Healing](#)
- [Potion of Heroism](#)
- [Potion of Invisibility](#)
- [Potion of Mind Reading](#)
- [Potion of Poison](#)
- [Potion of Resistance](#)
- [Potion of Speed](#)
- [Potion of Water Breathing](#)
- [Power Word Kill](#)
- [Power Word Stun](#)
- [Prayer of Healing](#)
- [Prestidigitation](#)
- [Priest](#)
- [Prismatic Spray](#)
- [Prismatic Wall](#)
- [Private Sanctum](#)
- [Produce Flame](#)
- [Proficiency Bonus](#)
- [Programmed Illusion](#)
- [Project Image](#)
- [Protection from Energy](#)
- [Protection from Evil and Good](#)
- [Protection from Poison](#)
- [Pseudodragon](#)
- [Purify Food and Drink](#)
- [Purple Worm](#)

- [Quasit](#)
- [Quipper](#)
- [Raise Dead](#)
- [Rakshasa](#)
- [Ranger](#)
- [Rat](#)
- [Raven](#)
- [Ray of Enfeeblement](#)
- [Ray of Frost](#)
- [Red Dragon](#)
- [Red Dragon Wyrmling](#)
- [Reef Shark](#)
- [Regenerate](#)
- [Reincarnate](#)
- [Remorhaz](#)
- [Remove Curse](#)
- [Resilient Sphere](#)
- [Resistance](#)
- [Resting](#)
- [Restorative Ointment](#)
- [Resurrection](#)
- [Reverse Gravity](#)
- [Revivify](#)
- [Rhinoceros](#)
- [Riding Horse](#)
- [Ring of Animal Influence](#)
- [Ring of Djinni Summoning](#)
- [Ring of Elemental Command](#)
- [Ring of Evasion](#)
- [Ring of Feather Falling](#)
- [Ring of Free Action](#)
- [Ring of Invisibility](#)
- [Ring of Jumping](#)
- [Ring of Mind Shielding](#)

- [Ring of Protection](#)
- [Ring of Regeneration](#)
- [Ring of Resistance](#)
- [Ring of Shooting Stars](#)
- [Ring of Spell Storing](#)
- [Ring of Spell Turning](#)
- [Ring of Swimming](#)
- [Ring of Telekinesis](#)
- [Ring of the Ram](#)
- [Ring of Three Wishes](#)
- [Ring of Warmth](#)
- [Ring of Water Walking](#)
- [Ring of X-ray Vision](#)
- [Robe of Eyes](#)
- [Robe of Scintillating Colors](#)
- [Robe of Stars](#)
- [Robe of the Archmagi](#)
- [Robe of Useful Items](#)
- [Roc](#)
- [Rod of Absorption](#)
- [Rod of Alertness](#)
- [Rod of Lordly Might](#)
- [Rod of Rulership](#)
- [Rod of Security](#)
- [Rogue](#)
- [Rope of Climbing](#)
- [Rope of Entanglement](#)
- [Rope Trick](#)
- [Roper](#)
- [Rug of Smothering](#)
- [Rust Monster](#)
- [Saber-Toothed Tiger](#)
- [Sacred Flame](#)
- [Sahuagin](#)

- [Salamander](#)
- [Sanctuary](#)
- [Satyr](#)
- [Saving Throws](#)
- [Scarab of Protection](#)
- [School of Evocation](#)
- [Scimitar of Speed](#)
- [Scorching Ray](#)
- [Scorpion](#)
- [Scout](#)
- [Scrying](#)
- [Sea Hag](#)
- [Sea Horse](#)
- [Secret Chest](#)
- [See Invisibility](#)
- [Seeming](#)
- [Sending](#)
- [Sentient Magic Items](#)
- [Sequester](#)
- [Shadow](#)
- [Shambling Mound](#)
- [Shapechange](#)
- [Shatter](#)
- [Shield](#)
- [Shield Guardian](#)
- [Shield of Faith](#)
- [Shield of Missile Attraction](#)
- [Shield, +1, +2, or +3](#)
- [Shillelagh](#)
- [Shocking Grasp](#)
- [Shrieker](#)
- [Silence](#)
- [Silent Image](#)
- [Silver Dragon](#)

