5ft of MOVEMENT

Movement and Position. You can use as much or as little of your speed as you like on your turn. Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.
Breaking Up Your Move. You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.
Moving between Attacks. If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks.
Using Different Speeds. If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

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Difficult Terrain. Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.
Being Prone. You can drop prone without using any of your speed. Standing up takes more effort; doing so costs an amount of movement equal to half your speed. To move while prone, you must crawl or use magic such as teleportation. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.
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Flying Movement. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover or it is being held aloft by magic.
Creature Size. Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.
Space. A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5ft wide, for example, but it does control a space that wide.
Squeezing into a Smaller Space. A creature can squeeze through a space that is large enough for a creature one size smaller than it. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

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