

Magic items are italicized. If they require attunement, they have an asterisk (*) to the right of the name.

A

aberrations, 254. *See* separate monster index

abilities

ability checks, 77–83

ability score improvements (*See* individual classes; individual racial traits)

ability scores, 76–77

skills and, 79–92 (*See also* individual abilities)

ability altering items

charisma, 227

constitution, 207, 211, 227, 229

dexterity, 227, 230

intelligence, 217, 225, 227

strength, 211, 223, 227, 229, 234

wisdom, 227

abjuration magic, 103. *See also* separate spell index

acid (gear), 66

acid damage, 97

acolyte (background), 60–61

acrobatics (dexterity skill), 80

action economy. *See* actions; combat

action surge (fighter), 25

actions. *See also* attack actions

bonus actions, 90–91, 101

combat actions, 93–94

movement, 91–92

reactions, 91, 101, 259

readying an action, 93–94

adamantine armor, 207

advantage and disadvantage, 76–77

adventuring gear

overview, 66–68

equipment packs, 70

table of, 70

age. *See* individual racial traits

alchemist's fire (gear), 66

alignment, 3, 58–59, 255

ammunition +1, +2, +3, 207

*amulet of health**, 207

*amulet of proof against detection and location**, 207

*amulet of the planes**, 207

animal handling (wisdom skill), 82

animated objects, 116

*animated shield**, 208

antitoxin (gear), 66
apparatus of the crab, 208
arcana (intelligence skill), 81, 195
arcane focus (gear), 66–67
arcane recovery (wizard), 53
arcane tradition (wizard), 53, 54
archery, 24, 36
area of effect (AOE), 102–103
armor (rules)
 overview, 62–63
 donning and doffing, 64
 spellcasting and, 100
 table of, 64–65
armor class
 cover and, 96
 dexterity and, 80
 monsters', 255
*armor of invulnerability**, 208
*armor of resistance**, 208–209
*armor of vulnerability**, 209
armor, +1, +2, +3, 208
arrow of slaying, 209
*arrow-catching shield**, 209
artifacts, 252–253
artificer's lore (gnome), 6
artisan's tools, 70
astral plane, 364
athletics (strength skill), 79
attack action
 overview, 93
 melee attack, 95–96, 99, 259
 multiattack, 38, 259
 ranged attack, 95, 99, 101, 259
 spell attack, 93
attack rolls
 critical hits/fails, 94, 96–97
 dexterity variant, 80
 spells and, 103
 strength variant, 79
attuning magic items, 206
aura of courage (paladin), 32
aura of devotion (paladin), 33
aura of protection (paladin), 32

B

backgrounds, 60–61

bag of beans, 209–210
bag of devouring, 210
bag of holding, 210
bag of tricks, 210–211
ball bearings (gear), 67
barbarian class
 general, 8–9
 ability score improvements, 9
 path of the berserker, 9–10
bard class
 general, 11–13
 ability score improvements, 13
 college of lore, 13–14
 spell list, 105–106
bard college, 12
bardic inspiration, 12
barding (mounts and vehicles), 71
bead of force, 211
beast shapes (druid), 20–21
beast spells (druid), 21
beasts. *See* separate monster index
*belt of dwarvenkind**, 211
*belt of giant strength**, 211
*berserker axe**, 211–212
berserker barbarian, 9–10
blessed healer (cleric), 17
blinded condition, 358
blindsense (rogue), 49
blindsight, 86, 257
block and tackle (gear), 67
bludgeoning damage, 97
bonus action, 90–91
bonus proficiencies. *See* individual classes
book (gear), 67
boots of elvenkind, 212
*boots of levitation**, 212
*boots of speed**, 212
*boots of striding and springing**, 212
*boots of the winterlands**, 212
bowl of commanding water elementals, 212
*bracers of archery**, 212
*bracers of defense**, 212
brave (halfling), 4
brazier of commanding fire elementals, 212
breaking up movement, 91
breaking your oath (paladin), 33–34

breath weapon (dragonborn), 5–6
bright light, 86
*brooch of shielding**, 212
broom of flying, 213
brutal critical (barbarian), 9
burglar's pack, 70

