

# DUNGEONS & DRAGONS

## 5.0-EZ

### Dungeon & Dragons 5.0-EZ More Races and Classes

#### Disclaimer

The following is a document of House Rules. In this document are alternatives to the normal fifth edition Dungeons & Dragons rules. This document provides additional options to those presented in Dungeon & Dragons 5.0-EZ. Access to that document will be required to use the options presented here. For these supplemental rules you will need a copy of the fifth edition "Player's Handbook". You may also need the "Monster Manual", and "Dungeon Master's Guide" to make full sense of this document.

Copyright

This document is intended to be used as alternative house rules to an already standing game system. No information herein is to be copied and sold for profit.

#### Uncommon Races

The 5.0-EX book contains rules for using the common races: Human, Dwarf, Elf, and Halfling.

This supplement contains rules for the uncommon races: Dragonborn, Gnome, Half-Elf, Half-Orc, and Tiefling.



#### Dragonborn

Dragonborn do not have wings or a tail, but their feet end with three strong talon-like claws with a fourth claw in the back, and their hands are similar with three claws with a thumb replacing the rear claw. A dragonborn's head has a blunt snout, a strong brow, and reptilian frills on the cheeks and ears. Dragonborn eyes are usually red or gold in hue.

**Ability Scores:** add +1 to STR and CHA.

**Size, medium (M):** 5'-8" to 6'-2", 187 to 367 lbs.

**Languages:** Common and Draconic

**Dragonborn ancestry:** Choose a dragon type that is your ancestor from this list; Black, Blue, Brass, Bronze, Copper, Gold, Green, Red, Silver, or White.

**Breath Weapon:** Once after completing a short or long rest, as an action, you can attack with your breath weapon. The size, shape and area it effects is determined by your dragon type (refer to table below).

**Dragonborn breath weapon:** Each creature in the area must make a saving throw (refer to the table below for the DC for this save). Your character's tier determines the damage. Your character's tier takes 1d6 damage. The damage is half as much as the damage to the damage ancestry.

Dragon	Damage Type	Breath Weapon	Save
Black	Acid	30 ft. line	DEX
Blue	Lightning	30 ft. line	DEX
Brass	Fire	30 ft. line	DEX
Bronze	Lightning	30 ft. line	DEX
Copper	Acid	30 ft. line	DEX
Gold	Fire	15 ft. cone	CON
Green	Poison	15 ft. cone	DEX
Red	Fire	15 ft. cone	CON
Silver	Cold	15 ft. cone	CON
White	Cold	15 ft. cone	CON





# Dungeon & Dragons 5.0-EZ More Races and Classes

## What it this?

The following is a document of House Rules. In this document are alternatives to the normal fifth edition Dungeons & Dragons rules. This document provides additional options to those presented in "Dungeon & Dragons 5.0-EZ". Access to that document will be required to use the options presented here.

For these supplemental rules you will need a copy of the fifth edition "Player's Handbook". You may also need the "Monster Manual", and "Dungeon Master's Guide" to make full sense of this document.

## Copyrights

This document is intended to be used as alternative house rules to an already standing game system. No information herein is to be copied and sold for profit.

## Uncommon Races

The 5.0-EZ book contains rules for using the common races: Human, Dwarf, Elf, and Halfling.

This supplement contains rules for the uncommon races: Dragonborn, Gnome, Half-Elf, Half-Orc, and Tiefling.



## Dragonborn

Dragonborn do not have wings or a tail, but their feet end with three strong talon-like claws with a fourth claw in the back, and their hands are similar with three claws with a thumb replacing the rear claw. A dragonborn's head has a blunt snout, a strong brow, and reptilian frills on the cheeks and ears. Dragonborn eyes are usually red or gold in hue.

**Ability Scores:** add +1 to STR and CHA.

**Size, medium (M):** 5'-8" to 6'-2", 187 to 367 lbs.

**Languages:** Common and Draconic

**Dragonborn ancestry:** Choose a dragon type that is your ancestor from this list; Black, Blue, Brass, Bronze, Copper, Gold, Green, Red, Silver, or White.

**Breath Weapon:** Once after completing a short or long rest, as an action, you can attack with your breath weapon. The size, shape and area it effects is determined by your draconic ancestry (refer to table below).

When you use your breath weapon, each creature in the area of effect must make a saving throw (refer to the table below for the save type). The DC for this save equals 9 + your CON + your tier. Your character's tier determines the potential damage. A creature takes 1d6 damage per tier on a failed save, and half as much damage on a successful one.

**Damage Resistance:** You have resistance to the damage type associated with your draconic ancestry.

Dragon Ancestry			
Dragon	Damage Type	Breath Weapon	Save
Black	Acid	30 ft. line	DEX
Blue	Lightning	30 ft. line	DEX
Brass	Fire	30 ft. line	DEX
Bronze	Lightning	30 ft. line	DEX
Copper	Acid	30 ft. line	DEX
Gold	Fire	15 ft. cone	DEX
Green	Poison	15 ft. cone	CON
Red	Fire	15 ft. cone	DEX
Silver	Cold	15 ft. cone	CON
White	Cold	15 ft. cone	CON





## Gnome

Gnome males prefer short, carefully trimmed beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry.

**Ability Scores:** add +1 to INT and DEX

**Size, small (S):** 3'-0" to 3'-7", 35 to 40 lbs.

**Languages:** Common and Gnomish

**Other Gnome Abilities:**

- Advantage on all INT, WIS and CHR saving throws against magic.
- Darkvision
- Advantage on poison saves
- You know the Minor Illusion cantrip
- You can talk with small animals. [If it has stats, its type must be "beast" and its size must be small or tiny.]

## Half-Elf

Half-elves combine what some say are the best qualities of their elf and human parents: human curiosity, inventiveness, and ambition tempered by the refined senses, love of nature, and artistic tastes of the elves.

**Ability Scores:** add +1 to CHA and one other ability of your choice.

**Size, medium (M):** 4'-10" to 6'-2", 114 to 238 lbs.

**Languages:** Common, Elvish and one other of your choice.

**Skills:** Select one skill from this list: Athletics, Nature, Lore, Persuasion, Perception, Stealth

**Other Half-Elf Abilities:**

- Darkvision
- Advantage on charm saves
- Immune to sleep spells





## Half-Orc

Half-orcs have powerful builds and greenish or grayish skin. Their canine teeth often grow long enough to protrude from their mouths, and these “tusks,” combined with heavy brows and slightly pointed ears, give them their notoriously bestial appearance.

**Ability Scores:** add +1 to STR and CON

**Size, medium (M):** 6'-0" to 6'-10", 144 to 284 lbs.

**Languages:** Common and Orc

**Skill:** Persuasion

**Other Hal-Orc Abilities:**

- 1 time between long rests, when reduced to 0 hit points, you can drop to 1 hit point instead.
- When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.



## Tiefling

Tieflings are derived from human bloodlines, but their infernal heritage has left a clear imprint on their appearance. Tieflings have large horns that take any of a variety of shapes. They have thick tails, four to five feet long. Their canine teeth are sharply pointed, and their eyes are solid colors—black, red, white, silver, or gold—with no visible pupil. Their skin tones cover the full range of human coloration, but also include various shades of red. Their hair, cascading down from behind their horns, is usually dark, from black or brown to dark red, blue, or purple.

