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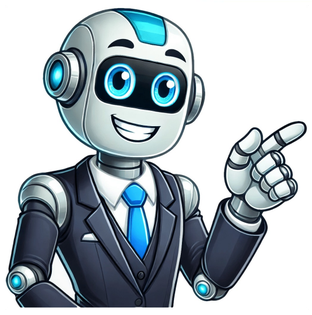

Dungeons & Dragons is all about getting together with your friends and telling an epic tale of adventure. But what if you can't get together in person? Over the past couple of years, playing D&D online has become easier than ever and can allow you to join your friends for a quest wherever they may be. Whether you're a newcomer to D&D or a veteran looking to transition their game to a virtual setting, our guide will cover the basics to take your D&D game online, some ways to enhance your virtual game, and tips for making online D&D fun for everyone! Why Play D&D Online? Modern-day technology has made playing D&D online a nearly seamless experience. Between high-quality video chat, virtual tabletops, and digital tools, you may be so enthralled by the game that you forget you're not in the same room as your party members! In the past, when your D&D friends moved from your hometown, it usually meant the sad ending of a campaign. But, with access to the internet, you and your friends can hop online and play no matter the distance between you. Online D&D play can also help defeat Dungeons & Dragons' greatest enemy: scheduling conflicts. With the ability to play from home, you can avoid travel times, making your D&D nights more streamlined and easier to fit into your busy schedule. The multitude of digital tools available also benefits players who don't have the time to scan through books to create or level up their characters. Instead, they can let the tools handle the busy work while they focus on having fun with friends. How to Play Dungeons & Dragons Online Have the upsides of online D&D play intrigued you? Here are essential things you need to get your D&D game online. Internet Connection All you truly need to play D&D online is an internet connection or some other way to connect to your friends. While D&D is at its best when you and your friends can see each other, you can play using just voice chat software. Worst comes to worst, and your internet is inaccessible or unable to even handle audio during a session, some video chat software allows you to phone in so you can join in the game as long as you have cell service. Microphone Most laptop computers have a built-in mic and webcam, and even though they aren't professional quality, they're more than enough to get the job done. If you want to go one step further, a dedicated table microphone and webcam will give you better sound and video quality to make your online game easier to watch and listen to. If you don't have access to a computer, most cell phones have a perfectly fine built-in camera and microphone. You can make a simple phone stand using a stack of books or use a pop-out grip, so you don't have to hold your phone the whole time. Text, Video, or Voice Chat There are lots of tools that you can use to create a group video call. Discord is a popular option because it's simple and supports advanced integrations. Skype and Facetime are other free options but have certain restrictions between Windows and Apple devices. Zoom and Google Hangouts are solid alternatives that easily handle high-quality video calls, but they come with a price tag if you want to use them for group calls. People to Play With Maybe you're looking for a new group or just a couple more players to round out your party. Good news! Finding players to join an online D&D campaign is usually easier than an in-person one. For tips on how to find a D&D group online, check out our article on how to find a D&D group to play with. Ways to Enhance Online D&D Though it's simple enough to get the essential tools you need to play D&D over an internet connection, some optional tools might make your game more fun and convenient. Webcam While joining a video call isn't necessary to play D&D online, it can help with social cues as other players can react to your body language and facial expressions. If your device doesn't have a webcam, there are plenty of affordable USB plug-and-play options. You could even use your phone to join the call while using your laptop, tablet, or paper to keep track of your character sheet, maps, and notes. D&D Beyond D&D Beyond is the official digital toolset for D&D. We host a wide variety of tools that can streamline D&D for Dungeon Masters and players, allowing them to focus on the fun. For players, we have digital character sheets that will enable them to create their character, manage their skills, abilities, and inventory, and roll dice at the click of a button. The character sheet even takes care of the math for you! To get started with your character, sign up for an account today! If you're a DM running the game for your party, there's a lot of content available on D&D Beyond to get you started. You can access the Basic Rules and freely claim the Intro to Stormwreck Isle adventure. You can also build encounters and track combat with the Encounters tool and manage homebrew creations with our homebrew tool. We recommend that DMs create a campaign and have players create characters in that campaign so you can see all of your players' character sheets in one place. This way, you can also use the Game Log to see what your players have rolled. Creating campaigns also allows Master-tier subscribers to share their content with their players, enabling them to create characters using options from all of the sourcebooks the DM owns on D&D Beyond. Virtual Tabletop Though not strictly necessary, a virtual tabletop is an excellent tool for playing online. It's particularly useful if you played using maps and miniatures in person since you can upload maps and create tokens for characters and monsters. You may not need a virtual tabletop if you're playing a game without a battle map (also known as Theater of the Mind), but they can be a lifesaver for online groups interested in tactical gameplay. D&D Beyond's Maps tool is a gamespace where Dungeon Masters with a Master-tier subscription can quickly and easily provide a virtual 2D map for their players. All of the maps and creatures from the DM's D&D Beyond library are automatically integrated with the tool, allowing them to set up a battle map for their encounters in minutes! Some other popular virtual tabletops include Roll20, Owlbear Rodeo, Foundry Virtual Tabletop, and Fantasy Grounds. Roll20 and Owlbear Rodeo both have free options, but we always recommend supporting the developers if you can! A Player Community Having people to talk to about D&D outside their gaming group is a luxury not everyone has. If you can't find enough players for your online game or want to find more people to talk about D&D with, the D&D Beyond Discord community is a great place to start. Discord Bots Avrae is a Discord bot that can help groups integrate Discord with D&D Beyond. It's full of automated features, like virtual dice, initiative tracking, and character sheet support. So if your group plays over Discord and you want to streamline gameplay, Avrae might be precisely what you're looking for. Tips for Online Play Now that you have all the tools you need, you should take a few minutes to learn some good habits for playing online. Of course, most of these tips apply to playing in person, but since playing online is a different experience than playing in person, they're more important than ever. Share these tips with your friends on game day to help make your session go smoothly. Start simple: If you're just starting out with D&D, or even if you're a veteran and are making the move to online D&D, there can be a significant learning curve while everyone gets settled with the new technology. Before diving into all of the enhancements available, playing with a barebones video chat for the first couple of sessions might be best. Once everyone has that figured out, you can start adding in digital tools and virtual tabletops. Set guidelines and expectations: Transitioning your game to online can throw off the dynamic of a group. So if you're switching to online, it's best to go over what the expectations are for sessions using this new medium. This way, you can get on the same page with the rest of the group on important topics, such as when to join the call, how you want to handle dice rolling, what to do if you need to step away, etc. Avoid distractions: It's easy to get distracted while playing D&D, and while it's not a sin to let your attention wander, the online world can easily distract players