C

caltrops (gear), 67
candle (gear), 67
*candle of invocation**, 213
cantrips, 101
cape of the mountebank, 213
carpet of flying, 213
carrying capacity, 79
case, crossbow bolt (gear), 67
case, map or scroll (gear), 67
casting a spell, 101–104
celestials. *See* separate monster index
Celtic deities, 360–361
censer of controlling air elementals, 213
chain (gear), 67
challenge rating, 258
champion archetype fighter, 25
champion fighter, 25
channel divinity, 16–17, 33
chaotic evil alignment, 59
chaotic good alignment, 58
chaotic neutral alignment, 59
character advancement, 56–58
charisma (ability)
 about, 82
 checks, 82, 83
 items that alter, 227
 skills, 82–83
 spellcasting and, 83
charmed condition, 358
chime of opening, 213–214
chromatic dragons. *See* separate monster index
circle of land druid, 21–23
circle of land druid spells, 21–22. *See also* separate spell index
circlet of blasting, 214
class, 8–55
 barbarian, 8–10
 bard, 11–14, 105–106
 cleric, 15–18, 106–107

- druid, 19–23, 107–108
- fighter, 24–25
- monk, 26–29
- paladin, 30–34, 108–109
- ranger, 35–38, 109
- rogue, 39–41
- sorcerer, 42–45, 109–110
- warlock, 46–51, 110–111
- wizard, 52–55, 111–113
- cleansing touch (paladin), 32
- cleric class
 - general, 15–17
 - ability score improvements, 17
 - life domain, 18
 - spell list, 106–107
- climber's kit, 67
- climbing, 85
- cloak of arachnida**, 214
- cloak of displacement**, 214
- cloak of elvenkind**, 214
- cloak of protection**, 214
- cloak of the bat**, 214
- cloak of the manta ray*, 214
- cold damage, 97
- collapsing roof trap, 196
- college of lore (bard), 13–14
- combat
 - actions in, 93–94
 - attacking in, 94–96
 - damage and healing, 96–98
 - initiative, 90
 - knocked out, 98
 - mounted combat, 99
 - movement and position in, 91, 92
 - object interactions in, 92
 - taking cover, 96
 - underwater combat, 99
 - unseen enemies, 94
- complex traps, 196
- component pouch (gear), 67
- components (spell), 101–102
- concentration, 102
- conditions, 358–359. *See also* individual conditions
- constitution (ability)
 - about, 81
 - concentration and, 102

items that alter, 207, 211, 227, 229
constructs. *See* separate monster index
container capacity, 69–70
countercharm (bard), 13
cover, 96
crafting, 88
crawling (movement), 85
critical successes and failures, 94
crowbar (gear), 67
*crystal ball**, 214–215
*cube of force**, 215
cubic gate, 215
cunning action (rogue), 40
cutting words (bard), 13

D

dagger of venom, 215
damage resistance, 97
damage rolls
 overview, 96–97
 dexterity variant, 80
 strength variant, 79
damage threshold, 203
damage vulnerability, 97
*dancing sword**, 215–216
danger sense (barbarian), 9
dark one's blessing (warlock), 50
dark one's own luck (warlock), 50–51
darkness (vision), 86
darkvision, 86, 257
dash (action), 93
deafened condition, 358
death saving throws, 98
decanter of endless water, 216
deception (charisma), 82
deck of illusions, 216
deck of many things, 216–218
*defender**, 218
defense, 24, 31, 36
defensive tactics (ranger), 38
deflect missiles (monk), 27
demiplanes, 364–365
*demon armor**, 218
demons. *See* separate monster index
destroy undead (cleric), 17
detecting traps, 195