**Ability Scores:** add +1 to INT and CHA

**Size, medium (M):** 4'-10" to 6'-4", 114 to 270 lbs.

**Languages:** Common and Infernal

**Other Tiefling Abilities:**

- Darkvision
- Resistance to fire damage
- You know the *thaumaturgy* cantrip. Once you reach 3rd level, you can cast the *hellish rebuke* spell once per day with 2 mana points. Once you reach 5th level, you can also cast the *darkness* spell once after a long rest. Your spell save DC for these spells is 9 + your tier + your CHA.

---

## Additional Classes

---

The 5.0-EZ book contains rules for using the classic classes: Fighter, Cleric, Wizard and Thief.

This supplement contains rules for these additional classes: Barbarian, Bard, Druid, Monk, Paladin, Ranger, Sorcerer and Warlock.



## Barbarian

The barbarian is a primal warrior who prefers to charge in to engage foes in melee.

**Most favorable weapons:** All weapons

**Armor training:** Light armor, Medium armor and Shields

**Skills:** Select two skills from this list: Nature, Athletics, Persuasion, and Perception

### Barbarian's starting equipment

**Armor:** None

**Weapons:** Greataxe and two handaxes

**Gear:** Backpack with waterskin, one day's iron rations, bedroll, small sack, tinder box, with flint & steel. Three torches.

**Gold:** 8 gp.

## Barbarian—Features

**RAGE:** You can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

You have advantage on STR checks and saves. You add rage damage to attacks which is equal to your tier. You have resistance against bludgeoning, piercing, and slashing damage.

The rage ends after 1 minute or if knocked unconscious, if you make no attack against an enemy, or if you have not taken damage. Or you can end it as bonus action. Once you have raged a number of times equal to your Tier+1, you can't rage again until after you complete a long rest.

### Level 1

While not wearing armor (except shield) AC becomes 10 + DEX + CON

### Level 2

- Before making your first attack, you can declare it a reckless attack to gain advantage on all attacks using STR. When you reckless attack, until your next turn all attacks against you have advantage.
- If not blinded, deafened or incapacitated, you have advantage on all DEX saves against effects you can see, e.g. traps, spells.

### Level 3

You can go into a frenzy when you rage. If you do so, you can make a single melee weapon attack as a bonus action while raging. When the frenzied rage ends, you suffer one level of exhaustion.

### Level 4

Increase one Ability by 1

### Level 5

You can attack twice, instead of once, whenever you take the attack action on your turn.

### Level 6

You can't be charmed or frightened while raging. If you are charmed or frightened when you enter rage, the effect is suspended for the duration of the rage.

### Level 7

You have advantage on initiative rolls. If you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

### Level 8

Increase one Ability by 1

### Level 9

You can roll one additional weapon damage die when determining the extra damage for a critical hit in a melee attack.

### Level 10

As an action, you can choose one creature that can see and hear you within 30 feet. It must make a WIS save or be frightened until the end of your next turn. You can use your action each round to extend the duration until the end of your next turn. The effect ends if the creature ends its turn out of sight or over 30 feet away from you. If the creature succeeds on its saving throw, you can't use this feature again on this creature for 24 hours.

### Level 11

If you drop to 0 HP, you can attempt to make a DC 10 CON save to drop to 1 HP instead. The DC increases by +5 after each success. The DC resets to 10 after a short or long rest.

### Level 12

Increase one Ability by 1

### Level 13

The number of additional weapon damage die you can roll when determining the extra damage for a critical hit in a melee attack increases to two.

### Level 14

When you take damage from a creature within 5 feet, you can use your reaction to make a melee weapon attack against him.

### Level 15

Your rage ends early only if you fall unconscious or if you choose to end it.

### Level 16

Increase one Ability by 1

### Level 17

The number of additional weapon damage die you can roll when determining the extra damage for a critical hit in a melee attack increases to three.

### Level 18

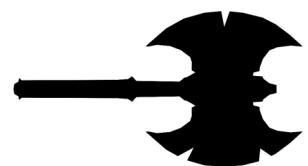
When you make a STR check, multiply your STR by 2 and then add 10. If the total for your STR check is lower than that number, you can use that number instead.

### Level 19

Increase one Ability by 1

### Level 20

Your STR and CON each increase by 2.



## Bard

Bards learn that words and music are not just vibrations of air, but vocalizations with power all their own. They learn to untangle and reshape mana in harmony with their music.

**Most favorable weapons:** All light weapons, longswords and rapiers

**Armor training:** Light armor

**Skills:** Select three skills from this list: Nature, Athletics, and Perception

**Additional Ability:** proficient with three musical instruments of your choice

### Bard's starting equipment

**Armor:** Leather armor

**Weapons:** Rapier, Dagger, light crossbow, case with 10 crossbow bolts

**Gear:** Backpack with waterskin, one day's iron rations, bedroll, small sack, tinder box, with flint & steel. Three torches. One lyre. 5 candles.

**Gold:** 8 gp.

## Bard – Features

**Spells:** You can cast spells -

refer to Chapter 3 – Spellcasting.

**Bardic Inspiration:** You get a bardic inspiration die that can be used for different features as you increase in level. The type of die you use for bardic inspiration increases as you advance in level. You can use your bardic inspiration a number of times equal to your CHA (a minimum of once). You regain spent uses after completing a long rest.

### Level 1

- You can grant your bardic inspiration dice to a creature within 60ft. of you that can hear you. Once in the next 10 minutes, he can add the dice to one attack or ability check. he can wait until after initial roll, but before success or failure is announced.

- Your bardic inspiration die is a d6.

### Level 2

- Add half your tier rounded down (minimum 1) to ability checks for things that you are not proficient in. This also applies to initiative checks.

- Song of Rest** - Your music can provide extra healing for your party members that can hear you, and that spend a Hit Dice during short rest. The die that you roll for hit points gained is a d6.

### Level 3

- Select one ability. From now on, add double your tier to ability checks made to use this ability.

- You can use a bardic Inspiration die to add to weapon damage or to add to AC. Can wait until after initial roll, but before success or failure is announced.

### Level 4

Increase one Ability by 1

### Level 5

- Regain all uses of Bardic Inspiration after short or long rest.

- Your bardic inspiration die becomes a d8.

### Level 6

- As an action, until end of your next turn, you can grant all friendly creatures within 30ft. that can hear you advantage against being frightened or charmed. This ability stops if you are incapacitated, silenced or voluntarily end it.

- You can attack twice, instead of once, whenever you take the Attack action on your turn.

### Level 7 – no new features this level

### Level 8

Increase one Ability by 1

### Level 9

Your Song of Rest die becomes a d8.

### Level 10

- You learn two spells of your choice from any energy type, clerical domain, or wizard school. They must be of level 10 or lower.

- Your bardic inspiration die becomes a d10.

### Level 11 – no new features this level

### Level 12

Increase one Ability by 1

### Level 13

Your Song of Rest die becomes a d10.

### Level 14

- You learn two spells of your choice from any energy type, clerical domain, or wizard school. They must be of level 14 or lower.

- When you use your action to cast a bard spell, you can make one weapon attack as a bonus action.