when there's downtime for their character. Of course, each player will have their own way of dealing with this hurdle. So, if you find that it impacts your games, discussing it as a group never hurts. Your Online D&D Session Awaits! At the end of the day, playing D&D virtually can look and feel however works for your group. The best way to play D&D online is the way that allows your party to get together, have some laughs, and roll some (physical or virtual) dice. Hopefully, the advice we've shared in this article will enable you to hit your online D&D stride, so you can continue having adventures no matter the distance between your party members! James Haeck (@jamesjhaeck) is the former lead writer for D&D Beyond, the co-author of Waterdeep: Dragon Heist and theCritical Role Tal'Dorei Campaign Setting, and is also a freelance writer for Wizards of the Coast, the D&D Adventurers League, and Kobold Press. He lives in Seattle, Washington with his partner Hannah and two wilderness defenders, Mei and Marzipan. Mike Bernier contributed to the reporting of this article This article was originally published on March 20, 2020, and was updated on March 6, 2023. Dungeons & Dragons is the world’s most popular tabletop roleplaying game. It is a cooperative, storytelling game where you and other players take on the roles of different characters within a story. As you play, your character will make friends and enemies, fight monsters, discover loot, and complete quests. But while the goal of many games is to score the most points or win, the ultimate goal of D&D is to tell a story. There are dice and Basic Rules involved, and often maps and miniatures or tokens, but the tools that come into play most often are the imaginations of the players. Whether you’re discovering the game after watching Dungeons & Dragons: Honor Among Thieves or your friends have invited you to take a seat at their gaming table, understanding how D&D works can be daunting. To help you on your journey, here’s a deep dive into the game. How Does D&D Work? A typical D&D game consists of a handful of players and a Dungeon Master (DM). The players each take on the role of an adventurer character they create, while the DM manages the narrative of the story. The DM presents information about the adventure to players, which includes things like: Describing where the adventurers are Narrating actions that occur around them Describing obstacles or puzzles that may be in their path Roleplaying as the supporting characters in the story, usually referred to as non-player characters (NPCs) Players use character sheets, which are a compilation of stats that represent all the things that their adventurers can do to interact with their environment. This can include things such as: Basic attributes like how intelligent or strong the character is Things they’re skilled at, such as Investigation or Persuasion Actions such as attacking with weapons or casting spells Languages the character speaks or tools they know how to use When the DM has described a setting and any given challenges, the players will describe the things their characters do. The DM will then determine what the implications of the player's actions are. They may be asked to roll dice to see if they succeed, or allow them to narrate the action and allow the story to continue. The player’s roll is usually modified based on the skills in their character sheet. DMs also roll dice if the narrative calls for it, such as for NPCs, monsters, or traps. This process in general is how all stories in D&D unfold, whether adventurers are snooping around in the dimly lit rooms of a dungeon, locked in heated combat with monsters, or even eavesdropping in on secret conversations while gatecrashing a gala. Try Out D&D for Yourself To help you jump into the game, we created this interactive video to show you how a D&D session may go. You'll hear a Dungeon Master narrate a scene, see how players respond, and even get to make decisions that drive the story forward. Click below to get started! The Worlds of D&D So we’ve talked about the DM’s role in describing the environment around the players’ adventurers. But where are these environments located? The short answer: anywhere and everywhere. Like the stories you create as a group and the actions your adventurers take, the only true limit of the setting is your imagination. Many DMs will draw elaborate maps and set up miniatures to visualize a fantasy world. Others operate under what’s known as theater of the mind, preferring to describe things in detail and let the players’ imaginations take over to fill in the blanks. Homebrewed Worlds Many DMs choose to create fantasy worlds of their own. This process is often referred to as “homebrewing,” or creating material of your own imagination to use in stories. There are a few approaches to homebrewing a world. You might start small, maybe with a single village for your first adventures, and then add on new towns or larger lands as the story expands into them. Or you might be the kind of DM who likes to draw out full maps prior to the campaign and concoct elaborate worlds just ready for your players to explore. The beauty of D&D is that there’s no right way! Published Settings For DMs who would rather focus on the narrative instead of the worldbuilding, there are several published, ready-to-play fantasy worlds that are considered the focus of the game’s current fifth edition. Sourcebooks for these realms give extensive details on the locations and cultures within different regions of the settings. Some prime examples of those worlds are: The Forgotten Realms The core setting of most official D&D adventure books. The majority of the adventures take place on a continent known as Faerûn and features locations like the Sword Coast, the frigid north of Frozenfar, and cities such as Neverwinter, Waterdeep, and Baldur’s Gate. Dungeons & Dragons: Honor Among Thieves takes place in the Forgotten Realms. Greyhawk One of the earliest campaign settings developed for Dungeons & Dragons, the world of Greyhawk is the setting for some of D&D’s most classic adventures. It contains iconic locations like Saltmarsh and the Temple of Elemental Evil. While stories set in the Forgotten Realms are often epic fantasy battles between good and evil, the world of Greyhawk has a much more distinctly medieval hard fantasy vibe. Magic: The Gathering settings D&D has adapted settings from the popular trading card game, also published by Wizards of the Coast, into sourcebooks. They include: Ravnica: The city of Ravnica is an ecumenopolis, a city that spans the entire globe. Urban stories told in Ravnica are largely focused on the machinations and competitions of the city’s 10 powerful ruling guilds, ranging from criminal enterprises to subterranean swarms to magical science gone wild. Theros: Inspired by tales of ancient Greece and Rome, Theros presents a world directly influenced by the whims of deities. Stories set in Theros take on a much more mythic vibe, with the adventurers serving as champions of the gods themselves. Strixhaven: Strixhaven University offers the secrets of magic to the students lucky enough to enter its halls. Players take on the role of pupils studying the arcane arts in Strixhaven’s five colleges. Other settings There are plenty of other published worlds to explore as well, including adventures to be had in other planes of existence. In addition to the material realms, there are the elemental planes of fire, water, earth, and air. The Feywild serves as a fantastical reflection of the material world, while the Shadowfell stands as its dark echo. As you dive into your D&D journey, you may find yourself in these lands and more. How to Start Playing D&D So you’re read through all of this, and now you want to know how to actually get started. Well, you’re in luck because playdnd.com was built with brand new players in mind. Here you can find premade characters to jump right into the action, beginner adventures for new DMs to dive into, as well as some helpful links for moving into more advanced gaming when you’re feeling ready. On D&D Beyond, you'll also find the Basic Rules and new player guides, including one on how to build your first character using our digital tools. If you’re not quite ready to start playing yet but just want to know how it works, you can still use the tutorial and the character builder to practice. Just pick your favorite character from the movie, such as