- devotion paladin, 32–34
- dexterity (ability)
 - about, 80–81
 - checks, 80
 - disabling traps and, 195
 - items that alter, 227, 230
 - skills, 80
- diamond soul (monk), 28
- difficult terrain
 - combat and, 91
 - travel and, 85
- difficulty classes (DC)
 - about, 77
 - spell saves, 103
 - traps saves, 196
- dim light (vision), 86
- dimensional shackles*, 219
- diplomat's pack (equipment), 70
- disadvantage, 76–77
- disciple of life (cleric), 17
- diseases, 199–200
- disengage (action), 93
- disguise kit, 71
- divine domain (cleric), 16
- divine health (paladin), 32
- divine intervention (cleric), 17
- divine sense (paladin), 30
- divine smite (paladin), 31–32
- divine strike (cleric), 17
- dodge (action), 93
- donning and doffing, 64
- downtime activities, 88–89
- draconic ancestry (dragonborn), 5
- draconic bloodline sorcerer, 44–45
- draconic presence (sorcerer), 45
- draconic resilience (sorcerer), 45
- dragon ancestor (sorcerer), 44–45
- dragon scale mail**, 219
- dragon slayer*, 219
- dragon wings (sorcerer), 45
- dragonborn racial traits, 5–6
- dragons. *See* separate monster index
- drink (expenses), 73–74, 86–87
- druid circle, 21
- druid class
 - general, 19–21

- ability score improvements, 21
- circle of land, 21–23
- spell list, 21–22, 107–108
- Druidic (language), 19
- druidic focus (gear), 67
- druids and the gods, 23
- dueling, 24, 31, 36
- dungeoneer's pack, 70
- duration (spells), 102
- dust of disappearance*, 219
- dust of dryness*, 219
- dust of sneezing and choking*, 219
- dwarf racial traits, 3–4
- dwarven combat training, 3
- dwarven plate*, 220
- dwarven resilience, 3
- dwarven thrower**, 220

E

- efficient quiver*, 220
- efreeti bottle*, 220
- Egyptian deities, 361
- eldritch invocations (warlock), 48–50. *See also* separate spell index
- eldritch master (warlock), 48
- elemental affinity (sorcerer), 45
- elemental chaos, 364
- elemental gem*, 220
- elemental planes, 364
- elementals. *See* separate monster index
- elf racial traits, 4
- elf weapon training, 4
- elusive (rogue), 40
- elven chain*, 220
- empowered evocation (wizard), 54
- empty body (monk), 28
- encumbrance, 80
- entertainer's pack, 70
- environment, 86–87
- equipment. *See also* individual classes
 - general, 62
 - adventuring gear, 66–70
 - armor, 62–65
 - monsters and, 259–260
 - mounts and vehicles, 71–72
 - tools, 70–71
 - trade goods, 72

- weapons, 64–66
- equipment packs, 70
- ethereal plane, 363–364
- evasion, 28, 40
- eversmoking bottle*, 220
- evocation savant (wizard), 54
- evocation wizard, 54–55
- exhaustion, 86–87, 358
 - condition, 358
- expenses, 72–74
- experience points, 56, 258
- expertise, 13, 39
- explorer's pack, 70
- extra attack, 9, 25, 27, 32, 37
- eyes of charming**, 220–221
- eyes of minute seeing*, 221
- eyes of the eagle**, 221

F

- falling, 86
- falling net trap, 196–197
- fast hands (rogue), 40–41
- favored enemy (ranger), 35–36
- feather token*, 221
- feats, 75
- feral instinct (barbarian), 9
- feral senses (ranger), 37
- fey. *See* separate monster index
- fey ancestry, 4, 7
- fiend expanded spell list (warlock), 50
- fiend pact warlock, 50–51
- fiends. *See* separate monster index
- fighter class
 - general, 24–25
 - ability score improvements, 25
 - champion archetype, 25
- fighting styles, 24, 25, 31, 36
- figurine of wondrous power*, 221–223
- fire damage, 97
- fire-breathing statue trap, 197
- fishing tackle (gear), 67
- flame tongue**, 223, 240
- foe slayer (ranger), 37
- folding boat*, 223
- font of inspiration (bard), 13
- font of magic (sorcerer), 43–44

food (expenses), 73–74, 86–87
force damage, 97
forced march (movement), 84
forgery kit, 71
frenzy (barbarian), 9
frightened condition, 358
*frost brand**, 223