### Level 15

Your bardic inspiration die becomes a d12.

### Level 16

Increase one Ability by 1

### Level 17

Your Song of Rest die becomes a d12.

### Level 18

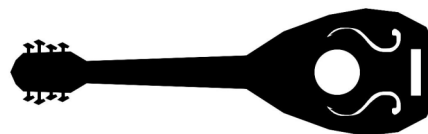
You learn two spells of your choice from any energy type, clerical domain, or wizard school. They must be of level 18 or lower.

### Level 19

Increase one Ability by 1

### Level 20

When you roll initiative and have no uses of Bardic Inspiration left, you regain one use.



## Druid

Druids of second level and higher can transform into animals. Druids revere nature above all, and can draw mana from the land, gaining their spells and other magical powers either from the mana that flows through nature itself or from a nature deity

**Most favorable weapons:** all Light weapons and Javelins

**Armor training:** Light armor, Medium armor and Shields (druids will not wear armor or use shields made of metal)

**Skills:** Select two skills from this list: Nature, Athletics, Persuasion, and Perception

**Additional Abilities:** Herbalism - you are good with identifying or applying herbs. You can create antitoxins and potions of healing, if you have the needed tools and ingredients.

### Druid's starting equipment

**Armor:** Leather armor and a wooden shield

**Weapons:** a Scimitar, sling, pouch with 10 sling bullets

**Gear:** Backpack with waterskin, one day's iron rations, bedroll, small sack, tinder box, with flint & steel. Three torches. Sprigs of holly and mistletoe

**Gold:** 6 gp.

## Druid—Features

**Spells:** You can cast spells - refer to Chapter 3—Spellcasting.

### Level 1

You know Druidic, the secret language of druids.

### Level 2

**Wild Shape:** As a bonus action you can assume the shape of a beast that you have seen before for a number of hours = 1/2 your level. You can cancel this with a bonus action, It is also canceled if you become unconscious, fall to 0 HP, or die. You can Wild Shape two times between short or long rests.

You gain the beasts Hit Points, stats and abilities, except you keep your alignment, personality, INT, WIS, CHA and your skills and saving throws.

You can't cast spells or speak. Your equipment either falls off, merges with the new form, or is worn by it.

When its over, you have the same hit points you had before transforming less any excess HP damage the creature received below 0.

While you are transformed by Wild Shape, you can use a bonus action to expend up to your character's level in mana points to regain 1d8 hit points per mana point expended.

The beast must be of CR 1 or less and cannot have a flying or swimming speed.

**Level 3 —no new features this level**

### Level 4

- Increase one Ability by 1

- Wild Shape improvement: The beast must be of CR 1 or less and cannot have a flying speed.

**Level 5 —no new features this level**

### Level 6

- Wild Shape improvement: You can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down and cannot have a flying speed.

- Your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage

**Level 7—no new features this level**

### Level 8

- Increase one Ability by 1

- Wild Shape improvement: You can transform into a beast with a flying speed.

**Level 9—no new features this level**

### Level 10

Wild Shape improvement: You can expend two uses of Wild Shape at the same time to transform into an air elemental, an earth elemental, a fire elemental, or a water elemental.

**Level 11—no new features this level**

### Level 12

Increase one Ability by 1

**Level 13—no new features this level**

### Level 14

You can cast the *alter self* spell at will.

**Level 15 —no new features this level**

### Level 16

Increase one Ability by 1

**Level 17 —no new features this level**

### Level 18

- For every 10 years that pass, your body ages only 1 year.

- You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.

### Level 19

Increase one Ability by 1

### Level 20

You can use your Wild Shape an unlimited number of times.



## Ranger

The ranger is a warrior and a woodsman. He is skilled with weapons and is knowledgeable in tracking and woodcraft. The ranger often protects and guides lost travelers and honest peasant-folk. The abilities of the ranger make him particularly good at tracking, woodcraft, and spying.

**Most favorable weapons:** Light and Medium weapons

**Armor training:** Light armor, Medium armor and Shields

**Skills:** Nature plus one more from this list: Athletics, Perception and Stealth

### Ranger's starting equipment

**Armor:** Leather armor

**Weapons:** two shortswords, a longbow and a quiver of 20 arrows

**Gear:** Backpack with waterskin, one day's iron rations, bedroll, small sack, tinder box, with flint & steel. Three torches.

**Gold:** 6 gp.

## Ranger—Features

**Spells:** You can cast spells - refer to Chapter 3—Spellcasting.

**Favored Enemy:** You select a favored enemy at levels 1, 6 and 14. You have advantage on WIS (Nature) checks to track, and on INT checks to recall information about them. You also learn 1 language spoken by your favored enemies.

**Favored Terrain:** You select a favored terrain at levels 1, 6 and 10. You can add double your tier to INT or WIS skill checks related to this terrain.

When traveling here for an hour or more: Difficult terrain doesn't slow your group. Your group can't become lost except by magical means. You remain alert to danger. When alone, you can move at normal pace while being stealthily. When you forage, you find twice as much food. While tracking, you learn their exact number, sizes, and how long ago they passed here.

### Level 1

• **Favored Enemy:** Select one creature type from this list: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, undead or select 2 humanoid races.

• **Favored Terrain:** select one natural environment from this list: arctic, coast, desert, forest, grassland, mountain, swamp, underdark.

### Level 2

When fighting with a light weapon in each hand you add ability score to damage of off-hand attack.

### Level 3

You get an **Animal Companion**. This can be a Medium or smaller, CR 1/4 or lower beast; Acts on your initiative; You tell it where to move to; As your action, you can command it to take the Attack, Dash, Disengage, Dodge, or Help action. If it dies, you can get another by spending 8 hours magically bonding with another that isn't hostile to you.

### Level 4

Increase one Ability by 1

### Level 5

- You can attack twice with an attack action
- You can make one weapon attack and command your animal companion to take the Attack action.

### Level 6

- Add another favored enemy
- Add another favored terrain

### Level 7

As a bonus action, when your animal companion doesn't attack, you can command it to take the Dash, Disengage, Dodge, or Help action on its turn.

### Level 8

- Increase one Ability by 1
- You can move through difficult terrain and plants at normal speed and no damage from thorns, etc.

### Level 9 — no new features this level

### Level 10

- Add another favored terrain
- If you spend 1 minute creating camouflage for yourself you get +10 to your DEX (Stealth) checks as long as you remain up against a surface without moving or taking actions.

### Level 11

When you command your animal companion to take the Attack action, the beast can attack twice or take the Multiattack action if it has that action.

### Level 12

Increase one Ability by 1

### Level 13 — no new features this level

### Level 14

- Add another favored enemy
- As a bonus action, you can use the Hide action.
- You can't be tracked by nonmagical means.

### Level 15

When you cast a spell targeting yourself, you can also affect your animal companion with the spell if it is within 30 feet of you.

### Level 16

Increase one Ability by 1

### Level 17 — no new features this level

### Level 18

You don't have disadvantage on attack rolls vs. creatures you can't see. You know the location of invisible creatures within 30 ft. (unless the creature is hidden, or if you are blinded or deafened)

### Level 19

Increase one Ability by 1

### Level 20

Once per turn you can add your WIS to an attack or damage roll against one of your favored enemies.





