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[illegible]

Weapons. Anyone can wield a weapon, but proficiency makes you better at wielding it. If you have proficiency with a weapon, you add proficiency to attack rolls you make with it. Tools. If you have proficiency with a tool, you add proficiency to any ability check you make using that tool. Tools also used with that check, you have advantage on the check too. This means you can benefit from both skill proficiency and tool proficiency on the same ability check. When you do something other than moving or communicating, you typically take an action. The Action table lists the games main actions, which are defined in more detail in the Rules Glossary. Action Summary Attack Attack with a weapon or an Unarmed Strike. Dash For the rest of the turn, give yourself extra movement equal to your Speed. Disengage Your movement doesnt provoke Opportunity Attack for the rest of the turn. Dodge Until the start of your next turn, attack rolls against you have Disadvantage, and you make Dexterity saving throws with Advantage. You lose this benefit if you have the Incapacitated condition or if your Speed is 0. Help Help another creatures ability check or attack roll, or administer first aid. Hide Make a Dexterity (Stealth) check. Influence Make a Charisma (Deception, Intimidation, Performance, or Persuasion) or Wisdom (Animal Handling) check to alter a creatures attitude. Magic Cast a spell, use a magic item, or use a magical feature. Ready Prepare to take an action in response to a trigger you define. Search Make a Wisdom (Insight, Medicine, Perception, or Survival) check. Study Make an Intelligence (Arcana, History, Investigation, Nature, or Religion) check. Utilize Use a nonmagical object. Player characters and monsters can also do things not covered by these actions. Many class features and other abilities provide additional action options, and you can improvise other actions. When you describe an action not detailed elsewhere in the rules, the Dungeon Master tells you whether that action is possible and what kind of D20 Test you need to make, if any. The game uses actions to govern how much you can do at one time. You can take only one action at a time. This principle is most important in combat, as explained in Combat later in this chapter. Actions can come up in other situations, too: in a social interaction, you can try to Influence a creature or use the Search action to read the creatures body language, but you cant do both at the same time. And when youre exploring a dungeon, you cant simultaneously use the Search action to look for traps and use the Help action to aid another character whos trying to open a stuck door (with the Utilize action). 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 only when a special ability, a spell, or another feature of the game states that you can do something as a Bonus Action. You otherwise dont 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 if you have more than one available. You choose when to take a Bonus Action during your turn unless the Bonus Actions timing is specified. Anything that deprives you of your ability to take actions also prevents you from taking a Bonus Action. 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. The Opportunity Attack, described later in this chapter, is the most common type of Reaction. When you take a Reaction, you cant take another one until the start of your next turn. If the reaction interrupts another creatures turn, that creature can continue its turn right after the Reaction. In terms of timing, a Reaction takes place immediately after its trigger unless the Reactions description says otherwise. During their adventures, player characters meet many different people and face some monsters that would rather talk than fight. In those situations, its time for social interaction, which takes many forms. For example, you might try to convince a burglar to confess to wrongdoing or try to flatter a guard. The Dungeon Master assumes the roles of any nonplayer characters who are participating. An NPCs attitude toward your character is Friendly, Indifferent, or Hostile, as defined in the Rules Glossary. Friendly NPCs are predisposed to help, and Hostile ones are inclined to hinder. Social interactions progress in two ways: through roleplaying and ability checks. Roleplaying is, literally, the act of playing out a role. In this case, its 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. As you roleplay, consider whether you prefer an active approach or a descriptive approach. The DM uses an NPCs personality and your characters actions and attitudes to determine how an NPC reacts. A cowardly bandit might buckle under threats of imprisonment. A stubborn merchant refuses to help if the characters beggar her. A vain dragon laps up flattery. When interacting with an NPC, pay attention to the DMs portrayal of the NPCs personality. You might be able to learn an NPCs goals and then use that information to influence the NPC. If you offer NPCs something they want or play on their sympathies, fears, or goals, you can 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 