G

gaming set, 71
gargantuan (size), 92, 203
*gauntlets of ogre power**, 223
gem of brightness, 223
*gem of seeing**, 223
genies. *See* separate monster index
giant slayer, 223
glamoured studded leather, 224
*gloves of missile snaring**, 224
*gloves of swimming and climbing**, 224
gnome cunning, 6
gnome racial traits, 6
goggles of night, 224
grappled condition, 358
grappler feat, 75
gray bag of tricks, 210–211
great weapon fighting, 24, 31
Greek deities, 361

H

half-elf racial traits, 6–7
half-orc racial traits, 7
halfling nimbleness, 5
halfling racial traits, 4–5
*hammer of thunderbolts**, 224
handy haversack, 224–225
*hat of disguise**, 225
*headband of intellect**, 225
healer's kit, 67
healing, 97–98
heavily obscured, 86
heavy armor, 63
*helm of brilliance**, 225
helm of comprehending languages, 225
*helm of telepathy**, 225
*helm of teleportation**, 225
help action, 93

herbalism kit, 71
hide in plain sight (ranger), 37
hiding, 80–81, 93
high elf (subrace), 4
hill dwarf (subrace), 4
history (intelligence skill), 81
hit points, 81, 96, 98–99, 255–256
*holy avenger**, 225–226
holy nimbus (paladin), 33
holy symbol (gear), 67
holy water (gear), 67
horn of blasting, 226
horn of Valhalla, 226
horseshoes of a zephyr, 226
horseshoes of speed, 226
huge (size), 92, 203
human racial traits, 5
humanoids. *See* separate monster index
hunter ranger, 37–38
hunter's prey (ranger), 37–38
hunting trap (gear), 67
hurl through hell (warlock), 51

I

immovable rod, 226
immunities, 257
improved critical (fighter), 25
improved divine smite (paladin), 32
incapacitated condition, 358
indomitable (fighter), 25
indomitable might (barbarian), 9
infernal legacy (tiefling), 7
initiative (combat), 90
inner planes, 364
insight (wisdom skill), 82
inspiration, 59–60
instant death, 98
instant fortress, 226–227
intelligence (ability)
 about, 81
 checks, 81
 items that alter, 217, 225, 227
 skills, 81
 spellcasting, 82
intimidating presence (barbarian), 10
intimidation (charisma skill), 82

investigation (intelligence skill), 81
invisible condition, 358
invocations (warlock). *See* eldritch invocations (warlock)
*Ioun stone**, 227
iron bands of binding, 228
iron flask, 228

J

jack of all trades (bard), 12
javelin of lightning, 228
jumping (movement), 85

K

keen senses (elf), 4
ki (monk), 27
ki-empowered strikes (monk), 28
known spells, 100

L

lair actions, 260
lamp (gear), 68
land druid, 21–23
land's stride, 22, 37
languages, 59, 257. *See also* individual racial traits
lantern of revealing, 228
lantern, bullseye (gear), 68
lantern, hooded (gear), 68
large (size), 92, 203
lawful evil, 59
lawful good, 58
lawful neutral, 59
lay on hands (paladin), 31
legendary actions, 260
leveling up, 56
life domain cleric, 17–18
lifestyle (expenses), 72–73, 88
lifting and carrying, 79–80
light armor, 63
lightfoot halfling (subrace), 5
lightly obscured, 86
limited usage abilities, 259
lock (gear), 68
lodging (expenses), 73–74
long rest, 87
lore bard, 13–14
lower planes. *See* outer planes

*luck blade**, 229
*luckstone**, 246
lucky (halfling), 4

M

*mace of disruption**, 229
*mace of smiting**, 229
*mace of terror**, 229
madness, 201–202
magic. *See* separate spell index
magic items, alphabetically, 206–251. *See also* specific item names
magic traps, 195, 197, 198
magical secrets (bard), 13
magnifying glass (gear), 68
manacles (gear), 68
*mantle of spell resistance**, 229
manual of bodily health, 229
manual of gainful exercise, 229
manual of golems, 229–230
manual of quickness of action, 230
martial archetype (fighter), 25
martial arts (monk), 26–27
marvelous pigments, 230
material plane, 363
mechanical traps, 195, 196–197, 198
*medallion of thoughts**, 230
medicine (wisdom skill), 82
medium (size), 92, 203
medium armor, 63
melee attacks, 95–96
menacing (half-orc), 7
mess kit, 68
metallic dragons. *See* separate monster index
metamagic (sorcerer), 44. *See also* separate spell index
mindless rage (barbarian), 9
mirror of life trapping, 230–231
miscellaneous creatures, alphabetically, 366–394. *See also* separate monster index
mithral armor, 231
modifiers, 76
modifiers, ability, 76, 94
monastic tradition (monk), 27
monk class
 general, 26–27
 ability score improvements, 27
 way of the open hand, 28–29
monsters, alphabetically, 261–357. *See also* separate monster index