- [Silver Dragon Wyrmling](#)
- [Simulacrum](#)
- [Skeleton](#)
- [Skeletons](#)
- [Sleep](#)
- [Sleet Storm](#)
- [Slippers of Spider Climbing](#)
- [Slow](#)
- [Solar](#)
- [Sorcerer](#)
- [Sovereign Glue](#)
- [Spare the Dying](#)
- [Speak with Animals](#)
- [Speak with Dead](#)
- [Speak with Plants](#)
- [Specter](#)
- [Spell Scroll](#)
- [Spellcasting](#)
- [Spellguard Shield](#)
- [Sphere of Annihilation](#)
- [Sphinxes](#)
- [Spider](#)
- [Spider Climb](#)
- [Spike Growth](#)
- [Spirit Guardians](#)
- [Spirit Naga](#)
- [Spiritual Weapon](#)
- [Sprite](#)
- [Spy](#)
- [Staff of Charming](#)
- [Staff of Fire](#)
- [Staff of Frost](#)
- [Staff of Healing](#)
- [Staff of Power](#)

- [Staff of Striking](#)
- [Staff of Swarming Insects](#)
- [Staff of the Magi](#)
- [Staff of the Python](#)
- [Staff of the Woodlands](#)
- [Staff of Thunder and Lightning](#)
- [Staff of Withering](#)
- [Steam Mephit](#)
- [Stinking Cloud](#)
- [Stirge](#)
- [Stone Giant](#)
- [Stone Golem](#)
- [Stone of Controlling Earth Elementals](#)
- [Stone of Good Luck \(Luckstone\)](#)

- [Stone Shape](#)
- [Stoneskin](#)
- [Storm Giant](#)
- [Storm of Vengeance](#)
- [Strength](#)
- [Succubus/Incubus](#)
- [Suggestion](#)
- [Sun Blade](#)
- [Sunbeam](#)
- [Sunburst](#)
- [Swarm of Bats](#)
- [Swarm of Centipedes](#)
- [Swarm of Insects](#)
- [Swarm of Poisonous Snakes](#)
- [Swarm of Quippers](#)
- [Swarm of Rats](#)
- [Swarm of Ravens](#)
- [Swarms](#)
- [Sword of Life Stealing](#)

- [Sword of Sharpness](#)
- [Sword of Wounding](#)
- [Symbol](#)
- [Talisman of Pure Good](#)
- [Talisman of the Sphere](#)
- [Talisman of Ultimate Evil](#)
- [Tarrasque](#)
- [Telekinesis](#)
- [Telepathic Bond](#)
- [Teleport](#)
- [Teleportation Circle](#)
- [Thaumaturgy](#)
- [The Environment](#)
- [The Order of Combat](#)
- [The Planes of Existence](#)
- [Thief](#)
- [Thug](#)
- [Thunderwave](#)
- [Tiefling](#)
- [Tiger](#)
- [Time](#)
- [Time Stop](#)
- [Tiny Hut](#)
- [Tome of Clear Thought](#)
- [Tome of Leadership and Influence](#)
- [Tome of Understanding](#)
- [Tongues](#)
- [Tools](#)
- [Trade Goods](#)
- [Transport via Plants](#)
- [Traps](#)
- [Treant](#)
- [Tree Stride](#)
- [Tribal Warrior](#)

- [Triceratops](#)
- [Trident of Fish Command](#)
- [Troll](#)
- [True Polymorph](#)
- [True Resurrection](#)
- [True Seeing](#)
- [True Strike](#)
- [Tyrannosaurus Rex](#)
- [Underwater Combat](#)
- [Unicorn](#)
- [Universal Solvent](#)
- [Unseen Servant](#)
- [Vampire](#)
- [Vampire Spawn](#)
- [Vampiric Touch](#)
- [Veteran](#)
- [Vicious Mockery](#)
- [Vicious Weapon](#)
- [Violet Fungus](#)
- [Vorpal Sword](#)
- [Vrock](#)
- [Vulture](#)
- [Wall of Fire](#)
- [Wall of Force](#)
- [Wall of Ice](#)
- [Wall of Stone](#)
- [Wall of Thorns](#)
- [Wand of Binding](#)
- [Wand of Enemy Detection](#)
- [Wand of Fear](#)
- [Wand of Fireballs](#)
- [Wand of Lightning Bolts](#)
- [Wand of Magic Detection](#)
- [Wand of Magic Missiles](#)