Elgin, Holga, or Simon, and try to imagine what abilities, skills, and more you would give them if you were building them. Go Beyond! While D&D is traditionally played around a table with pencils, paper, and physical dice, in recent years, digital and online games have become more and more popular. The power of video chat software has allowed gaming groups to connect from all over the globe. Regardless of how you like to play, D&D Beyond has got you covered. We’ve got character management tools, encounter builders, even digital dice and sourcebooks to help you manage your entire game. Our digital tools are perfectly positioned to be a benefit to the classic tabletop style of play or on screens with fellow players across the globe. FAQ Is D&D a video game? Nope! While there are video games that use D&D settings and adventures, the game itself is purely a cooperative roleplaying game, played with dice and group storytelling. While D&D was traditionally played with pen and paper, digital tools such as D&D Beyond have been created to help players manage their games. Does D&D cost money to play? You don’t have to spend any money to play D&D! The Basic Rules of the game are available at no cost with a D&D Beyond account right here on the site. There are also adventures you can claim with your account, including Lost Mine of Phandelver, Frozen Sick, and Prisoner 13. Using these and homebrew options is all you need to get started, but books and digital tools are available for purchase when you’re ready to explore other character options or worlds like the ones we mentioned in this article. What books should I start with for D&D? Once you’re ready to move on from the Basic Rules, there are a few books that we recommend starting with. New players should check out the Player’s Handbook for a wealth of information about playable character species as well as subclasses, weapons, and more spells. Dungeon Masters should also check out the Player’s Handbook for a general understanding of what the players will be doing, but they should also consider the Dungeon Master’s Guide, a tome of valuable help for the variety and nuances that occur while running games. DMs may also want to dive into the Monster Manual for access to a wide bestiary of monsters to use during combat encounters. For DMs not quite ready to dive into that many books, kits like the D&D Starter Set or D&D Essentials Kit can help you dip your toes further into the pool with some prewritten adventures and tools to aid in gameplay. How often do I need to play D&D? You can schedule D&D games with your group as often as you like. Some people enjoy having a standard weekly game, others prefer to play only a few times per month. Part of the beauty of the game is in the way you and your group can shape it to fit what works best for you! Go Forth, Adventurers! We’re thrilled that you’re interested in starting your own adventure with the world’s most popular tabletop roleplaying game. We hope this guide has helped clear up some of the questions you may have about the game and has led you toward some resources for when you’re ready to join or start a game of your own. Riley Silverman (@rileyjsilverman) is a contributing writer to D&D Beyond, Nerdist, and SYFY Wire. She DMs the Theros-set Dice Ex Machina for the Saving Throw Show, and has been a player on the Wizards of the Coast-sponsored The Broken Pact. Riley also played as Braga in the official tabletop adaptation of the Rat Queens comic for HyperRPG, and currently plays as The Doctor on the Doctor Who RPG podcast The Game of Rassilon. She currently lives in Los Angeles. D&D Beyond Desktop View Dungeons & Dragons takes you and your friends on epic journeys. Become characters you create, battle deadly foes, uncover secrets, find treasure, and make memories that last a lifetime. In Dungeons & Dragons, the players form an adventuring party who explore fantasy worlds together, embark on epic quests, and level up. The Dungeon Master (also known as the DM) is the game's referee and lead storyteller. The collective creativity in your D&D game builds stories that you’ll tell again and again—ranging from the stuff of legend to absurd incidents that’ll make you laugh. At its heart, D&D is a storytelling game. Everything is your decision, from what you look like, to what you say, to how you act. The dice just help you along. In D&D, each player creates a heroic character to represent them in the game. They might be a skilled fighter, a devout cleric, a deadly rogue, a spellcasting wizard, or something else entirely! Together, the Dungeon Master and players create an exciting story where their bold adventurers confront deadly perils. Both the DM and players use dice throughout the game to determine the outcome of certain actions. Creating your character is the first step in every D&D adventure for the players. You get to choose your character’s background, skillset, appearance, personality, and add in a backstory if you’d like! The number of character options in D&D is exciting, but it can also be overwhelming. If you aren’t sure whether a fighter or spellcaster is for you, check out these helpful D&D character class guides to find which type of skillset sounds like a good fit for your first character. Create Your First CharacterIn Dungeons & Dragons, one person serves as the Dungeon Master, the game’s lead storyteller, and referee. The DM runs the adventure for the players, who navigate its hazards and decide which paths to explore. The DM describes the locations and creatures in an adventure using helpful descriptions from their adventure book, and the players decide what they want their characters to do. The DM uses their imagination and game rules to determine the results of their actions and narrates what they experience. Because the DM and players improvise with one another, D&D is infinitely flexible and each adventure can be exciting and unexpected. Your Dungeon Master may ask you to roll from a set of polyhedral dice to determine the outcome of your actions. Based on your character’s skillset, you may have bonuses to add to your rolls to increase your likelihood of success! For example, a fighter may have a higher Strength score than a wizard and would have bonuses to add to their roll to try and kick down a door. The wizard might not. When playing digitally using a D&D Beyond character sheet, you can roll the dice right on your sheet. D&D Beyond will automatically apply any bonuses your character has and tally the math for you. Build a character and click any rollable action to try it out! The below materials were written with first-time players in mind. Check out the free adventure Intro to Stormwreck Isle, the D&D Starter Set, and even dive into the Basic Rules of the game.D&D is more popular now than it’s ever been before, and there are plenty of ways to find a group to play with.DISCORDLIVE PLAY WEEKENDSConnect with friends around the world and play D&D with some of the best Dungeon Masters anywhere. Find a game!FACEBOOKYou may have a built-in network of D&D players already! Follow D&D and D&D Beyond on Facebook to see which of your friends do, too. We're just getting warmed up. Keep exploring!See all of our New Player's Guides!How to play D&D onlineWhich D&D class is right for you?How do you bring your character's story to life?Glossary of common D&D termsTips for roleplaying in D&D Posted by BadEye Apr 10, 2017 Your first step in playing an adventurer in the Dungeons & Dragons game is to imagine and create a character of your own. Your character is a combination of game statistics, roleplaying hooks, and your imagination. You choose a race (such as human or halfling) and a class (such as fighter or wizard). You also invent the personality, appearance, and backstory of your character. Once completed, your character serves as your representative in the game, your avatar in the Dungeons & Dragons world. Before you dive into step 1 below, think about the kind of adventurer you want to play. You might be a courageous fighter, a skulking rogue, a fervent cleric, or a flamboyant wizard. Or you might be more interested in an unconventional character, such as a brawny rogue who likes hand-to-hand combat, or a sharpshooter who picks off enemies from afar. Do you like fantasy fiction featuring dwarves or elves? Try building a character of one of those races. Do you want your character to be the toughest adventurer at the table? Consider the fighter class. If you don’t