monstrosities. *See* separate monster index
mounted combat, 99
mounts and vehicles, 71–72, 84, 99
movement, 84–85, 91–92
multiattack (ranger), 38
multiclassing, 56–58
musical instrument, 71
mystic arcanum (warlock), 48

N

natural explorer (ranger), 36
natural recovery (druid), 21
naturally stealthy (halfling), 5
nature (intelligence skill), 81
nature's sanctuary (druid), 22
nature's ward (druid), 22
navigator's tools, 71
*necklace of adaptation**, 231
necklace of fireballs, 231
*necklace of prayer beads**, 231
necrotic damage, 97
neutral, 59
neutral evil, 59
neutral good, 58
*nine lives stealer**, 231
Norse deities, 361–362
NPCs (nonplayer characters), 395. *See also* separate monster index
NPCs, alphabetically, 395–403

O

oath of devotion (paladin), 32–34
oath spells (paladin), 33
*oathbow**, 231
object interactions, 87, 92
objects, 203
oil (gear), 68
oil of etherealness, 231–232
oil of sharpness, 232
oil of slipperiness, 232
oozes. *See* separate monster index
open hand monk, 28–29
open hand technique (monk), 28
orb of dragonkind, 252–253
otherworldly patron (warlock), 46
outer planes, 364
overchannel (wizard), 54

P

pact boon (warlock), 47–48, 51
pact magic (warlock), 46–47
pact of the blade (warlock), 47–48
pact of the chain (warlock), 47
pact of the tome (warlock), 48
paladin class
 general, 30–32
 ability score improvements, 32
 oath of devotion, 32–34
 spell list, 108–109
pantheons, 360–362
paralyzed condition, 358–359
path of the berserker (barbarian), 9–10
*pearl of power**, 232
peerless skill (bard), 14
perception (wisdom skill), 82, 195
perfect self (monk), 28
performance (charisma skill), 82
periapt of health, 232
periapt of proof against poison, 232
*periapt of wound closure**, 232
persistent rage (barbarian), 9
persuasion (charisma skill), 82–83
petrified condition, 359
philter of love, 232
piercing damage, 97
pipes of haunting, 232
*pipes of the sewers**, 232–233
pit trap, 197
planes of existence, 363–365
plants. *See* separate monster index
*plate armor of etherealness**, 233
poison, 68, 204–205
poison damage, 97
poison dart trap, 197–198
poison needle trap, 198
poisoned condition, 359
poisoner's kit, 71
portable hole, 233
potent cantrip (wizard), 54
potion of animal friendship, 233
potion of clairvoyance, 233
potion of climbing, 233
potion of diminution, 233

potion of flying, 234
potion of gaseous form, 234
potion of giant strength, 234
potion of growth, 234
potion of healing, 234
potion of heroism, 234
potion of invisibility, 234
potion of mind reading, 234
potion of poison, 234
potion of resistance, 235
potion of speed, 235
potion of water breathing, 235
pouch (gear), 68
practicing a profession (activity), 88
prepared spells, 100
priest's pack, 70
primal champion (barbarian), 9
primal path (barbarian), 9
primeval awareness (ranger), 37
proficiency, 62, 64, 70, 77–78, 83. *See also* individual classes
proficiency bonus, 77
proficiency bonus. *See also* multiclassing
prone condition, 91–92, 359
protection fighting, 24, 31
psychic damage, 97
purity of body (monk), 28
purity of spirit (paladin), 33
push, drag, or lift, 80