- [Wand of Paralysis](#)
- [Wand of Polymorph](#)
- [Wand of Secrets](#)
- [Wand of the War Mage, +1, +2, or +3](#)
- [Wand of Web](#)
- [Wand of Wonder](#)
- [Warding Bond](#)
- [Warhorse](#)
- [Warhorse Skeleton](#)
- [Warlock](#)
- [Water Breathing](#)
- [Water Elemental](#)
- [Water Walk](#)
- [Way of the Open Hand](#)
- [Weapon, +1, +2, or +3](#)
- [Weapons](#)
- [Weasel](#)
- [Web](#)
- [Weird](#)
- [Well of Many Worlds](#)
- [Werebear](#)
- [Wereboar](#)
- [Wererat](#)
- [Weretiger](#)
- [Werewolf](#)
- [What Is a Spell?](#)
- [White Dragon](#)
- [White Dragon Wyrmling](#)
- [Wight](#)
- [Will-o'-Wisp](#)
- [Wind Fan](#)
- [Wind Walk](#)
- [Wind Wall](#)
- [Winged Boots](#)

- [Wings of Flying](#)
- [Winter Wolf](#)
- [Wisdom](#)
- [Wish](#)
- [Wizard](#)
- [Wolf](#)
- [Word of Recall](#)
- [Worg](#)
- [Wraith](#)
- [Wyvern](#)
- [Xorn](#)
- [Young Black Dragon](#)
- [Young Blue Dragon](#)
- [Young Brass Dragon](#)
- [Young Bronze Dragon](#)
- [Young Copper Dragon](#)
- [Young Gold Dragon](#)
- [Young Green Dragon](#)
- [Young Red Dragon](#)
- [Young Silver Dragon](#)
- [Young White Dragon](#)
- [Zombie](#)
- [Zombies](#)
- [Zone of Truth](#)

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# Frost Giant

March 6, 2023



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Huge giant, neutral evil

**Armor Class** 15 (patchwork armor)

**Hit Points** 138 (12d12 + 60)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

**Saving Throws** Con +8, Wis +3, Cha +4

**Skills** Athletics +9, Perception +3

**Damage Immunities** cold

**Senses** passive Perception 13

**Languages** Giant

**Challenge** 8 (3,900 XP)

## Actions

**Multiattack.** The giant makes two greataxe attacks.

**Greataxe.** Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 25 (3d12 + 6) slashing damage.

**Rock.** Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

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# Cure Wounds

March 6, 2023



*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.

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## What Is a Spell?

March 6, 2023



A spell is a discrete magical effect, a single shaping of the magical energies that suffuse the multiverse into a specific, limited expression. In casting a spell, a character carefully plucks at the invisible strands of raw magic suffusing the world, pins them in place in a particular pattern, sets them vibrating in a specific way, and then releases them to unleash the desired effect—in most cases, all in the span of seconds.

Spells can be versatile tools, weapons, or protective wards. They can deal damage or undo it, impose or remove conditions, drain life energy away, and restore life to the dead.

Uncounted thousands of spells have been created over the course of the multiverse's history, and many of them are long forgotten. Some might yet lie recorded in crumbling spellbooks hidden in ancient ruins or trapped in the minds of dead gods. Or they might someday be reinvented by a character who has amassed enough power and wisdom to do so.

## Spell Level

Every spell has a level from 0 to 9. A spell's level is a general indicator of how powerful it is, with the lowly (but still impressive) *magic missile* at 1st level and the earth-shaking *wish* at 9th. Cantrips—simple but powerful spells that characters can cast almost by rote—are level 0. The higher a spell's level, the higher level a spellcaster must be to use that spell.