know where else to begin, take a look at the illustrations in any Dungeons & Dragons book to see what catches your interest. Once you have a character in mind, follow these steps in order, making decisions that reflect the character you want. Your conception of your character might evolve with each choice you make. What’s important is that you come to the table with a character you’re excited to play. Throughout this section, we use the term character sheet to mean whatever you use to track your character, whether it’s a formal character sheet (like the one at the end of these rules), some form of digital record, or a piece of notebook paper. An official D&D character sheet is a fine place to start until you know what information you need and how you use it during the game. BUILDING BRUENOR Each step of character creation includes an example of that step, with a player named Bob building his dwarf character, Bruenor. Every character belongs to a race, one of the many intelligent humanoid species in the D&D world. The most common player character races are dwarves, elves, halflings, and humans. Some races also have subraces, such as mountain dwarf or wood elf. The Races section provides more information about these races. The race you choose contributes to your character’s identity in an important way, by establishing a general appearance and the natural talents gained from culture and ancestry. Your character’s race grants particular racial traits, such as special senses, proficiency with certain weapons or tools, proficiency in one or more skills, or the ability to use minor spells. These traits sometimes dovetail with the capabilities of certain classes (see step 2). For example, the racial traits of lightfoot halflings make them exceptional rogues, and high elves tend to be powerful wizards. Sometimes playing against type can be fun, too. Halfling paladins and mountain dwarf wizards, for example, can be unusual but memorable characters. Your race also increases one or more of your ability scores, which you determine in step 3. Note these increases and remember to apply them later. Record the traits granted by your race on your character sheet. Be sure to note your starting languages and your base speed as well. BUILDING BRUENOR, STEP 1 Bob is sitting down to create his character. He decides that a gruff mountain dwarf fits the character he wants to play. He notes all the racial traits of dwarves on his character sheet, including his speed of 25 feet and the languages he knows: Common and Dwarvish. Every adventurer is a member of a class. Class broadly describes a character’s vocation, what special talents he or she possesses, and the tactics he or she is most likely to employ when exploring a dungeon, fighting monsters, or engaging in a tense negotiation. The character classes are described in the Classes section. Your character receives a number of benefits from your choice of class. Many of these benefits are class features — capabilities (including spellcasting) that set your character apart from members of other classes. You also gain a number of proficiencies: armor, weapons, skills, saving throws, and sometimes tools. Your proficiencies define many of the things your character can do particularly well, from using certain weapons to telling a convincing lie. On your character sheet, record all the features that your class gives you at 1st level. Typically, a character starts at 1st level and advances in level by adventuring and gaining experience points (XP). A 1st-level character is inexperienced in the adventuring world, although he or she might have been a soldier or a pirate and done dangerous things before. Starting off at 1st level marks your character’s entry into the adventuring life. If you’re already familiar with the game, or if you are joining an existing D&D campaign, your DM might decide to have you begin at a higher level, on the assumption that your character has already survived a few harrowing adventures. Record your level on your character sheet. If you’re starting at a higher level, record the additional elements your class gives you for your levels past 1st. Also record your experience points. A 1st-level character has 0 XP. A higher-level character typically begins with the minimum amount of XP required to reach that level (see “Beyond 1st Level” later in this section). QUICK BUILD Each class description in the Classes section includes a section offering suggestions to quickly build a character of that class, including how to assign your highest ability scores, a background suitable to the class, and starting spells. Your character’s hit points define how tough your character is in combat and other dangerous situations. Your hit points are determined by your Hit Dice (short for Hit Point Dice). At 1st level, your character has 1 Hit Die, and the die type is determined by your class. You start with hit points equal to the highest roll of that die, as indicated in your class description. (You also add your Constitution modifier, which you’ll determine in step 3.) This is also your hit point maximum. Record your character’s hit points on your character sheet. Also record the type of Hit Die your character uses and the number of Hit Dice you have. After you rest, you can spend Hit Dice to regain hit points (see “Resting” in the Adventuring section). The table that appears in your class description shows your proficiency bonus, which is +2 for a 1st-level character. Your proficiency bonus applies to many of the numbers you’ll be recording on your character sheet: Attack rolls using weapons you’re proficient with Attack rolls with spells you cast Ability checks using skills you’re proficient in Ability checks using tools you’re proficient with Saving throws you’re proficient in Saving throw DCs for spells you cast (explained in each spellcasting class) Your class determines your weapon proficiencies, your saving throw proficiencies, and some of your skill and tool proficiencies. (Skills are described in "Using Ability Scores", tools in "Equipment.") Your background gives you additional skill and tool proficiencies, and some races give you more proficiencies. Be sure to note all of these proficiencies, as well as your proficiency bonus, on your character sheet. Your proficiency bonus can’t be added to a single die roll or other number more than once. Occasionally, your proficiency bonus might be modified (doubled or halved, for example) before you apply it. If a circumstance suggests that your proficiency bonus applies more than once to the same roll or that it should be multiplied more than once, you nevertheless add it only once, multiply it only once, and halve it only once. BUILDING BRUENOR, STEP 2 Bob imagines Bruenor charging into battle with an axe, one horn on his helmet broken off. He makes Bruenor a fighter and notes the fighter’s proficiencies and 1st-level class features on his character sheet. As a 1st-level fighter, Bruenor has 1 Hit Die—a d10—and starts with hit points equal to 10 + his Constitution modifier. Bob notes this, and will record the final number after he determines Bruenor’s Constitution score (see step 3). Bob also notes the proficiency bonus for a 1st-level character, which is +2. Much of what your character does in the game depends on his or her six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each ability has a score, which is a number you record on your character sheet. The six abilities and their use in the game are described in the Using Ability Scores section. The Ability Score Summary table provides a quick reference for what qualities are measured by each ability, what races increases which abilities, and what classes consider each ability particularly important. You generate your character’s six ability scores randomly. Roll four 6-sided dice and record the total of the highest three dice on a piece of scratch paper. Do this five more times, so that you have six numbers. If you want to save time or don’t like the idea of randomly determining ability scores, you can use the following scores instead: 15, 14, 13, 12, 10, 8. Now take your six numbers and write each number beside one of your character’s six abilities to assign scores to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Afterward, make any changes to your ability scores as a result of your race choice. After assigning your ability scores, determine your ability modifiers using the Ability Scores and Modifiers