nobles allies, your efforts to convince or deceive will likely fail. Ability checks can be key in determining the outcome of a social interaction. Your roleplaying efforts can alter an NPCs attitude, but there might still be an element of chance if the DM wants dice to play a role in determining an NPCs response to you. In such situations, the DM will typically ask you to take the Influence action. Pay attention to your skill proficiencies when thinking of how you will interact with an NPC; use an approach that relies on your groups skill proficiencies. For example, if the group needs to trick a guard into letting them into a castle, the Rogue who is proficient in Deception should lead the discussion. Exploration involves delving into places that are dangerous and full of mystery. The rules in this section detail some of the ways adventurers interact with the environment in such places. As adventurers explore, their equipment can help them in many ways. For example, they can reach out-of-the-way places with a Ladder, perceive things they wouldnt otherwise notice with a Torch or another light source, bypass locked doors and containers with Thieves Tools, and create obstacles for pursuers with Caltrops. See Equipment for rules on many items that are useful on adventures. The items in the Tools and Adventuring Gear sections are especially useful. The weapons in that chapter can also be used for more than battle; you could use a Quarterstaff, for example, to push a sinister-looking button that youre reluctant to touch. Some adventuring tasks such as noticing danger, hitting an enemy, and targeting certain spellssare affected by sight, so effects that obscure vision can hinder you, as explained below. An area might be Lightly or Heavily Obscured. In a Lightly Obscured areassuch as an area with Dim Light, patchy fog, or moderate foliageyou have Disadvantage on Wisdom (Perception) checks that rely on sight. A Heavily Obscured areassuch as an area with Darkness, heavy fog, or dense foliageis opaque. You have the Blinded condition (see the Rules Glossary) while trying to see something there. The presence or absence of light determines the category of illumination in an area, as defined below. Bright Light 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, Dim Light, also called shadows, creates a Lightly Obscured area. An area of Dim Light is usually a boundary between Bright Light 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 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. Some creatures have special senses that help them perceive things in certain situations. The rules glossary defines the following special senses: Adventurers and monsters often hide, whether to spy on one another, sneak past a guardian, or set an ambush. The Dungeon Master decides when circumstances are appropriate for hiding. When you try to hide, you take the Hide action. Interacting with objects is often simple to resolve. The player tells the DM that their character is doing something, such as moving a lever or opening a door, and the DM describes what happens. Sometimes, however, rules govern what you can do with an object, as detailed in the following sections. For the purpose of the rules, an object is a discrete, inanimate item like a window, door, sword, book, table, chair, or stone. Its isnt a building or a vehicle, which are composed of many objects. When time is short, such as in combat, interactions with objects are limited: one free interaction per turn. That interaction must occur during a creatures movement or action. Any additional interactions require the Utilize action, as explained in Combat later in this chapter. When your character searches for hidden things, such as a secret door or a trap, the DM typically asks you to make a Wisdom (Perception) check, provided you describe the character searching in the hidden objects vicinity. On a success, you find the object, other important details, or both. If you describe your character searching nowhere near a hidden object, a Wisdom (Perception) check wont reveal the object, no matter the checks total. You can usually carry your gear and treasure without worrying about the weight of those objects. If you try to haul an unusually heavy object or a massive number of lighter objects, the DM might require you to abide by the rules for carrying capacity in the Rules Glossary. As an action, you can automatically break or otherwise destroy a fragile, nonmagical object, such as a glass container or a piece of paper. If you try to damage something more resilient, the DM might use the rules on breaking objects in the Rules Glossary. Monsters are the main perils characters face, but other dangers await. The rules glossary defines the following hazards: 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, or the DM might have you use the travel pace rules below. If you need to know how fast you can move when every second matters, see the movement rules in Combat later in this chapter. While traveling outside combat, a group can move at a Fast, Normal, or Slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time; if riding horses or other mounts, the group