Spell level and character level don't correspond directly. Typically, a character has to be at least 17th level, not 9th level, to cast a 9th-level spell.

## Known and Prepared Spells

Before a spellcaster can use a spell, he or she must have the spell firmly fixed in mind, or must have access to the spell in a magic item. Members of a few classes, including bards and sorcerers, have a limited list of spells they know 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 their descriptions.

In every case, the number of spells a caster can have fixed in mind at any given time depends on the character's level.

## Spell Slots

Regardless of how many spells a caster knows or prepares, he or she can cast only a limited number of spells before resting. Manipulating the fabric of magic and channeling its energy into even a simple spell is physically and mentally taxing, and higher-level spells are even more so. Thus, each spellcasting class's description (except that of the warlock) includes a table showing how many spell slots of each spell level a character can use at each character level. For example, the 3rd-level wizard Umara has four 1st-level spell slots and two 2nd-level slots.

When a character casts a spell, he or she expends 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 9th-level spell fits only in a 9th-level slot. So when Umara casts ***magic missile***, a 1st-level spell, she spends one of her four 1st-level slots and has three remaining.

Finishing a long rest restores any expended spell slots.

Some characters and monsters have special abilities that let them cast spells without using spell slots. For example, a monk who follows the Way of the Four Elements, a warlock who chooses certain eldritch invocations, and a pit fiend from the Nine Hells can all cast spells in such a way.

## Casting a Spell at a Higher Level

When a spellcaster casts a spell using a slot that is of a higher level than the spell, the spell assumes the higher level for that casting. For instance, if Umara casts ***magic missile*** using one of her 2nd-level slots, 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 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. You are otherwise too distracted and physically hampered by your armor for spellcasting.*

# Cantrips

A cantrip is a spell that can be cast at will, without using a spell slot and without being prepared in advance. Repeated practice has fixed the spell in the caster's mind and infused the caster with the magic needed to produce the effect over and over. A cantrip's spell level is 0.

# 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, which means the ritual version of a spell can't be cast at a higher level.

To cast a spell as a ritual, a spellcaster must have a feature that grants the ability to do so. The cleric and the druid, for example, have such a feature. The caster must also have the spell prepared or on his or her list of spells known, unless the character's ritual feature specifies otherwise, as the wizard's does.

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# Casting a Spell

March 6, 2023





When a character casts any spell, the same basic rules are followed, regardless of the character's class or the spell's effects.

Each spell description begins with a block of information, including 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.

## **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. 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

The target of a spell must be within the spell's range. For a spell like *magic missile*, the target is a creature. For a spell like *fireball*, the target is the point in space where the ball of fire erupts.

Most spells have ranges expressed in feet. Some spells can target only a creature (including you) that you touch. Other spells, such as the *shield* spell, affect only you. These spells have a range of self.

Spells that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the spell's effect must be you.

Once a spell is cast, its effects aren't limited by its range, unless the spell's description says otherwise.

## Components

A spell's components are the physical requirements you must meet in order to cast it. Each spell's description indicates whether it requires verbal (V), somatic (S), or material (M) components.

If you can't provide one or more of a spell's components, you are unable to cast the spell.

## **Verbal (V)**

Most spells require 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 character who is gagged or in an area of silence, such as one created by the ***silence*** spell, 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 objects, specified in parentheses in the component entry. A character can use a **component pouch** or a **spellcasting focus** (found in "Equipment") in place of the components specified for a spell. But if a cost is indicated for a component, a character must have that specific component before he or she can cast the spell.

If a spell states that a material component is consumed by the spell, the caster must provide this component for each casting of the spell. A spellcaster must have a hand free to access a spell's material components—or to hold a spellcasting focus—but it can be the same hand that he or she uses to perform somatic components.

# Duration

A spell's duration is the length of time the spell persists. A duration can be expressed in rounds, minutes, hours, or even years. Some spells specify that their effects last until the spells are dispelled or destroyed.

## Instantaneous

Many spells are instantaneous. The spell harms, heals, creates, or alters a creature or an object in a way that can't be dispelled, because its magic exists only for an instant.