table. To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the result by 2 (round down). Write the modifier next to each of your scores. BUILDING BRUENOR, STEP 3 Bob decides to use the standard set of scores (15, 14, 13, 12, 10, 8) for Bruenor’s abilities. Since he’s a fighter, he puts his highest score, 15, in Strength. His next-highest, 14, goes in Constitution. Bruenor might be a brash fighter, but Bob decides he wants the dwarf to be older, wiser, and a good leader, so he puts decent scores in Wisdom and Charisma. After applying his racial benefits (increasing Bruenor’s Constitution by 2 and his Strength by 2), Bruenor’s ability scores and modifiers look like this: Strength 17 (+3), Dexterity 10 (+0), Constitution 16 (+3), Intelligence 8 (–1), Wisdom 13 (+1), Charisma 12 (+1). Bob fills in Bruenor’s final hit points: 10 + his Constitution modifier of +3, for a total of 13 hit points. At your Dungeon Master’s option, you can use this variant for determining your ability scores. The method described here allows you to build a character with a set of ability scores you choose individually. You have 27 points to spend on your ability scores. The cost of each score is shown on the Ability Score Point Cost table. For example, a score of 14 costs 7 points. Using this method, 15 is the highest ability score you can end up with, before applying racial increases. You can’t have a score lower than 8. This method of determining ability scores enables you to create a set of three high numbers and three low ones (15, 15, 15, 8, 8, 8), a set of numbers that are above average and nearly equal (13, 13, 13, 12, 12, 12), or any set of numbers between those extremes. Score Cost 8 0 9 1 10 2 11 3 12 4 13 5 14 7 15 9 Strength MeasuresNatural athleticism, bodily powerImportant forBarbarian, fighter, paladinRacial IncreasesMountain dwarf (+2), Dragonborn (+2), Half-orc (+2), Human (+1) Dexterity MeasuresPhysical agility, reflexes, balance, poiseImportant forMonk, ranger, rogueRacial IncreasesElf (+2), Halfling (+2), Forest gnome (+1), Human (+1) Constitution MeasuresHealth, stamina, vital forceImportant forEveryoneRacial IncreasesDwarf (+2), Stout halfling (+1), Rock gnome (+1), Half-orc (+1), Human (+1) Intelligence MeasuresMental acuity, information recall, analytical skillImportant forWizardRacial IncreasesHigh elf (+1), Gnome (+2), Tiefling (+1), Human (+1) Wisdom MeasuresAwareness, intuition, insightImportant forCleric, druidRacial IncreasesHill dwarf (+1), Wood elf (+1), Human (+1) Charisma MeasuresConfidence, eloquence, leadershipImportant forBard, sorcerer, warlockRacial IncreasesHalf-elf (+2), Drow (+1), Lightfoot halfling (+1), Dragonborn (+1), Tiefling (+2), Human (+1) Score Modifier 1 −5 2–3 −4 4–5 −3 6–7 −2 8–9 −1 10–11 +0 12–13 +1 14–15 +2 16–17 +3 18–19 +4 20–21 +5 22–23 +6 24–25 +7 26–27 +8 28–29 +9 30 +10 Once you know the basic game aspects of your character, it’s time to flesh him or her out as a person. Your character needs a name. Spend a few minutes thinking about what he or she looks like and how he or she behaves in general terms. Using the information in the Personality and Background section, you can flesh out your character’s physical appearance and personality traits. Choose your character’s alignment (the moral compass that guides his or her decisions) and ideals. The Personality and Background section also helps you identify the things your character holds most dear, called bonds, and the flaws that could one day undermine him or her. Your character’s background describes where he or she came from, his or her original occupation, and the character’s place in the D&D world. Your DM might offer additional backgrounds beyond the ones included in the Personality and Background section, and might be willing to work with you to craft a background that’s a more precise fit for your character concept. A background gives your character a background feature (a general benefit) and proficiency in two skills, and it might also give you additional languages or proficiency with certain kinds of tools. Record this information, along with the personality information you develop, on your character sheet. Take your character’s ability scores and race into account as you flesh out his or her appearance and personality. A very strong character with low Intelligence might think and behave very differently from a very smart character with low Strength. For example, high Strength usually corresponds with a burly or athletic body, while a character with low Strength might be scrawny or plump. A character with high Dexterity is probably lithe and slim, while a character with low Dexterity might be either gangly and awkward or heavy and thick-fingered. A character with high Constitution usually looks healthy, with bright eyes and abundant energy. A character with low Constitution might be sickly or frail. A character with high Intelligence might be highly inquisitive and studious, while a character with low Intelligence might speak simply or easily forget details. A character with high Wisdom has good judgment, empathy, and a general awareness of what’s going on. A character with low Wisdom might be absent-minded, foolhardy, or oblivious. A character with high Charisma exudes confidence, which is usually mixed with a graceful or intimidating presence. A character with a low Charisma might come across as abrasive, inarticulate, or timid. BUILDING BRUENOR, STEP 4 Bob fills in some of Bruenor’s basic details: his name, his sex (male), his height and weight, and his alignment (lawful good). His high Strength and Constitution suggest a healthy, athletic body, and his low Intelligence suggests a degree of forgetfulness. Bob decides that Bruenor comes from a noble line, but his clan was expelled from its homeland when Bruenor was very young. He grew up working as a smith in the remote villages of Icewind Dale. But Bruenor has a heroic destiny—to reclaim his homeland—so Bob chooses the folk hero background for his dwarf. He notes the proficiencies and special feature this background gives him. Bob has a pretty clear picture of Bruenor’s personality in mind, so he skips the personality traits suggested in the folk hero background, noting instead that Bruenor is a caring, sensitive dwarf who genuinely loves his friends and allies, but he hides this soft heart behind a gruff, snarling demeanor. He chooses the ideal of fairness from the list in his background, noting that Bruenor believes that no one is above the law. Given his history, Bruenor’s bond is obvious: he aspires to someday reclaim Mithral Hall, his homeland, from the shadow dragon that drove the dwarves out. His flaw is tied to his caring, sensitive nature—he has a soft spot for orphans and wayward souls, leading him to show mercy even when it might not be warranted. Your class and background determine your character’s starting equipment, including weapons, armor, and other adventuring gear. Record this equipment on your character sheet. All such items are detailed in the Equipment section. Instead of taking the gear given to you by your class and background, you can purchase your starting equipment. You have a number of gold pieces (gp) to spend based on your class, as shown in the Equipment section. Extensive lists of equipment, with prices, also appear in that section. If you wish, you can also have one trinket at no cost (see the "Trinkets" table at the end of the Equipment section). Your Strength score limits the amount of gear you can carry. Try not to purchase equipment with a total weight (in pounds) exceeding your Strength score times 15. "Using Ability Scores" has more information on carrying capacity. Your Armor Class (AC) represents how well your character avoids being wounded in battle. Things that contribute to your AC include the armor you wear, the shield you carry, and your Dexterity modifier. Not all characters wear armor or carry shields, however. Without armor or a shield, your character’s AC equals 10 + his or her Dexterity modifier. If your character wears armor, carries a shield, or both, calculate your AC using the rules in the Equipment section. Record your AC on your character sheet. Your character needs to be proficient with armor and shields to wear and use them effectively, and your armor and shield proficiencies are determined by your class. There are drawbacks to wearing armor or carrying a shield if you lack the required proficiency, as explained in the Equipment section. Some spells and