can move twice that distance for 1 hour, after which the mounts need a Short or Long Rest before they can move at that increased pace again (see Equipment for a selection of mounts for sale). The DMs Toolbox has rules that affect which pace you can choose in certain types of terrain. Distance Traveled Per... Pace Minute Hour Day Past 400 feet 4 miles 30 miles Normal 300 feet 3 miles 24 miles Slow 200 feet 2 miles 18 miles Each travel pace has a game effect, as defined below. Fast. Traveling at a Fast pace imposes Disadvantage on a travelers Wisdom (Perception or Survival) and Dexterity (Stealth) checks. Normal. Traveling at a Normal pace imposes Disadvantage on Dexterity (Stealth) checks. Slow. Traveling at a Slow pace grants Advantage on Wisdom (Perception or Survival) checks. Travelers in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel, and they dont choose a travel pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day. Equipment includes vehicles for sale. Adventurers encounter many dangerous monsters and nefarious villains. In those moments, combat often breaks out. 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 unfolds in these steps: Establish Positions. The Dungeon Master determines 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 arehow far away and in what direction. Roll Initiative. Everyone involved in the combat encounter rolls Initiative, determining the order of combatants turns. Take Turns. Each participant in the battle takes a turn in Initiative order. When everyone involved in the combat has had a turn, the round ends. Repeat this step until the fighting stops. Initiative determines the order of turns during combat. When combat starts, every participant rolls Initiative; they make a Dexterity check that determines their place in the Initiative order. The DM rolls for monsters. For a group of identical creatures, the DM makes a single roll, so each member of the group has the same Initiative. Surprise. If a combatant is surprised by combat starting, that combatant has Disadvantage on their Initiative roll. For example, if an ambusher starts combat while hidden from a foe who is unaware that combat is starting, that foe is surprised. Initiative Order. A combatants check total is called their Initiative count, or Initiative for short. The DM ranks the combatants, from highest to lowest Initiative. This is the order in which they act during each round. The Initiative order remains the same from round to round. Ties. If a tie occurs, the DM decides the order among tied monsters, and the players decide the order among tied characters. The DM decides the order if the tie is between a monster and a player character. 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. The main actions you can take are listed in Actions earlier in this chapter. A characters features and a monsters stat block also provide action options. Movement and Position later in this chapter gives the rules for movement. Communicating. You can communicate however you are ablethrough brief utterances and gesturesas you take your turn. Doing so uses neither your action nor your move. Extended communication, such as a detailed explanation of something or an attempt to persuade a foe, requires an action. The Influence action is the main way you try to influence a monster. Interacting with Things. You can interact with one object or feature of the environment for free, during either your move or action. For example, you could open a door during your move as you stride toward a foe. If you want to interact with a second object, you need to take the Utilize action. 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 might require you to take the Utilize 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 cant decide what to do, consider taking the defensive Dodge action or the Ready action to delay action. Combat ends when one side or the other is defeated, which can mean the creatures are killed or knocked out or have surrendered or fled. Combat can also end when both sides agree to end it. 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 climbing, crawling, jumping, and swimming (each explained in the Rules Glossary). These different modes of movement can be combined with your regular movement, or they can constitute your entire move. However youre moving with your Speed, you deduct the distance of each part of your move until it until it is used up or until you are done moving, whichever comes first. A characters Speed is determined during character creation. A monsters Speed is noted in the monsters stat block. See the Rules Glossary for more about Speed as well as about special speeds, such as a Climb Speed, Fly Speed, or Swim Speed. Combatants are often slowed down by Difficult Terrain. Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of Difficult Terrain. Every foot of movement in Difficult Terrain costs 1 extra foot, even if multiple things in a space count as Difficult Terrain. You can break up your move, using some of its movement before and after any action, Bonus Action, or Reaction you take on the same turn. For example, if you have a Speed of 30 feet, you could go 10 feet, take an action, and then go 20 feet. On your turn, you can give yourself the Prone condition (see the Rules Glossary) without using an action or any of your Speed, but you cant do so if your Speed is 0. A creature belongs to a size category, which determines the width of the square space the creature occupies on a map, as shown on the Creature Size and Space table. That table lists the sizes from smallest (Tiny) to largest (Gargantuan). A creatures space is the area that it effectively controls in combat and the area it needs to fight effectively. A characters size is determined by species, and a monsters size is specified in the monsters stat block. Size Space (Feet) Space (Squares) Tiny 2 by 2 feet 4 per square Small 5 by 5 feet 1 square Medium 5 by 5 feet 1 square Large 10 by 10 feet 4 squares (2 by 2) Huge 15 by 15 feet 9 squares (3 by 3) Gargantuan 20 by 20 feet 16 squares (4 by 4) During your move, you can pass through the space of an ally, a creature that has the Incapacitated condition (see the Rules Glossary), a Tiny creature, or a creature that is two sizes larger or smaller than you. Another creatures space is Difficult Terrain for you unless that creature is Tiny or your ally. You cant willingly end a move in a space occupied by another creature. If you somehow end a turn in a space with another creature, you have the Prone condition (see the Rules Glossary) unless you are Tiny or are of a larger size than the other creature. When you take the Attack action, you make an attack. Some other actions, Bonus Actions, and Reactions also let you make an attack. Whether you strike with a Melee weapon, fire a Ranged weapon, or make an attack roll as part of a spell, an attack has the following structure: Choose a Target. Pick a target within your attacks range: a creature, an object, or a location. Determine Modifiers. The DM determines whether the target has Cover (see the next section) 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. Resolve the Attack. Make the attack roll, as detailed earlier in this chapter. 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. 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 arent 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. Degree Benefit to Target Offered By... Half +2 bonus to AC and Dexterity saving throws Another creature 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 Cant be targeted directly An object that covers the whole target Unseen Attackers and Targets When you make an attack roll against a target you cant see, you have Disadvantage on the roll. This is true whether youre guessing the targets location or targeting a creature you can hear but not see. If the target isnt in the location you targeted, you miss. When a creature cant see you, you have Advantage on attack rolls against it. If you are hidden when you make an attack roll, you give away your location when the attack hits or misses. When you make a ranged attack, you fire a bow, hurl an axe, or otherwise send projectiles to strike a foe at a distance. Many spells also involve making a ranged attack. 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 cant attack a target beyond that range. If a ranged attack has multiple ranges, you cant attack a target beyond the longest range. Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack roll with a weapon, a spell, or some other means, you have Disadvantage on the roll if you are within 5 feet of an enemy who can see you and doesnt have the Incapacitated condition (see the Rules Glossary). A melee attack allows you to attack a target within your reach. A melee attack typically uses a handheld weapon or an Unarmed Strike. Many monsters make melee attacks with claws, teeth, or other body parts. A few spells also involve melee attacks. A creature has a 5-foot reach and can thus attack targets within 5 feet when making a melee attack. Certain creatures have melee attacks with a reach greater than 5 feet, as noted in their descriptions. Combatants watch for enemies to drop their guard. If you move heedlessly past your foes, you put yourself in danger by provoking an Opportunity Attack. Avoiding Opportunity Attacks. You can avoid provoking an Opportunity Attack by taking the Disengage action. You also dont provoke an Opportunity Attack when you teleport or when you are moved without using your movement, action, Bonus Action, or Reaction. For example, you dont provoke an Opportunity Attack if an explosion hurls you out of a foes reach or if you fall past an enemy. Making an Opportunity Attack. You can make an Opportunity Attack when a creature that you can see leaves your reach. To make the attack, take a Reaction to make one melee attack with a weapon or an Unarmed Strike against that creature. The attack occurs right before it leaves your reach. 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. 