Q

quiver (gear), 68
quivering palm (monk), 29

R

race
 dragonborn, 5–6
 dwarf, 3–4
 elf, 4
 gnome, 6
 half-elf, 6–7
 half-orc, 7
 halfling, 4–5
 human, 5
 tiefling, 7
radiant damage, 97
rage (barbarian), 8

ram, portable (gear), 68
ranged attack, 95
ranger archetype, 37
ranger class
 general, 35–37
 ability score improvements, 35–37
 hunter archetype, 37–38
 spell list, 109
rations (gear), 68, 86–97
reactions, 91, 101, 259
readying an action, 93–94
reckless attack (barbarian), 9
recuperating (activity), 88
regional effects (monsters), 260
relentless endurance (half-orc), 7
relentless rage (barbarian), 9
reliable talent (rogue), 40
religion (intelligence skill), 81
remarkable athlete (fighter), 25
researching (activity), 89
resistances damage, 97, 257
resting, 87
restorative ointment, 235
restrained condition, 359
retaliation (barbarian), 10
ring of animal influence, 235
*ring of djinni summoning**, 235
*ring of elemental command**, 235–236
*ring of evasion**, 236
*ring of feather falling**, 236
*ring of free action**, 236
*ring of invisibility**, 236
*ring of jumping**, 236
*ring of mind shielding**, 236
*ring of protection**, 237
*ring of regeneration**, 237
*ring of resistance**, 237
*ring of shooting stars**, 237
*ring of spell storing**, 237
*ring of spell turning**, 237
ring of swimming, 238
*ring of telekinesis**, 238
*ring of the ram**, 237
ring of three wishes, 238
*ring of warmth**, 238
ring of water walking, 238

*ring of x-ray vision**, 238
ritual spells, 101
*robe of eyes**, 238
*robe of scintillating colors**, 238
*robe of stars**, 239
*robe of the archmagi**, 239
robe of useful items, 239
rock gnome (subrace), 6
*rod of absorption**, 239–240
*rod of alertness**, 240
*rod of lordly might**, 240
*rod of rulership**, 240–241
rod of security, 241
rogue class
 general, 39–40
 ability score improvements, 40
 thief archetype, 40–41
roguish archetype, 40
rolling sphere trap, 198
rope (gear), 68
rope of climbing, 241
rope of entanglement, 241
round (combat), 90
rowed vessels (mounts and vehicles), 71
rust bag of tricks, 211

S

sacred oath (paladin), 32
sacred plants and wood (druid), 22
saddles (mounts and vehicles), 71
savage attacks (half-orc), 7
saving throws, 83, 103, 256
scale, merchant's (gear), 68
*scarab of protection**, 241
scholar's pack, 70
school of evocation (wizard), 54–55
school of evocation wizard, 54–55
schools of magic, 103–104
*scimitar of speed**, 241
sculpt spells (wizard), 54
search action, 94
second wind (fighter), 24
second-story work (rogue), 41
self-sufficiency, 73
selling treasure, 62
senses, 257

sentient magic items, 251–252
services, 74
shelter of the faithful (acolyte), 61
shield +1, +2, +3, 242
*shield of missile attraction**, 242
short rest, 87
signature spells (wizard), 54
size, 80, 92, 254, 256. *See also* individual racial traits
skill checks, 77–79
skill versatility (half-elf), 7
skills, 77–83, 256–257
slashing damage, 97
sleight of hand (dexterity skill), 80
*slippers of spider climbing**, 242
slippery mind (rogue), 40
slow fall (monk), 27
small (size), 92, 203
small spaces, moving through, 92
sneak attack (rogue), 39
song of rest (bard), 12
sorcerer class
 general, 42–44
 ability score improvements, 44
 draconic bloodline, 44–45
 spell list, 109–110
sorcerous origin, 43
sorcerous restoration, 44
sorcery points, 43–44
sovereign glue, 242
speed, 3, 84, 91, 256. *See also* movement; individual racial traits
spell combat action, 93
spell lists, 21–22, 33, 50, 105–113
spell mastery (wizard), 53
spell scroll, 242
spellbook, 54–55, 68
spellcasting. *See* separate spell index
spellcasting services, 74
*spellguard shield**, 242
sphere of annihilation, 242–243
sphere of annihilation trap, 198
sphinxes, 347–348
spyglass (gear), 68
*staff of charming**, 243
*staff of fire**, 243
*staff of frost**, 243
*staff of healing**, 243