## Monk

Monks seek personal perfection through contemplation and rigorous training. The monk is a fighting character whose whole body serves as a weapon.

**Most favorable weapons:** All light weapons

**Armor training:** none

**Skills:** Select two skills from this list: Nature, Athletics, Persuasion, and Perception

### Monk's starting equipment

**Armor:** None

**Weapons:** Quarterstaff, sling, pouch with 10 sling stones

**Gear:** Backpack with waterskin, one day's iron rations, bedroll, small sack, tinder box, with flint & steel. Three torches.

**Gold:** 8 gp.

## Monk—Features

**Martial Arts:** When not wearing armor or shield, when you make an unarmed or monk weapon attack:

1. You can use DEX instead of STR for attack and damage.
2. You can roll 1d4 in place of normal damage. This increase as you advance in tier. It becomes 1d4 at tier 1, 1d6 at tier 2, 1d8 at tier 3, 1d10 at tier 4 and 1d12 at tier 5.
3. You can make one unarmed strike as a bonus action.

### Level 1

Without armor or a shield your AC is  $10 + \text{DEX} + \text{WIS}$

### Level 2

- Without armor or shield your speed increases to 40
- As a bonus action after an action, you can make 2 unarmed strikes.
- As a bonus action, you can take the Dodge, Disengage or Dash action.

### Level 3

- As a reaction, you can deflect or catch a missile when you are hit. Reduce damage taken by  $1d10 + \text{DEX} + \text{LVL}$ . Catch it if damage is reduced to 0 (if small enough to hold in 1 hand and you have a free hand). As part of the same reaction, if caught, can make ranged attack with it - range 20/60 ft.
- When you hit with an unarmed strike, you can impose one of these on your target:
  - It must make a DEX save or be knocked prone.
  - It must make a STR save or be pushed it up to 15 feet away from you.
  - It can't take reactions until the end of your next turn.

### Level 4

- Increase one Ability by 1
- As a reaction, reduce falling damage by  $5 \times \text{your level}$

### Level 5

- When you take an attack action, you can attack twice instead of once.
- On a hit with a melee weapon attack, target makes CON save or is stunned until the end of your next turn.

### Level 6

- Without armor or shield your speed increases to 45
- Your unarmed strikes count as magical to those immune or resistant to nonmagical attacks or damage.
- (1/long rests) As an action, regain HP =  $3 \times \text{your level}$ .

### Level 7

- On a DEX save for half damage, instead take no damage on a save, or half if you fail.
- As an action, end one charmed or frightened effect on yourself.

### Level 8

Increase one ability score by 1

### Level 9

Without armor or shield, you can move along vertical surfaces and across liquids.

### Level 10

- Without armor or shield your speed increases to 50
- You are immune to disease and poison.

### Level 11

(1/long rest) any creature that attacks you with a weapon or harmful spell must make a WIS save ( $\text{DC} = 9 + \text{your WIS} + \text{your tier}$ ) or choose a new target or lose the attack or spell. The spell ends if you make an attack or cast a spell that affects an enemy creature.

### Level 12

Increase one ability score by 1

### Level 13

You understand all spoken languages. Any creature that can understand a language can understand what you say.

### Level 14

- Without armor or shield your speed increases to 55
- You have proficiency in all saving throws.
- You can reroll a save and take the second result.

### Level 15

You don't need food or water. You don't suffer the frailty of old age. You can't be aged magically.

### Level 16

Increase one ability score by 1

### Level 17

On a hit with an unarmed strike, you start vibrations in target's body that last number of days = your level. If you use an action to end the vibrations the target makes a CON save ( $\text{DC} = 9 + \text{your WIS} + \text{your tier}$ ) to take 10d10 necrotic damage on a save or drop to 0 HP if it fails. You can end the vibrations harmlessly without using an action.

### Level 18

As an action, you can become invisible for 1 minute. During that time, you also have resistance to all damage but force damage.

### Level 19

Increase one ability score by 1

**Level 20 — no new features this level**



## Paladin

A paladin swears to uphold justice and righteousness, to stand with the good things of the world against the encroaching darkness, and to hunt the forces of evil wherever they lurk.

**Most favorable weapons:** All weapons

**Armor training:** All armor and Shields

**Skills:** Select two skills from this list: Nature, Athletics, Persuasion, and Perception

### Paladin's starting equipment

**Armor:** Scale mail armor, heavy wooden shield

**Weapons:** Longsword, shortbow, quiver with 20 arrows

**Gear:** Backpack with waterskin, one day's iron rations, bedroll, small sack, tinder box, with flint & steel, hooded lantern, three pints of oil, wooden holy symbol

**Gold:** 24 gp.

## Paladin – Features

**Spells:** You can cast spells - refer to Chapter 3 – Spellcasting.

**Divine Sense:** As an action, until the end of your next turn, in a radius of 60 feet, you know the location of any celestial, fiend, undead, or any place or object that has been consecrated or desecrated, that is not behind total cover. You can do this a number of times = 1+CHA after completing a long rest.

### Level 1

You can touch a creature and heal it of lost hit points. The number of hit points you can restore is drawn from a pool of hit points that you have available that renews itself after a long rest. The number of points available is equal to 5 times your level. You can also spend 5 hit points from the pool to cure one disease or neutralize one poison.

### Level 2

- You can use a reaction to give opponents disadvantage on attacks to targets adjacent to you.
- **Divine Smite:** When you hit with a melee weapon, you can expend one mana point to deal an extra 2d8 radiant damage (+1d8 for each mana point after the 1st, to a maximum of 5d8). And you do an additional +1d8 damage to an undead or a fiend.

### Level 3

- You are immune to disease.
- **Turn Unholy:** As an action, present your holy symbol and speak a prayer, all fiends or undead within 30 ft make a WIS save or flee for 1 minute or until it takes damage. You can do this one time after a short or long rest.

### Level 4

Increase one Ability by 1

### Level 5

You can attack twice, instead of once, whenever you take the attack action on your turn.

### Level 6

You and Friends within 10 ft, gain a saving throw bonus = your CHA (min +1).

### Level 7

You and Friends within 10 feet can't be charmed.

### Level 8

Increase one Ability by 1

### Level 9 – no new features this level

### Level 10

You and Friends within 10 ft can't be frightened.

### Level 11

Whenever you hit with a melee weapon, it deals an extra 1d8 radiant damage. Also add this damage to Divine Smite attacks.

### Level 12

Increase one Ability by 1

### Level 13 – no new features this level

### Level 14

As an action, end one spell on yourself or on one willing creature that you touch.

(After completing a long rest, you can do this a number of times = your CHA)

### Level 15

You are always under the effects of a protection from evil and good spell.

### Level 16

Increase one Ability by 1

### Level 17 – no new features this level

### Level 18

You and Friends within 30 feet can't be charmed or frightened and gain a saving throw bonus = your CHA (min +1).

### Level 19

Increase one Ability by 1

### Level 20

- (1/long rest) As an action, for 1 minute, light shines from you (bright 30 ft, dim 30 ft beyond that); an enemy that starts its turn in the bright light takes 10 radiant damage.
- You have advantage on saves against spells cast by fiends or undead.