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 spend 15 feet of movement to mount a horse. You can control a mount only if it has been trained to accept a rider. Domesticated horses, mules, and similar creatures have such training. The Initiative of a controlled mount changes to match yours when you mount it. It moves on your turn as you direct it, and it has only three action options during that turn: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it. In contrast, an independent mountone that lets you ride but ignores your controlretains its place in the Initiative order and moves and acts as it likes. If an effect is about to move your mount against its will while youre on it, you must succeed on a DC 10 Dexterity saving throw or fall off, landing with the Prone condition (see the Rules Glossary) in an unoccupied space within 5 feet of the mount. While mounted, you must make the same save if youre knocked Prone or the mount is. A fight underwater follows these rules. When making a melee attack roll with a weapon underwater, a creature that lacks a Swim Speed has Disadvantage on the attack roll unless the weapon deals Piercing damage. A ranged attack roll with a weapon underwater automatically misses a target beyond the weapons normal range, and the attack roll has Disadvantage against a target within normal range. Anything underwater has Resistance to Fire damage (explained in Damage and Healing). Injury and death are frequent threats in D&D, as detailed in the following rules. Hit Points represent durability and the will to live. Creatures with more Hit Points are more difficult to kill. Your Hit Point maximum is the number of Hit Points you have when uninjured. Your current Hit Points can be any number from that maximum down to 0, which is the lowest Hit Points can go. Whenever you take damage, subtract it from your Hit Points. Hit Point loss has no effect on your capabilities until you reach 0 Hit Points. If you have half your Hit Points or fewer, youre Bloodied, which has no game effect but which might trigger other game effects. Each weapon, spell, and damaging monster ability specifies the damage it deals. You roll the damage dice, add any modifiers, and deal the damage to your target. If theres a penalty to the damage, its possible to deal 0 damage but not negative damage. When attacking with a weapon, you add your ability modifierthe same modifier used for the attack rollto the damage roll. A spell tells you which dice to roll for damage and whether to add any modifiers. Unless a rule says otherwise, you dont add your ability modifier to a fixed damage amount that doesnt use a roll, such as the damage of a Blowgun. See Equipment for weapons damage dice and Spells for spells damage dice. When you score a Critical Hit, you deal extra damage. Roll the attacks damage dice twice, add them together, and 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 add your relevant ability modifier. If the attack involves other damage dice, such as from the Rogues Sneak Attack feature, you also roll those dice twice. Damage dealt via saving throws uses these rules. When you create a damaging effect that forces two or more targets to make saving throws against it at the same time, roll the damage once for all the targets. For example, when a wizard casts Fireball, the spells damage is rolled once for all creatures caught in the blast. Many saving throw effects deal half damage (round down) to a target when the target succeeds on the saving throw. The halved damage is equal to half the damage that would be dealt on a failed save. Each instance of damage has a type, like Fire or Slashing. Damage types are listed in the Rules Glossary and have no rules of their own, but other rules, such as Resistance, rely on damage types. Some creatures and objects have Resistance or Vulnerability to certain damage types. If you have Resistance to a damage type, damage of that type is halved against you (round down). If you have Vulnerability to a damage type, damage of that type is doubled against you. For example, if you have Resistance to Cold damage, such damage is halved against you, and if you have Vulnerability to Fire damage, such damage is doubled against you. Multiple instances of Resistance or Vulnerability that affect the same damage type count as only one instance. For example, if you have Resistance to Necrotic damage as well as Resistance to all damage, Necrotic damage is reduced by half against you. Modifiers to damage are applied in the following order: adjustments such as bonuses, penalties, or multipliers are applied first; Resistance is applied second; and Vulnerability is applied third. For example, a creature has Resistance to all damage and Vulnerability to Fire damage, and its within a magical aura that reduces all damage by 5. If it takes 26 Fire damage, the damage is first reduced by 5 (to 23), then halved for the creatures Resistance (and rounded down to 11), then doubled for its Vulnerability (to 22). Some creatures and objects have Immunity to certain damage types and conditions. Immunity to a damage type means you dont take damage of that type, and immunity to a condition means you arent affected by it. Hit Points can be restored by magic, such as the Cure Wounds spell or a Potion of Healing, or by a Short or Long Rest (see the Rules Glossary). When you receive healing, add the restored Hit Points to your current Hit Points. Your Hit Points cant exceed your Hit Point maximum, so any Hit