## Concentration

Some spells require you to maintain concentration in order to keep their magic active. If you lose 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 you can concentrate on it. You 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 spell that requires concentration.** You lose concentration on a spell if you cast another spell that requires concentration. You can't concentrate on two spells at once.
- **Taking damage.** Whenever you take damage while you are concentrating on a spell, you must make a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is

higher. If you take damage from multiple sources, such as an arrow and a dragon's breath, you make a separate saving throw for each source of damage.

- **Being incapacitated or killed.** You lose concentration on a spell if you are incapacitated or if you die.

The GM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, require you to succeed on a DC 10 Constitution saving throw to maintain concentration on a spell.

## Targets

A typical spell requires you to pick one or more targets to be affected by the spell's magic. A spell's description tells you whether the spell targets creatures, objects, or a point of origin for an area of effect (described below).

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

## A Clear Path to the Target

To target something, you must have a clear path to it, so it can't be behind total cover. If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you 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. Areas of Effect Spells such as *burning hands* and *cone of cold* cover an area, allowing them to affect multiple creatures at once.

## Areas of Effect

Spells such as *burning hands* and *cone of cold* cover an area, allowing them to affect multiple creatures at once.

A spell's description specifies its 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 spell's energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some spells have an area whose origin is a creature or an object.

A spell's 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 spell's area. To block one of these imaginary lines, an obstruction must provide total cover.

### Cone

A cone extends in a direction you choose 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 is not included in the cone's area of effect, unless you decide otherwise.

## **Cube**

You select a cube's 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 is not included in the cube's area of effect, unless you decide otherwise.

## **Cylinder**

A cylinder's point of origin is the center of a circle of a particular radius, as given in the spell description. The circle must either be on the ground or at the height of the spell 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 spell's 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 is not included in the line's area of effect, unless you decide otherwise.

## **Sphere**

You select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

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

## **Saving Throws**

Many spells specify that a target can 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.

The DC to resist one of your spells equals 8 + your spellcasting ability modifier + your proficiency bonus + any special modifiers.

## **Attack Rolls**

Some spells require the caster to make an attack roll to determine whether the spell effect hits the intended target. Your attack bonus with a spell attack equals your spellcasting ability modifier + your proficiency bonus.

Most spells that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated.

### ***The Schools of Magic***

*Academies of magic group spells into eight categories called schools of magic. Scholars, particularly wizards, apply these categories to all spells, believing that all magic functions in essentially the same way, whether it derives from rigorous study or is bestowed by a deity.*

*The schools of magic help describe spells; they have no rules*



of their own, although some rules refer to the schools.

**Abjuration** spells are protective in nature, though some of them have aggressive uses. They create magical barriers, negate harmful effects, harm trespassers, or banish creatures to other planes of existence.

**Conjuration** spells involve the transportation of objects and creatures from one location to another. Some spells summon creatures or objects to the caster's side, whereas others allow the caster to teleport to another location. Some conjurations create objects or effects out of nothing.

**Divination** spells reveal information, whether in the form of secrets long forgotten, glimpses of the future, the locations of hidden things, the truth behind illusions, or visions of distant people or places.

**Enchantment** spells affect the minds of others, influencing or controlling their behavior. Such spells can make enemies see the caster as a friend, force creatures to take a course of action, or even control another creature like a puppet.

**Evocation** spells manipulate magical energy to produce a desired effect. Some call up blasts of fire or lightning. Others channel positive energy to heal wounds.

**Illusion** spells deceive the senses or minds of others. They cause people to see things that are not there, to miss things that are there, to hear phantom noises, or to remember things that never happened. Some illusions create phantom images that any creature can see, but the most insidious illusions plant an image directly in the mind of a creature.

**Necromancy** spells manipulate the energies of life and death. Such spells can grant an extra reserve of life force, drain the

*life energy from another creature, create the undead, or even bring the dead back to life.*

*Creating the undead through the use of necromancy spells such as animate dead is not a good act, and only evil casters use such spells frequently.*

***Transmutation** spells change the properties of a creature, object, or environment. They might turn an enemy into a harmless creature, bolster the strength of an ally, make an object move at the caster's command, or enhance a creature's innate healing abilities to rapidly recover from injury.*

## Combining Magical Effects

The effects of different spells add together while the durations of those spells overlap. The effects of the same spell cast multiple times don't combine, however. Instead, the most potent effect—such as the highest bonus—from those castings applies while their durations overlap.