## Sorcerer

Sorcerers have a natural talent for casting spells, thanks to the draconic blood flowing in their veins. Sorcerers learn to harness and channel their own inborn magical abilities. They gather mana to them from force of will.

**Most favorable weapons:** Daggers, darts, slings, quarterstaves, light crossbows

**Armor training:** None

**Skills:** Select one skill from this list: Lore, Perception, and Persuasion

### Sorcerer's starting equipment

**Armor:** None

**Weapons:** Two daggers, one light crossbow and a case with 10 crossbow bolts

**Gear:** Backpack with waterskin, one day's iron rations, bedroll, small sack, tinder box, with flint & steel. hooded lantern, and 5 pints of oil

**Gold:** 12 gp.

## Sorcerer – Features

**Spells:** You can cast spells - refer to Chapter 3—Spellcasting.

**Dragon Ancestor:** Somewhere in your family tree there is a dragon.

- Choose one type of dragon as your ancestor. If your character's race is Dragonborn this dragon type will be the same as our Dragonborn ancestor, otherwise you can select from the Dragonborn "Dragon Ancestry" table found in Section 1 - Races.
- You can speak, read, and write Draconic.
- Your proficiency bonus is doubled on CHA checks when interacting with dragons.
- Parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your DEX.

### Level 1

Your hit point maximum increases by 1 and increases by 1 again whenever you gain a level.

**Level 2 —no new features this level**

### Level 3

- **Distant Spell:** (+1 mana point per spell level) Double the range of the spell you cast. Touch spells will have a range of 30 ft.
- **Extended Spell:** (+1 mana point per spell level) Double the duration of the spell you cast, up to 24 hours.

### Level 4

Increase one Ability by 1

**Level 5 —no new features this level**

### Level 6

When you cast a spell that deals damage of the type associated with your draconic ancestry, add your CHA to one damage roll of that damage. At the same time, you can spend 6 manna points to gain resistance to that damage type for 1 hour.

**Level 7 —no new features this level**

### Level 8

Increase one Ability by 1

**Level 9 —no new features this level**

### Level 10

**Heightened Spell:** (+2 mana point per spell level) Give one target of a spell you cast disadvantage on its first saving throw against this spell.

**Level 11 —no new features this level**

### Level 12

Increase one Ability by 1

**Level 13 —no new features this level**

### Level 14

As a bonus action, you can sprout wings and gain a flying speed equal to your current speed. You can dismiss them as a bonus action. You can't be wearing armor that hasn't been modified to accommodate the wings, and clothing not made to accommodate your wings might be destroyed.

**Level 15 —no new features this level**

### Level 16

Increase one Ability by 1

### Level 17

**Quickened Spell:** (+2 mana point per spell level) Cast a spell that has a casting time of 1 action as a bonus action.

### Level 18

As an action, you can spend 18 mana points to exude an aura of awe or fear (your choice) out to 60 feet. Each hostile creature that starts its turn in this aura must succeed on a WIS save or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. Duration: concentration up to 1 minute. A creature that succeeds on this saving throw is immune for 24 hours.

### Level 19

Increase one Ability by 1

### Level 20

Regain 45 mana points whenever you finish a short rest.





## Warlock

A warlock is a student of an eldritch being, shaped and changed by the very arcane forces they are taught to channel. The problem is those very arcane forces tend to be rather on the dark side. Learning Pact Magic requires much sacrifice and dedication as any paladin's Oath, and the prices always have teeth. Warlocks embody every dark rumor of witches burned at the stake and occultists dabbling in knowledge no one was meant to know

**Most favorable weapons:** Light weapons

**Armor training:** Light armor

**Skills:** Choose one skill from Lore, Persuasion, Perception, and Nature

### Warlock's starting equipment

**Armor:** Leather armor

**Weapons:** Shortsword, two daggers, a light crossbow and 20 bolts

**Gear:** Backpack with waterskin, one day's iron rations, bedroll, small sack, tinder box, with flint & steel. Three torches.

**Gold:** 4d4 gp.

## Warlock – Features

**Spells:** You can cast spells - refer to Chapter 3 – Spellcasting.

**Otherworldly Patron:** You have made a pact with a fiend from the lower planes of existence, a being whose aims are evil, even if you strive against those aims. Such beings desire the corruption or destruction of all things, ultimately including you.

### Level 1

When you reduce a hostile creature to 0 hit points, you gain temporary hit points = your CHA + your level (minimum of 1)

### Level 2

You can cast *mage armor* and *levitate* at will, without expending any mana.

### Level 3

You get a familiar. Choose a normal familiar, or choose an imp, pseudodragon, quasit, or sprite.

### Level 4

Increase one Ability by 1

### Level 5

You can cast *speak with animals* at will, without expending any mana.

### Level 6

(1/long rest) Add 1d10 to any ability check or a saving throw

### Level 7

You can see normally 120 feet in darkness

### Level 8

Increase one Ability by 1

### Level 9

You can read all writing

### Level 10

Gain resistance of one damage type of your choice, except from magical or silvered weapons. This lasts until you use this feature to choose a different damage type, which you can do after a long rest.

### Level 11

Select one spell that you can cast. From now on you can cast this spell without spending any mana points.

### Level 12

Increase one Ability by 1

### Level 13

Select one spell that you can cast. From now on you can cast this spell without spending any mana points.

### Level 14

(1/long rest) When you hit with an attack, the creature disappears and instantly transports to the lower planes. At the end of your next turn, the target returns. If the target is not a fiend, it takes 10d10 psychic damage.

### Level 15

- You can speak through your familiar
- Select one spell that you can cast. From now on you can cast this spell without spending any mana points.

### Level 16

Increase one Ability by 1

### Level 17

Select one spell that you can cast. From now on you can cast this spell without spending any mana points.

### Level 18

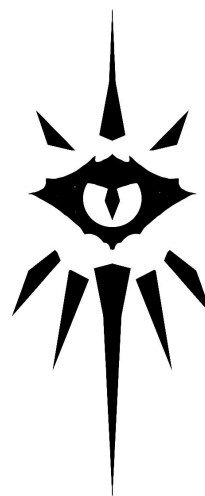
You can see the true form of creatures

### Level 19

Increase one Ability by 1

### Level 20

(1/long rest) Spend 1 minute, regain all expended mana.



## Spellcasting Rules

Refer to the supplement **Dungeons & Dragons 5.0 - EZ**. That book contains all of the information on magic spells required to play a Cleric or a Wizard. Refer to that book for all of the rules regarding spells and their casting including information regarding mana, energy spell types, spell domains, schools of magic and spell descriptions. Use the rules in that book except where this book tells you different.

This chapter provides the spell casting rules for Bards, Druids, Paladins, Ranger, Sorcerers and Warlocks.

## Mana Points

Each day a spell casting character has a number of spell points he can spend to cast spells. We call these mana points. The number of mana points you have increases with your level, depending on your class.