*staff of power**, 243–244
*staff of striking**, 244
*staff of swarming insects**, 244
*staff of the magi**, 244–245
*staff of the python**, 245
*staff of the woodlands**, 245
*staff of thunder and lightning**, 245–246
*staff of withering**, 246
stealth (dexterity skill), 80
stillness of mind (monk), 28
stone of controlling earth elementals, 246
*stone of good luck**, 246
stonecunning (dwarf), 3
strength (ability)
 about, 76
 checks, 79
 items that alter, 211, 223, 227, 229, 234
 skills, 79
stroke of luck (rogue), 40
stunned condition, 359
stunning strike (monk), 28
suffocation, 86
*sun blade**, 246
superior critical (fighter), 25
superior hunter's defense (ranger), 38
superior inspiration (bard), 13
supreme healing (cleric), 17
supreme sneak (rogue), 41
surprise (combat), 90
survival (wisdom skill), 82
survivor (fighter), 25
swimming (movement), 85
*sword of life stealing**, 246
*sword of sharpness**, 246
*sword of wounding**, 246–247

T

*talisman of pure good**, 247
*talisman of the sphere**, 247
*talisman of ultimate evil**, 247
tan bag of tricks, 211
telepathy, 257
temporary hit points, 98–99
tenets of devotion (paladin), 33
tent (gear), 68
thief rogue, 40–41

thief's reflexes (rogue), 41
thieves' cant (rogue), 39–40
thieves' tools, 71, 195
thunder damage, 97
tiefling racial traits, 7
time, 84, 90–91
timeless body, 21, 28
tinderbox (gear), 68
tinker (gnome), 6
tiny (size), 92, 203
tome of clear thought, 247
tome of leadership and influence, 247
tome of understanding, 247
tongue of the sun and moon (monk), 28
tool proficiency. *See* individual classes; individual racial traits
tools, 70–71
torch (gear), 68
trade goods, 72
training (activity), 89
trance (elf), 4
tranquility (monk), 28
traps, 195–198. *See also* magic traps; mechanical traps
travel pace, 84–85
treasure, 62
tremorsense, 257
*trident of fish command**, 247–248
truesight, 86, 257
turn (your), 90–91
turn undead (cleric), 16
two-weapon fighting, 24, 36

U

unarmored defense (barbarian), 8
unarmored movement (monk), 27
uncanny dodge (rogue), 40
unconscious condition, 98, 359
undead. *See* separate monster index
underwater combat, 99
universal solvent, 248
upper planes. *See* outer planes
use an object, 94
use magic device (rogue), 41

V

vanish (ranger), 37
vehicle proficiency (mounts and vehicles), 71

vehicles and mounts, 71–72, 84, 99
vicious weapon, 248
vision and light, 86
*vorpals sword**, 248
vulnerability, 97, 257

W

*wand of binding**, 248
*wand of enemy detection**, 248
*wand of fear**, 248
*wand of fireballs**, 248–249
*wand of lightning bolts**, 249
wand of magic detection, 249
wand of magic missiles, 249
*wand of paralysis**, 249
*wand of polymorph**, 249
wand of secrets, 249
wand of the war mage +1, +2, +3*, 249
*wand of web**, 249
*wand of wonder**, 249–250
warlock class
 general, 46–48
 ability score improvements, 48
 eldritch invocations, 48–50
 fiend pact, 50–51
 spell list, 110–111
warlock pacts, 47–48
way of the open hand (monk), 28–29
way of the open hand monk, 28–29
weapon +1, +2, +3, 250
weapon proficiency, 64
weapons, 64–66
well of many worlds, 250
wholeness of body (monk), 28–29
wild shape (druid), 20–21
wind fan, 250–251
*winged boots**, 251
*wings of flying**, 251
wisdom (ability)
 about, 82
 checks, 82
 items that alter, 227
 skills, 82
 spellcasting and, 82
wizard class
 general, 52–54

ability score improvements, 53
school of evocation, 54–55
spell list, 111–113