For example, if two clerics cast bless on the same target, that character gains the spell's benefit only once; he or she doesn't get to roll two bonus dice.

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## Diseases

March 6, 2023



A plague ravages the kingdom, setting the adventurers on a quest to find a cure. An adventurer emerges from an ancient tomb, unopened for centuries, and soon finds herself suffering from a wasting illness. A warlock offends some dark power and contracts a strange affliction that spreads whenever he casts spells.

A simple outbreak might amount to little more than a small drain on party resources, curable by a casting of *lesser restoration*. A more complicated outbreak can form the basis of one or more adventures as characters search for a cure, stop the spread of the disease, and deal with the consequences.

A disease that does more than infect a few party members is primarily a plot device. The rules help describe the effects of the disease and how it can be cured, but the specifics of how a disease works aren't bound by a common set of rules. Diseases can affect any creature, and a given illness might or might not pass from one race or kind of creature to another. A plague might affect only constructs or undead, or sweep through a halfling neighborhood but leave other races untouched. What matters is the story you want to tell.

## Sample Diseases

The diseases here illustrate the variety of ways disease can work in the game. Feel free to alter the saving throw DCs, incubation times, symptoms, and other characteristics of these diseases to suit your campaign.

## Cackle Fever

This disease targets humanoids, although gnomes are strangely immune. While in the grips of this disease, victims frequently succumb to fits of mad laughter, giving the disease its common name and its morbid nickname: “the shrieks.”

Symptoms manifest 1d4 hours after infection and include fever and disorientation. The infected creature gains one level of exhaustion that can't be removed until the disease is cured.

Any event that causes the infected creature great stress—including entering combat, taking damage, experiencing fear, or having a nightmare—forces the creature to make a DC 13 Constitution saving throw. On a failed save, the creature takes 5 (1d10) psychic damage and becomes incapacitated with mad laughter for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the mad laughter and the incapacitated condition on a success.

Any humanoid creature that starts its turn within 10 feet of an infected creature in the throes of mad laughter must succeed on a DC 10 Constitution saving throw or also become infected with the disease. Once a creature succeeds on this save, it is immune to the mad laughter of that particular infected creature for 24 hours.

At the end of each long rest, an infected creature can make a DC 13 Constitution saving throw. On a successful save, the DC for this save and for the save to avoid an attack of mad laughter drops by 1d6. When the saving throw DC drops to 0, the creature recovers from the disease. A creature that fails three of these saving throws gains a randomly determined form of indefinite madness, as described later in this chapter.

## **Sewer Plague**

Sewer plague is a generic term for a broad category of illnesses that incubate in sewers, refuse heaps, and stagnant swamps, and which are sometimes transmitted by creatures that dwell in those areas, such as rats and otyughs.

When a humanoid creature is bitten by a creature that carries the disease, or when it comes into contact with filth or offal contaminated by the disease, the creature must succeed on a DC 11 Constitution saving throw or become infected.

It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

## **Sight Rot**

This painful infection causes bleeding from the eyes and eventually blinds the victim.

A beast or humanoid that drinks water tainted by sight rot must succeed on a DC 15 Constitution saving throw or become infected. One day after infection, the creature's vision starts to become blurry. The creature takes a -1 penalty to attack rolls and ability checks that rely on sight. At the end of each long rest after the symptoms appear, the penalty worsens by 1. When it

reaches -5, the victim is blinded until its sight is restored by magic such as *lesser restoration* or *heal*.

Sight rot can be cured using a rare flower called Eyebright, which grows in some swamps. Given an hour, a character who has proficiency with an herbalism kit can turn the flower into one dose of ointment. Applied to the eyes before a long rest, one dose of it prevents the disease from worsening after that rest. After three doses, the ointment cures the disease entirely.