Mana Points for Bards, Clerics, Druids, Sorcerers and Wizards									
Tier 1		Tier 2		Tier 3		Tier 4		Tier 5	
LVL	M.	LVL	M.	LVL	M.	LVL	M.	LVL	M.
1	5	5	30	9	63	13	104	17	153
2	10	6	36	10	70	14	112	18	162
3	15	7	42	11	77	15	120	19	171
4	20	8	48	12	84	16	128	20	180

Mana Points for Paladins and Rangers									
Tier 1		Tier 2		Tier 3		Tier 4		Tier 5	
LVL	M.	LVL	M.	LVL	M.	LVL	M.	LVL	M.
1	-	5	12	9	25	13	39	17	55
2	5	6	15	10	30	14	42	18	63
3	7	7	17	11	33	15	45	19	53
4	10	8	20	12	36	16	48	20	70

Mana Points for Warlocks									
Tier 1		Tier 2		Tier 3		Tier 4		Tier 5	
LVL	M.	LVL	M.	LVL	M.	LVL	M.	LVL	M.
1	2	5	15	9	36	13	65	17	102
2	4	6	18	10	40	14	70	18	108
3	6	7	21	11	44	15	75	19	114
4	8	8	24	12	48	16	80	20	120

To recover mana a character must rest. Warlocks recover 100% of their mana after a short or long rest. All other spell casters recover 100% of their mana after a long rest.

## Casting Spells

You can cast any spell of a spell level equal to your character level or lower that is on one of your spell lists. Or half your character level or lower for Paladins, Rangers and Warlocks.

- When you cast a spell you deduct (or “spend”) a number of mana points equal to the spell’s level.
- You can cast the same spell over and over, as long as you have the mana points for it.
- You can enhance some spells by spending more mana points.
- If you end up spending all of your mana points, you will not be able to cast any spells (except for cantrips) until after you finish a long rest (or a short rest if you are a Warlock).

## Enhancing Spells

You can spend up to 4 additional mana points on a spell when you cast it. Each spell description will say if additional mana points can be spent on it and what enhanced effects they produce.

- You can enhance spells that do damage even if the spell description doesn’t explicitly say so. Unless the description says otherwise, each additional mana point adds one additional die to the damage roll.
- The total number of mana points spent to cast a spell cannot exceed your character’s current level.
- Cantrips cannot be enhanced with mana points but cantrips that do damage increase in power as you increase in level. You add one additional die to the damage roll at character levels 5, 9, 13, and 17.

## Primary Ability

Your character’s primary spell casting ability is used to calculate your spell save DC and your spell attack modifier. Your primary ability depends on your class.

- Bard CHA
- Cleric WIS
- Druid WIS
- Paladin CHA
- Ranger WIS
- Sorcerer CHA
- Warlock CHA
- Wizard INT

## Spell Save DC

Some spells require the target of the spell to make an ability save against a number called the spell DC (or Difficulty Class).

- The target of the spell rolls 1d20 + his ability score + his tier to take only half damage (or take no damage if it is a cantrip).
- The spell description will say which ability score is used.
- Your spell save DC is 9 + your tier + your primary ability.

## Spell attack Modifier

Some spells require you to make a spell attack.

- When you make a spell attack you roll 1d20 + your spell attack modifier. The total of your roll must equal the target's AC or better for the spell to effect it.
- Your spell attack modifier is your tier + 1 + your primary ability.

## Concentration

Some spells last as long as you maintain concentration. Conditions under which concentration ends are:

- 1) You cast another spell that requires concentration
- 2) You are incapacitated or killed
- 3) If you take damage you must make a CON save to maintain concentration. You roll 1d20 + CON + your Tier. The results of your roll must be at least 10 or 1/2 the damage you took, whichever is higher.

## Spell components

Casting a spell requires both verbal, somatic, and sometimes material components.

- You must say the magic words (the verbal component) in a clear and forceful voice that can be heard from at least 20 feet away.
- You must have at least one hand free to make the proper physical gestures (the somatic component) to focus the magical energies that the spell releases.
- A spellcasting focus must be boldly presented to channel the power of your spell. (The spellcasting focus is called the material component in the **Dungeons & Dragons 5.0 - EZ** book.)

⇒Bard's spellcasting focus his musical instrument.

⇒Cleric's spellcasting focus is his holy symbol.

⇒Druid's spellcasting focus is a twig of holly or mistletoe.

⇒Paladin's spellcasting focus is his holy symbol.

⇒Rangers don't require spellcasting focus.

⇒Sorcerers don't require spellcasting focus.

⇒Warlocks don't require spellcasting focus.

⇒Wizards don't require spellcasting focus.

- If your class doesn't require the use of a spellcasting focus to cast a spell, you may still elect to use one. You can use an orb, a crystal, a rod, a staff, or a wand. It will cost your character 10gp to purchase one of these. Once a day, you will receive one additional mana point to spend when using your spellcasting focus to cast a spell.

- Casting a spell while omitting one of the required components (casting a spell while in an area of magical silence for example) cost double the number of mana points. Add together the total mana normally required to cast the spell, including any additional mana points for enhancing the spell, and multiply the results by 2.

- Casting a spell lacking more than one component is not possible unless the spell description says otherwise.

## Overlapping Spells

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

## Spell levels

Each spell has a level from 0 to 20. A spell's level is a general indication of how powerful it is.

- Cantrips - simple spells that casters can cast with almost no restriction - are level 0.
- For Clerics, Bards, Druids, Sorcerers, and Wizards—A spell's level corresponds directly to your character's level.
- For Paladins, Rangers and Warlocks—A spell's level corresponds to double your character's level.
- Spells of 13th level and higher are particularly taxing to cast. You can only cast two spells each of levels 13 through 16, and one spell each of levels 17 or higher. You can't cast another spell of the same level until you finish a long rest.





## Spellcasting by Class

Refer to the supplement **Dungeons & Dragons 5.0 - EZ** for **Clerics** and **Wizards**.

**Bards:** You must create and keep a list of the spells you know. You start at level one with three level 1 spells. These can be selected from any energy type, cleric domain or wizard school. Every time you advance a level, you can add one more spell of your bard's level or lower to the list. You can select any spell in this book or in **Dungeons & Dragons 5.0 - EZ**.

You also start with the *Vicious Mockery* cantrip plus one more of your choice from any list.

**Druids:** At first level you will select two energy spell types of your choice. As your character advances in level he will be able to cast any spell on these lists, or on the **Nature Spells** list, that is of a spell level that is the same as his character level or lower.

**Paladins:** Starting at second level, a Paladin cast spells as a Cleric of half the Paladin's level. Paladins can't cast cantrips.

At second level you select two energy spell types of your choice except for *force* or *lightning*. You can also cast the spells on the **Positive Energy** domain spell list. The highest level spell that you can cast is equal to half your paladin level, rounded down.

**Rangers:** Starting at second level, a Ranger cast spells as a Druid of half the Ranger's level. Rangers can't cast cantrips.

At second level you select two energy spell types of your choice. You can also cast the spells on the **Nature Spells** list. The highest level spell that you can cast is equal to half your ranger level, rounded down.

**Sorcerers:** At first level you know the a spell list associated with the damage type related to your draconic ancestor. That damage type is ether listed on the energy types list or it is *acid* or *poison*. The *acid* and *poison* damage types and their relate spells are listed in the Spells section below.

Dragon Type	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

You can also select one additional energy spell type list of your choice.

In addition to these energy/damage type spell lists, you can also select one clerical domain or wizard school of your choice. You can add another domain or school at 10th level.