Points regained in excess of the maximum are lost. For example, if you receive 8 Hit Points of healing and have 14 Hit Points and a Hit Point maximum of 20, you regain 6 Hit Points, not 8. When a creature drops to 0 Hit Points, it either dies outright or falls unconscious, as explained below. Here are the main ways a creature can die instantly. Monster Death. A monster dies the instant it drops to 0 Hit Points, although a Dungeon Master can ignore this rule for an individual monster and treat it like a character. Hit Point Maximum of 0. A creature dies if its Hit Point maximum reaches 0. Certain effects drain life energy, reducing a creatures Hit Point maximum. Massive Damage. When damage reduces a character to 0 Hit Points and damage remains, the character dies if the remainder equals or exceeds their Hit Point maximum. For example, if your character has a Hit Point maximum of 12, currently has 6 Hit Points, and takes 18 damage, the character drops to 0 Hit Points, but 12 damage remains. The character then dies, since 12 equals their Hit Point maximum. If your character dies, others might find a magical way to revive your character, such as with the Raise Dead spell. Or talk with the DM about making a new character to join the group. The Rules Glossary has more information on being dead. If you reach 0 Hit Points and dont die instantly, you have the Unconscious condition (see the Rules Glossary) until you regain any Hit Points, and you now face making Death Saving Throws (see below). Whenever you start your turn with 0 Hit Points, you must make a Death Saving Throw to determine whether you creep closer to death or hang on to life. Unlike other saving throws, this one isnt tied to an ability score. Youre in the hands of fate now. Three Successes/Failures. Roll 1d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become Stable (see Stabilizing a Character below). On your third failure, you die. The successes and failures dont need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any Hit Points or become Stable. Rolling a 1 or 20. When you roll a 1 on the d20 for a Death Saving Throw, you suffer two failures. If you roll a 20 on the d20, you regain 1 Hit Point. Damage at 0 Hit Points. If you take any damage while you have 0 Hit Points, you suffer a Death Saving Throw failure. If the damage is from a Critical Hit, you suffer two failures instead. If the damage equals or exceeds your Hit Point maximum, you die. You can take the Help action to try to stabilize a creature with 0 Hit Points, which requires a successful DC 10 Wisdom (Medicine) check. A Stable creature doesnt make Death Saving Throws even though it has 0 Hit Points, but it still has the Unconscious condition. If the creature takes damage, it stops being Stable and starts making Death Saving Throws again. A Stable creature that isnt healed regains 1 Hit Point after 1d4 hours. Some spells and other effects confer Temporary Hit Points, which are a buffer against losing actual Hit Points, as explained below. If you have Temporary Hit Points and take damage, those points are lost first, and any leftover damage carries over to your Hit Points. For example, if you have 5 Temporary Hit Points and take 7 damage, you lose those points and then lose 2 Hit Points. Temporary Hit Points last until theyre depleted or you finish a Long Rest (see the Rules Glossary). Temporary Hit Points cant be added together. If you have Temporary Hit Points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 Temporary Hit Points when you already have 10, you can have 12 or 10, not 22. Temporary Hit Points cant be added to your Hit Points, healing cant restore them, and receiving Temporary Hit Points doesnt count as healing. Because Temporary Hit Points arent Hit Points, a creature can be at full Hit Points and receive Temporary Hit Points. If you have 0 Hit Points, receiving Temporary Hit Points doesnt restore you to consciousness. Only true healing can save you. Many effects impose a condition, a temporary state that alters the recipients capabilities. The following conditions are defined in the Rules Glossary. The definition of a condition specifies what happens to its recipient while affected by it, and some conditions apply other conditions. A condition lasts either for a duration specified by the effect that imposed the condition or until the condition is countered (the Prone condition is countered by standing up, for example). If multiple effects impose the same condition on you, each instance of the condition has its own duration, but the conditions effects dont get worse. Either you have a condition or you dont. The Exhaustion condition is an exception; its effects get worse if you have the condition and receive it again. Who do you want to be? Become a legendary adventurer with the 2024 Players Handbook. Will you play as an evil elf sorcerer, a bombastic orc fighter, or a world-weary druid looking for some peace and quiet? Defend your friends, melt your enemies, heal the wounded, or turn into a bear. You choose how you play.

Dnd 5e giant spider token. Spider token 5e. Dnd spider token. Giant spider token. Dnd giant wolf spider token. Giant spider token 5e.