class features give you a different way to calculate your AC. If you have multiple features that give you different ways to calculate your AC, you choose which one to use. For each weapon your character wields, calculate the modifier you use when you attack with the weapon and the damage you deal when you hit. When you make an attack with a weapon, you roll a d20 and add your proficiency bonus (but only if you are proficient with the weapon) and the appropriate ability modifier. For attacks with melee weapons, use your Strength modifier for attack and damage rolls. A weapon that has the finesse property, such as a rapier, can use your Dexterity modifier instead. For attacks with ranged weapons, use your Dexterity modifier for attack and damage rolls. A melee weapon that has the thrown property, such as a handaxe, can use your Strength modifier instead. BUILDING BRUENOR, STEP 5 Bob writes down the starting equipment from the fighter class and the folk hero background. His starting equipment includes chain mail and a shield, which combine to give Bruenor an Armor Class of 18. For Bruenor’s weapons, Bob chooses a battleaxe and two handaxes. His battleaxe is a melee weapon, so Bruenor uses his Strength modifier for his attacks and damage. His attack bonus is his Strength modifier (+3) plus his proficiency bonus (+2), for a total of +5. The battleaxe deals 1d8 slashing damage, and Bruenor adds his Strength modifier to the damage when he hits, for a total of 1d8 + 3 slashing damage. When throwing a handaxe, Bruenor has the same attack bonus (handaxes, as thrown weapons, use Strength for attacks and damage), and the weapon deals 1d6 + 3 slashing damage when it hits. Most D&D characters don’t work alone. Each character plays a role within a party, a group of adventurers working together for a common purpose. Teamwork and cooperation greatly improve your party’s chances to survive the many perils in the worlds of Dungeons & Dragons. Talk to your fellow players and your DM to decide whether your characters know one another, how they met, and what sorts of quests the group might undertake. As your character goes on adventures and overcomes challenges, he or she gains experience, represented by experience points. A character who reaches a specified experience point total advances in capability. This advancement is called gaining a level. When your character gains a level, his or her class often grants additional features, as detailed in the class description. Some of these features allow you to increase your ability scores, either increasing two scores by 1 each or increasing one score by 2. You can’t increase an ability score above 20. In addition, every character's proficiency bonus increases at certain levels. Each time you gain a level, you gain 1 additional Hit Die. Roll that Hit Die, add your Constitution modifier to the roll, and add the total (minimum of 1) to your hit point maximum. Alternatively, you can use the fixed value shown in your class entry, which is the average result of the die roll (rounded up). When your Constitution modifier increases by 1, your hit point maximum increases by 1 for each level you have attained. For example, if your 7th-level fighter has a Constitution score of 17, when he reaches 8th level, he increases his Constitution score from 17 to 18, thus increasing his Constitution modifier from +3 to +4. His hit point maximum then increases by 8. The Character Advancement table summarizes the XP you need to advance in levels from level 1 through level 20, and the proficiency bonus for a character of that level. Consult the information in your character's class description to see what other improvements you gain at each level. The shading in the Character Advancement table shows the four tiers of play. The tiers don’t have any rules associated with them; they are a general description of how the play experience changes as characters gain levels. In the first tier (levels 1–4), characters are effectively apprentice adventurers. They are learning the features that define them as members of particular classes, including the major choices that flavor their class features as they advance (such as a wizard’s Arcane Tradition or a fighter’s Martial Archetype). The threats they face are relatively minor, usually posing a danger to local farmsteads or villages. In the second tier (levels 5–10), characters come into their own. Many spellcasters gain access to 3rd-level spells at the start of this tier, crossing a new threshold of magical power with spells such as fireball and lightning bolt. At this tier, many weapon-using classes gain the ability to make multiple attacks in one round. These characters have become important, facing dangers that threaten cities and kingdoms. In the third tier (levels 11–16), characters have reached a level of power that sets them high above the ordinary populace and makes them special even among adventurers. At 11th level, many spellcasters gain access to 6th-level spells, some of which create effects previously impossible for player characters to achieve. Other characters gain features that allow them to make more attacks or do more impressive things with those attacks. These mighty adventurers often confront threats to whole regions and continents. At the fourth tier (levels 17–20), characters achieve the pinnacle of their class features, becoming heroic (or villainous) archetypes in their own right. The fate of the world or even the fundamental order of the multiverse might hang in the balance during their adventures. Experience Points Level Proficiency Bonus 03009002,700 1234 +2+2+2+2 6,50014,00023,00034,00048,00064,000 5678910 +3+3+3+3+4+4 85,000100,000120,000140,000165,000195,000 111213141516 +4+4+5+5+5+5 225,000265,000305,000355,000 17181920 +6+6+6+6 D&D Beyond Desktop View The Gunslinger Class from Mage Hand Press Fires onto D&D Beyond Wield black powder and bravado with the Gunslinger class! This third-party class introduces six trigger-happy subclasses, tactical maneuvers fueled by Risk Dice, three new feats, and nine new spells. Outfit your sharpshooter with everything from flintlocks to assault rifles, and prepare to hit your mark! How to Create a Dragon's Lair for Legendary Encounters Encountering an elder dragon in its lair should be a momentous event, crackling with danger and awe-inspiring majesty. If your players dare to face such a legendary creature at the height of its power, this article will help you build the lair it deserves. You can make a character for Dungeons & Dragons using the building blocks found here. Your character is a combination of game statistics, roleplaying hooks, and your imagination. You choose a class (such as Fighter or Wizard), a background (such as Soldier or Acolyte), and a species (such as Human or Elf). You also invent the personality and appearance of your character. Once completed, your character serves as your avatar in the D&D multiverse. Before you dive into character creation, there are a few things to do to get ready, as explained below. Start by talking with your Dungeon Master about the type of D&D game they plan to run. If the DM draws inspiration from Greek myth, for example, you might choose a different direction for your character than if the DM is planning for swashbuckling on the high seas. Think about the kind of adventurer you want to play in this game. You’ll record the main details of your character on a character sheet. Throughout this chapter, we use the term “character sheet” to mean whatever you use to track your character’s details, whether it’s a printed character sheet, a digital character sheet like the one on D&D Beyond, or pl