**Warlocks:** At first level you select a number of energy spell types of your choice equal to your CHA (minimum of two). One of these energy types must be *fire*. If a warlock's charisma score is increased his number of energy spell types can also increase. You can also select a wizard school spell list. The highest level spell that you can cast is equal to half your warlock level, rounded down (minimum of 1).



## Spells

If you are a sorcerer, your draconic ancestor allows you to cast the energy type Cold, Fire or Lightning, or the Acid or Poison damage type spells

### Acid Spell List

Acid spells do acid damage. There are 4 spells on the acid spell list. These spells are: *Acid Splash*, *Chromatic Acid Orb*, *Melf's Acid Arrow* and *Acid Weapon*.

#### Cantrip: *Acid Splash*

**Casting Time:** one action

**Range:** 60 ft.

**Target:** 1 creature or 2 creatures within 5 feet of each other

**Damage:** 1d6 acid/tier

**Save:** dexterity

**Duration:** instantaneous

You hurl a bubble of acid at the target.

#### Level 2: *Chromatic Acid Orb*

**Casting Time:** one action

**Range:** 90 ft.

**Target:** 1 creature

**Damage:** 3d8 acid

**Duration:** instantaneous

You hurl a 4-inch-diameter sphere of energy at the target.

#### Level 4: *Melf's Acid Arrow*

**Casting Time:** one action

**Range:** 90 ft.

**Target:** 1 creature

**Damage:**

**On a hit:** 4d4 acid and 2d4 acid damage at the end of its next turn.

**On a miss:** 2d4 acid splash and no damage on its next turn

**Duration:** instantaneous

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Add an additional 1d4 points of damage for each additional mana point spent.

#### Level 6: *Acid Weapon*

**Casting Time:** one action

**Range:** Touch

**Target:** 1 weapon

**Duration:** concentration up to 1 minute

A nonmagical weapon you touch becomes a magic weapon. For the duration, the weapon has a +1 bonus to attack rolls and deals an extra 1d4 acid damage when it hits. For 2 additional mana points, the bonus to attack becomes +2 and the extra damage becomes 2d4. For 4 additional mana points, the bonus increases to +3 and the extra damage increases to 3d4.

## Poison Spell List

Poison spells do poison damage. Creatures that are immune to poison automatically succeed on saving throws and receive no damage. There are 4 spells on the acid spell list. These spells are: *Poison Spray*, *Ray of Sickness*, *Protection from Poison* and *Stinking Cloud*.

#### Cantrip: *Poison Spray*

**Casting Time:** one action

**Range:** 10 ft.

**Target:** 1 creature

**Damage:** 1d12 poison/tier

**Save:** constitution

**Duration:** instantaneous

You extend your hand and project a puff of noxious gas from your palm.

#### Level 2: *Ray of Sickness*

**Casting Time:** one action

**Range:** 60 ft.

**Target:** 1 creature

**Damage:** 2d8 poison. On a failed save, it is also poisoned until the end of your next turn.

**Save:** constitution

**Duration:** instantaneous

A ray of sickening greenish energy lashes out toward the target. The spell does an additional 1d8 points of damage for each additional mana point spent.

#### Level 4: *Protection from Poison*

**Casting Time:** one action

**Range:** Touch

**Target:** 1 creature

**Duration:** One hour

If the creature is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random. For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

#### Level 6: *Stinking Cloud*

**Casting Time:** one action

**Range:** 90 ft.

**Area of Effect:** 20 ft. radius sphere

**Damage:** On a failed save, the creature spends its action that turn retching and reeling.

**Save:** constitution

**Duration:** concentration up to 1 minute

You create a cloud of nauseating gas. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration. Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

## Nature Magic Spell List

Nature Magic spells are used by Druids and Rangers. There are 20 spells on the nature magic spell list. These spells are: *Druidcraft*, *Thorn Whip*, *Animal Friendship*, *Entangle*, *Speak with Animals*, *Animal Messenger*, *Pass without Trace*, *Speak with Plants*, *Wind Wall*, *Freedom of Movement*, *Locate Creature*, *Tree Stride*, *Commune with Nature*, *Transport via Plants*, *Wind Walk*, *Mirage Arcane*, *Wall of Thorns*, *Animal Shapes*, *Tsunami*, and *Storm of Vengeance*.

### Cantrip: *Druidcraft*

**Casting Time:** one action

**Range:** 30 ft.

**Duration:** instantaneous

You create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

### Cantrip: *Thorn Whip*

**Casting Time:** one action

**Range:** 30 ft.

**Target:** 1 creature

**Damage:** 1d6 piercing/tier

**Duration:** instantaneous

You create a long, vine-like whip covered in thorns that lashes out at your command toward a creature in range. If the attack hits, it takes damage, and if the it is Large or smaller, you pull the creature up to 10 feet closer to you.

### Level 1: *Animal Friendship*

**Casting Time:** one action

**Range:** 30 ft.

**Target:** 1 creature (beast)

**Save:** wisdom

**Duration:** 24 hours

The beast must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spells ends. For each additional mana point you spend, you can effect another beast within range.

### Level 2: *Entangle*

**Casting Time:** one action

**Range:** 90 ft.

**Area of Effect:** 20 ft. square

**Damage:** restrained

**Save:** strength

**Duration:** concentration up to 1 minute

Grasping weeds and vines sprout from the ground turning the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

### Level 3: *Speak with Animals*

**Casting Time:** one action

**Range:** Self

**Duration:** 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

### Level 4: *Animal Messenger*

**Casting Time:** one action

**Range:** 30 ft.

**Target:** 1 tiny beast

**Save:** strength

**Duration:** 24 hours

You use a tiny beast, such as a squirrel, a blue jay, or a bat to deliver a message. You specify a location, which you must have visited, and the general description of the recipient. You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals.

When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell. The duration of the spell increases by 48 hours for each additional mana point you spend to cast the spell.





### Level 5: *Pass without Trace*

**Casting Time:** one action

**Range:** Self

**Area of Effect:** 30 ft. radius

**Target:** each creature you choose (including you)

**Duration:** concentration up to 1 hour

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each effected target has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

### Level 6: *Speak with Plants*

**Casting Time:** one action

**Range:** Self

**Area of Effect:** 30 ft. radius

**Target:** plants

**Duration:** 10 minutes

You imbue plants with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example.

Plants might be able to perform other tasks on your behalf, at the DM's discretion. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks. If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it.

This spell can cause the plants created by the entangle spell to release a restrained creature.

### Level 7: *Wind Wall*

**Casting Time:** one action

**Range:** 120 ft.

**Area of Effect:** up to 50 feet long, 15 feet high, and 1 foot thick

**Damage:** 3d8 bludgeoning

**Duration:** concentration up to 1 minute

A wall of strong wind rises from the ground. You can shape the wall in any way you choose so long as it makes one continuous path along the ground.

When the wall appears, each creature within its area must make a Strength saving throw or take damage.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall.

Loose, lightweight materials brought into the wall fly upward.

Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss.

(Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

### Level 8: *Freedom of Movement*

**Casting Time:** one action

**Range:** touch

**Target:** one willing creature

**Duration:** 1 hour

The target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

### Level 9: *Locate Creature*

**Casting Time:** one action

**Range:** Self

**Duration:** concentration up to 1 hour

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement.

The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close—within 30 feet—at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph spell, this spell doesn't locate the creature.

This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

### Level 10: *Tree Stride*

**Casting Time:** 1 minute

**Range:** Self

**Duration:** concentration up to 1 minute

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered. You can use this transportation ability once per round for the duration. You must end each turn outside a tree.

### Level 13: *Commune with Nature*

**Casting Time:** 1 minute

**Range:** Self

**Duration:** Instantaneous

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- terrain and bodies of water
- prevalent plants, minerals, animals, or peoples
- powerful celestials, fey, fiends, elementals, or undead
- influence from other planes of existence
- buildings

For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

### Level 14: *Transport via Plants*

**Casting Time:** 1 action

**Range:** 10 ft.

**Duration:** 1 round

This spell creates a magical link between a Large or larger inanimate plant within range and another plant, at any distance, on the same plane of existence. You must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.

### Level 15: *Wind Walk*

**Casting Time:** 1 minute

**Range:** 30 ft.

**Duration:** 8 hours

You and up to ten willing creatures you can see within range assume a gaseous form for the duration, appearing as wisps of cloud. While in this cloud form, a creature has a flying speed of 300 feet and has resistance to damage from nonmagical weapons. The only actions a creature can take in this form are the Dash action or to revert to its normal form. Reverting takes 1 minute, during which time a creature is incapacitated and can't move. Until the spell ends, a creature can revert to cloud form, which also requires the 1-minute transformation.

If a creature is in cloud form and flying when the effect ends, the creature descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, the creature falls the remaining distance.

### Level 16: *Mirage Arcane*

**Casting Time:** 10 minutes

**Range:** Sight

**Duration:** 10 days

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. The terrain's general shape remains the same, however. Open fields or a road could be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road.

Similarly, you can alter the appearance of structures, or add them where none are present. The spell doesn't disguise, conceal, or add creatures.

The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area disappears immediately.

Creatures with truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

### Level 17: *Wall of Thorns*

**Casting Time:** one action

**Range:** 120 ft.

**Area of effect:** see description

**Duration:** concentration up to 10 minutes

You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 7d8 piercing damage, or half as much damage on a successful save. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement.

Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 7d8 slashing damage on a failed save, or half as much damage on a successful one.

When you cast this using additional mana points, both types of damage increase by 1d8 for each additional mana point.



## Level 18: *Animal Shapes*

**Casting Time:** one action

**Range:** 30 ft.

**Target:** all willing creatures

**Duration:** concentration up to 24 hours

You transform each target into the form of a Large or smaller beast with a challenge rating of 4 or lower. On subsequent turns, you can use your action to transform affected creatures into new forms.

The transformation lasts for the duration for each target, or until the target drops to 0 hit points or dies.

You can choose a different form for each target. A target's game statistics are replaced by the statistics of the chosen beast, though the target retains its alignment and Intelligence, Wisdom, and Charisma scores. The target assumes the hit points of its new form, and when it reverts to its normal form, it returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak or cast spells. The target's gear melds into the new form. The target can't activate, wield, or otherwise benefit from any of its equipment.

## Level 19: *Tsunami*

**Casting Time:** 1 minute

**Range:** Sight

**Area of effect:** wall up to 300 feet long, 300 feet high, and 50 feet thick

**Damage:** 6d10 bludgeoning

**Save:** strength

**Duration:** concentration up to 6 rounds

A wall of water springs into existence at a point you choose within range. The wall lasts for the duration.

When the wall appears, each creature within its area must save or take damage (1/2 damage on a successful save).

At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 50 feet away from you. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 5d10 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50 feet, and the damage creatures take from the spell on subsequent rounds is reduced by 1d10. When the wall reaches 0 feet in height, the spell ends.

A creature caught in the wall can move by swimming. Because of the force of the wave, though, the creature must make a successful Strength (Athletics) check against your spell save DC in order to move at all. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

## Level 20: *Storm of Vengeance*

**Casting Time:** one action

**Range:** Sight

**Area of effect:** 300 ft. radius

**Damage:** refer to the description

**Save:** constitution

**Duration:** concentration up to 1 minute

A churning storm cloud forms, centered on a point you can see and spreading to a radius of 360 feet. Lightning flashes in the area, thunder booms, and strong winds roar. Each creature under the cloud (no more than 5,000 feet beneath the cloud) when it appears must make a Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 5 minutes.

Each round you maintain concentration on this spell, the storm produces additional effects on your turn.

**Round 2.** Acidic rain falls from the cloud. Each creature and object under the cloud takes 1d6 acid damage.

**Round 3.** You call six bolts of lightning from the cloud to strike six creatures or objects of your choice beneath the cloud. A given creature or object can't be struck by more than one bolt. A struck creature must make a Dexterity saving throw. The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.

**Round 4.** Hailstones rain down from the cloud. Each creature under the cloud takes 2d6 bludgeoning damage.

**Round 5-10.** Gusts and freezing rain assail the area under the cloud. The area becomes difficult terrain and is heavily obscured. Each creature there takes 1d6 cold damage. Ranged weapon attacks in the area are impossible. The wind and rain count as a severe distraction for the purposes of maintaining concentration on spells. Finally, gusts of strong wind (ranging from 20 to 50 miles per hour) automatically disperse fog, mists, and similar phenomena in the area, whether mundane or magical.





## Druid Spell

At 14th level a druid can cast the **alter self** spell.

### Level 14: *Alter Self*

**Casting Time:** one action

**Range:** Self

**Target:** Self

**Duration:** concentration up to 1 hour

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

**Aquatic Adaptation.** You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

**Change Appearance.** You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again.

**Natural Weapons.** You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

## Bard Spell

Bards start knowing the *Vicious Mockery* cantrip.

### Cantrip: *Vicious Mockery*

**Casting Time:** one action

**Range:** 60 ft.

**Target:** 1 creature

**Damage:** 1d4 psychic/tier

**Save:** wisdom

**Duration:** Instantaneous

You unleash a string of insults laced with subtle enchantments. If the target can hear you (though it need not understand you), it must succeed on a saving throw or take damage and have disadvantage on the next attack roll it makes before the end of its next turn.

## Warlock Spells

Warlocks can cast *mage armor* and *levitate* at will, without expending any mana when they reach second level.

### Level 2: *Mage Armor*

**Casting Time:** one action

**Range:** Touch

**Target:** 1 willing creature

**Duration:** 8 hours

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity. The spell ends if the target dons armor or if you dismiss the spell as an action.

### Level 2: *Levitate*

**Casting Time:** one action

**Range:** 60 ft.

**Target:** 1 creature or object

**Save:** constitution

**Duration:** concentration up to 10 minutes

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range. When the spell ends, the target floats gently to the ground if it is still aloft.

## Tiefling Spell

Tieflings can cast the spell *hellish rebuke* when they reach 3rd level.

### Level 3: *Hellish Rebuke*

**Casting Time:** 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see.

**Range:** 60 ft.

**Target:** 1 creature

**Damage:** 2d10 fire / half that on a successful save

**Save:** dexterity

**Duration:** Instantaneous

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames.

Damage increases by 1d10 for each additional mana point spent to cast the spell.