a name you chose for yourself? As you finish creating your character, consider whether you'd like to make up any other details about the character. Here are the sorts of things you might ask yourself as the character: What's your gender? What person or people do you care most about? What's your deepest fear? On your adventures, will you seek knowledge, wealth, glory, enlightenment, justice, mercy, power, or something else? While going on adventures, your character gains experience, represented by Experience Points (XP). A character who reaches a specified Experience Point total advances in capability. This advancement is called gaining a level. The Character Advancement table lists the XP you need to advance to a level and the Proficiency Bonus for a character of that level. When your XP total equals or exceeds a number in the Experience Points column, you reach the corresponding level. Level Experience Points Proficiency Bonus 1 0 +2 2 300 +2 3 900 +2 4 2,700 +2 5 6,500 +3 6 14,000 +3 7 23,000 +3 8 34,000 +3 9 48,000 +4 10 64,000 +4 11 85,000 +4 12 100,000 +4 13 120,000 +5 14 140,000 +5 15 165,000 +5 16 195,000 +5 17 225,000 +6 18 265,000 +6 19 305,000 +6 20 355,000 +6 When you gain a level, follow these steps: Choose a Class. Most characters advance in the same class. However, you might decide to gain a level in another class using the rules in the "Multiclassing" section later in this chapter. Adjust Hit Points and Hit Point Dice. Each time you gain a level, you gain an additional Hit Die. Roll that die, add your Constitution modifier to the roll, and add the total (minimum of 1) to your Hit Point maximum. Instead of rolling, you can use the fixed value shown in the Fixed Hit Points by Class table. Class Hit Points per Level Barbarian 7 + Con. modifier Fighter, Paladin, or Ranger 6 + Con. modifier Bard, Cleric, Druid, Monk, Rogue, or Warlock 5 + Con. modifier Sorcerer or Wizard 4 + Con. modifier Record New Class Features. Look at your class features table in "Character Classes", and note the features you gain at your new level in that class. Make any choices offered by a new feature. Adjust Proficiency Bonus. A character's Proficiency Bonus increases at certain levels, as shown in the Character Advancement table and your class features table in "Character Classes". When your Proficiency Bonus increases, increase all the numbers on your character sheet that include your Proficiency Bonus. Adjust Ability Modifiers. If you choose a feat that increases one or more of your ability scores, your ability modifier also changes if the new score is an even number. When that happens, adjust all the numbers on your character sheet that use that ability modifier. When your Constitution modifier increases by 1, your Hit Point maximum increases by 1 for each level you have attained. For example, if a character reaches level 8 and increases their Constitution score from 17 to 18, the Constitution modifier increases to +4. The character's Hit Point maximum then increases by 8, in addition to the Hit Points gained for reaching level 8. With each new level, characters acquire new capabilities that equip them to handle greater challenges. As characters advance in level, the tone of the game also changes, and the stakes of the campaign get higher. It's helpful to think of a character's (and a campaign's) arc in terms of four tiers of play, describing the journey from a level 1 character just beginning an adventuring career to the epic heights of level 20. These tiers don't have any rules associated with them; they point to the fact that the play experience evolves as characters gain levels. In tier 1, characters are apprentice adventurers, though they are already set apart from the broader populace by virtue of their extraordinary abilities. They learn their starting class features and choose a subclass. The threats they face usually pose a danger to local farmsteads or villages. In tier 2, characters are full-fledged adventurers. Spellcasters gain iconic spells such as Fireball, Lightning Bolt, and Raise Dead. Most weapon-focused classes gain the ability to make multiple attacks in a round. The characters now face dangers that threaten cities and kingdoms. In tier 3, characters have reached a level of power that makes them special among adventurers. At level 11, many spellcasters learn reality-altering spells. Other characters gain features that allow them to make more attacks or to do more impressive things with those attacks. These adventurers often confront threats to whole regions. At tier 4, characters achieve the pinnacle of their class features, becoming heroic archetypes. The fate of the world or even the order of the multiverse might hang in the balance during their adventures. Your DM might start your group's characters at a level higher than 1. It is particularly recommended to start at level 3 if your group is composed of seasoned D&D players. Creating a higher-level character uses the same character-creation steps outlined in this chapter and the rules for advancing beyond level 1 provided in the "Level Advancement" section. You begin with the minimum amount of XP required to reach your starting level. For example, if the DM starts you at level 10, you have 64,000 XP. The DM decides whether your character starts with more than the standard equipment for a level 1 character, possibly even one or more magic items. The Starting Equipment at Higher Levels table is a guide for the DM. Also, check with your DM about what equipment is available for you to buy with your starting money. For example, the firearms described in "Equipment" are too expensive for level 1 characters, but they might be available for purchase if your DM allows them. Starting Level Equipment and Money Magic Items 2–4 Normal starting equipment 1 Common 5–10 500 GP plus 1d10 × 25 GP plus normal starting equipment 1 Common, 1 Uncommon 11–16 5,000 gp plus 1d10 × 250 GP plus normal starting equipment 2 Common, 3 Uncommon, 1 Rare 17–20 20,000 GP plus 1d10 × 250 GP plus normal starting equipment 2 Common, 4 Uncommon, 3 Rare, 1 Very Rare Multiclassing allows you to gain levels in multiple classes. With this rule, you have the option of gaining a level in a new class whenever you advance in level instead of gaining a level in your current class. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in a single class. To qualify for a new class, you must have a score of at least 13 in the primary ability of the new class and your current classes. For example, a Barbarian who decides to multiclass into the Druid class must have Strength and Wisdom scores of 13 or higher, since Strength is the primary ability for Barbarians and Wisdom is the primary ability for Druids. The Experience Point cost to gain a level is based on your total character level, not your level in a particular class, as shown in the Character Advancement table in this chapter. For example, if you are a level 6 Cleric / level 1 Fighter, you must gain enough XP to reach level 8 before you can take your second level as a Fighter or your seventh level as a Cleric. You gain the Hit Points from your new class as described for levels after 1. You gain the level 1 Hit Points for a class only when your total character level is 1. Add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If these dice are the same die type, you can pool them together. For example, both the Fighter and the Paladin have a d10 Hit Die, so if you are a level 5 Fighter / level 5 Paladin, you have ten d10 Hit Dice. If your classes give you Hit Dice of different types, track them separately. If you are a level 5 Cleric / level 5 Paladin, for example, you have five d8 Hit Dice and five d10 Hit Dice. Your Proficiency Bonus is based on your total character level, not your level in a particular class, as shown in the Character Advancement table. For example, if you are a level 3 Fighter / level 2 Rogue, you have the Proficiency Bonus of a level 5 character, which is +3. When you gain your first level in a class other than your initial class, you gain only some of the new class's starting proficiencies, as detailed in each class's description in "Character Classes". When you gain a new level in a class, you get its features for that level. A few features have additional rules when you're multiclassing. Check the information about multiclassing included in each of your classes' descriptions. Special rules apply to Extra Attack, Spellcasting, and features (such as Unarmored Defense) that give you alternative ways to calculate your Armor Class. If you have multiple ways to calculate your Armor Class, you can benefit from only one at a time. For example, a Monk/Sorcerer with a Monk's Unarmored Defense feature and a Sorcerer's Draconic Resilience feature must choose only one of those features as a way to calculate Armor Class. If you gain the Extra Attack feature from more than one class, the features don't stack. You can't make more than two attacks with this feature unless you have a feature that says you can (such as the Fighter's Two Extra Attacks feature). Similarly, the Warlock's Thirsting Blade invocation, which grants you the Extra Attack feature with your pact weapon, doesn't give you additional attacks if you also have Extra Attack. Your capacity for spellcasting depends partly on your combined levels in all your spellcasting classes and partly on your individual levels in those classes. Once you have the Spellcasting feature from more than one class, use the rules below. If you multiclass but have the Spellcasting feature from only one class, follow the rules for that class. Level 1 2 3 4 5 6 7 8 9 1 2 — — — — — — — — 2 3 — — — — — — — — 3 4 2 — — — — — — — — 4 4 3 — — — — — — — — 5 4 3 2 — — — — — — — — 6 4 3 3 — — — — — — — — 7 4 3 3 1 — — — — — — — — 8 4 3 3 2 — — — — — — — — 9 4 3 3 3 1 — — — — — — — — 10 4 3 3 3 2 — — — — — — — — 11 4 3 3 3 2 1 — — — — — — — — 12 4 3 3 3 2 1 — — — — — — — — 13 4 3 3 3 2 1 1 — — — — — — — — 14 4 3 3 3 2 1 1 — — — — — — — — 15 4 3 3 3 2 1 1 1 — — — — — — — — 16 4 3 3 3 2 1 1 1 — — — — — — — — 17 4 3 3 3 2 1 1 1 1 — — — — — — — — 18 4 3 3 3 3 1 1 1 1 19 4 3 3 3 3 2 1 1 1 20 4 3 3 3 3 2 2 1 1 Spells Prepared. You determine what spells you can prepare for each class individually, as if you were a single-classed member of that class. If you are a level 4 Ranger / level 3 Sorcerer, for example, you can prepare five level 1 Ranger spells, and you can prepare six Sorcerer spells of level 1 or 2 (as well as four Sorcerer cantrips). Each spell you prepare is associated with one of your classes, and you use the spellcasting ability of that class when you cast the spell. Cantrips. If a cantrip of yours increases in power at higher levels, the increase is based on your total character level, not your level in a particular class, unless the spell says otherwise. Spell Slots. You determine your available spell slots by adding together the following: All your levels in the Bard, Cleric, Druid, Sorcerer, and Wizard classes Half your levels (round up) in the Paladin and Ranger classes One third of your Fighter or Rogue levels (round down) if you have the Eldritch Knight or Arcane Trickster subclass. Then look up this total level in the Level column of the Multiclass Spellcaster table. You use the slots for that level to cast spells of an appropriate level from any class whose Spellcasting feature you have. This table might give you spell slots of a higher level than the spells you prepare. You can use those slots but only to cast your lower-level spells. If a lower-level spell that you cast, like Burning Hands, has an enhanced effect when cast at a higher level, you can use the enhanced effect as normal. For example, if you are a level 4 Ranger / level 3 Sorcerer, you count as a level 5 character when determining your spell slots, counting all your levels as a Sorcerer and half your Ranger levels. As shown in the Multiclass Spellcaster table, you have four level 1 spell slots, three level 2 slots, and two level 3 slots. However, you can't prepare any level 3 spells, nor can you prepare any level 2 Ranger spells. You can use the spell slots of those levels to cast the spells you do prepare—and potentially enhance their effects. Pact Magic. If you have the Pact Magic feature from the Warlock class and the Spellcasting feature, you can use the spell slots you gain from Pact Magic to cast spells you have prepared from classes with the Spellcasting feature, and you can use the spell slots you gain from the Spellcasting feature to cast Warlock spells you have prepared. When you make your character, you can roll once on the Trinkets table to gain a Tiny trinket, a simple item lightly touched by mystery. The DM might also use this table. It can help stock a room in a dungeon or fill a creature's pockets. 1d100 Trinket 01 A mummified goblin hand 02 A crystal that faintly glows in moonlight 03 A gold coin minted in an unknown land 04 A diary written in a language you don't know 05 A brass ring that never tarnishes 06 An old chess piece made from glass 07 A pair of knucklebone dice, each with a skull symbol on the side that would normally show six pips 08 A small idol depicting a nightmarish creature that gives you unsettling dreams when you sleep near it 09 A lock of someone's hair 10 The deed for a parcel of land in a realm unknown to you 11 A 1-ounce block made from an unknown material 12 A small cloth doll skewered with needles 13 A tooth from an unknown beast 14 An enormous scale, perhaps from a dragon 15 A bright-green feather 16 An old divination card bearing your likeness 17 A glass orb filled with moving smoke 18 A 1-pound egg with a bright-red shell 19 A pipe that blows bubbles 20 A glass jar containing a bit of flesh floating in pickling fluid 21 A gnome-crafted music box that plays a song you dimly remember from your childhood 22 A wooden statuette of a smug halfling 23 A brass orb etched with strange runes 24 A multicolored stone disk 25 A silver icon of a raven 26 A bag containing forty-seven teeth, one of which is rotten 27 A shard of obsidian that always feels warm to the touch 28 A dragon's talon strung on a leather necklace 29 A pair of old socks 30 A blank book whose pages refuse to hold ink, chalk, graphite, or any other marking 31 A silver badge that is a five-pointed star 32 A knife that belonged to a relative 33 A glass vial filled with nail clippings 34 A rectangular metal device with two tiny metal cups on one end that throws sparks when wet 35 A white, sequined glove sized for a human 36 A vest with one hundred tiny pockets 37 A weightless stone 38 A sketch of a goblin 39 An empty glass vial that smells of perfume 40 A gemstone that looks like a lump of coal when examined by anyone but you 41 A scrap of cloth from an old banner 42 A rank insignia from a lost legionnaire 43 A silver bell without a clapper 44 A mechanical canary inside a lamp 45 A miniature chest carved to look like it has numerous feet on the bottom 46 A dead sprite inside a clear glass bottle 47 A metal can that has no opening but sounds as if it is filled with liquid, sand, spiders, or broken glass (your choice) 48 A glass orb filled with water, in which swims a clockwork goldfish 49 A silver spoon with an M engraved on the handle 50 A whistle made from gold-colored wood 51 A dead scarab beetle the size of your hand 52 Two toy soldiers, one missing a head 53 A small box filled with different-sized buttons 54 A candle that can't be lit 55 A miniature cage with no door 56 An old key 57 An indecipherable treasure map 58 A hilt from a broken sword 59 A rabbit's foot 60 A glass eye 61 A cameo of a hideous person 62 A silver skull the size of a coin 63 An alabaster mask 64 A cone of sticky black incense that stinks 65 A nightcap that gives you pleasant dreams when you wear it 66 A single caltrop made from bone 67 A gold monocle frame without the lens 68 A 1-inch cube, each side a different color 69 A crystal doorknob 70 A packet filled with pink dust 71 A fragment of a beautiful song, written as musical notes on two pieces of parchment 72 A silver teardrop earring containing a real teardrop 73 An eggshell painted with scenes of misery in disturbing detail 74 A fan that, when unfolded, shows a sleepy cat 75 A set of bone pipes 76 A four-leaf clover pressed inside a book discussing manners and etiquette 77 A sheet of parchment upon which is drawn a mechanical contraption 78 An ornate scabbard that fits no blade you have found 79 An invitation to a party where a murder happened 80 A bronze pentacle with an etching of a rat's head in its center 81 A purple handkerchief embroidered with the name of an archmage 82 Half a floor plan for a temple, a castle, or another structure 83 A bit of folded cloth that, when unfolded, turns into a stylish cap 84 A receipt of deposit at a bank in a far-off city 85 A diary with seven missing pages 86 An empty silver snuffbox bearing the inscription "dreams" on its lid 87 An iron holy symbol devoted to an unknown god 88 A book about a legendary hero's rise and fall, with the last chapter missing 89 A vial of dragon blood 90 An ancient arrow of elven design 91 A needle that never bends 92 An ornate brooch of dwarven design 93 An empty wine bottle bearing a pretty label that says, "The Wizard of Wines Winery, Red Dragon Crush, 331422-W" 94 A mosaic tile with a multicolored, glazed surface 95 A petrified mouse 96 A black pirate flag adorned with a dragon's skull and crossbones 97 A tiny mechanical crab or spider that moves about when it's not being observed 98 A glass jar containing lard with a label that reads, "Griffon Grease" 99 A wooden box with a ceramic bottom that holds a living worm with a head on each end of its body 00 A metal urn containing the ashes of a hero D&D Beyond Desktop View