

BAM!

Bold Against Monsters

Fantasy Tabletop Role Playing Game



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LEGAL

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INTRODUCTION

BOLD AGAINST MONSTERS

Bold against Monsters (or BAM) is a rules-light fantasy Role Playing Game (PRG). Everything needed to play or run a game is in this book.

BAM was cooked up by starting with the 2014 version of Dungeons and Dragons (5E). To this some of new and revised rules were added in from the 2024 version (5.5). Tales of the Valiant (ToV) has some good ideas, so I mixed in some of those as well. Then I stirred in many of the features found in Shadowdark (SD) before I seasoned the whole pot with many of my own house rules.

Ever since 5E came out, I have thought that it was the best version of D&D ever published. Over the years I found many small things that I think should be improved, so I was looking forward to the updated rules that came out last year. They did fix some of the things I was concerned about, but I was disappointed in much of it. In my opinion Kobold Press did a better job in updating 5E with their Tales of the Valiant. (ToV) Then, when SD came out it struck a chord with me. I like its simplicity and ease of play. It reminds me a lot of the versions on D&D I first played. I only wish that, in many ways, it was more like 5E. SD is great for fun and exciting dungeon crawls, but I want a TTRPG that I can use with all of the published D&D adventures I have accumulated over the years. I can see how you could use SD for this but, again in my opinion, it's not a great fit.

So I started writing more house rules to modify 5.5 to play more like SD when, 2 days ago as I am writing this, Wizards of the Coast (WotC) released the System Reference Document 5.2 (SRD 5.2) into Creative Commons and it dawned on me; I could dust off my old 5.0 - EZ and modify it to incorporate all the new features I like from several different publications, leaving off everything I choose, and polish it all to work together with some of my house rules as a brand new RPG game system.

HOW IS THIS DIFFERENT FROM D&D?

No knowledge of the D&D rules are required to play BAM. Everything you need is in this book, so you can skip this section. However, if you are familiar with D&D it might help to know that Bold against Monsters is based on D&D so most of what you already know regarding how to play the game is exactly the same.

Comparing Bold against Monsters (BAM) to fifth edition Dungeons and Dragons (5E)

BAM was designed to be simpler, with faster combat, than D&D. The PCs in BAM deal approximately the same amount of damage, and are about as hard to kill as they are in D&D, so you can easily play any of the many published D&D adventures for characters level 10 or lower using these rules. Many of the rules in BAM are identical to those in 5E or 5.5 and are included in this book. There are also some rules taken from SD and from ToV. And I have added a few house rules I have been using for years at my gaming table.

Here are the major differences between BAM and D&D.

Ability Scores: BAM and D&D both use the same 6 ability scores, but BAM only uses the ability modifier.

Ancestry (called "Race" in 5E, "Species" in 5.5, "Lineage" in ToV, and "Ancestry" in SD): You can be a Beastkin (a bipedal humanoid with some beast features), Dwarf, Elf, Halfling, Human, or Half-Orc.

Classes: Your character can be a Barbarian, Cleric, Fighter, Paladin, Rogue, or Wizard. There are no sub-classes.

Feats: Many feats are similar to sub-classes.

Proficiency Bonus (PB): Your PB is equal to 1/2 your level, rounded up.

Shorter Skill List: You can add your PB to ability checks if you attempt something that you are good at. You have Proficiencies in armor, weapons, items, and skills. It is typical to only be proficient with a single item and a single skill.

Level advancement: BAM doesn't use XP. It uses milestones.

Gear Slots: Rather than tracking weight carried, you can carry a number of items based on your strength modifier.

Hit Dice: All characters have the same hit die; d8.

Short/Long Rests: You recover half your lost hit points after a short rest. You recover all your lost hit points after a long rest.

No Multiclass: BAM doesn't support multiclass.

Combat: You make one move and get one action. If you don't take an action you can move twice. No bonus actions. No reactions. No opportunity attacks.

No Ability Save Proficiencies: You add your player's PB to all ability saves.

Spells: BAM uses spells from ToV and SD. Many are unmodified, but several have minor changes. There are no ritual spells. Clerics and Paladins learn spells from the Divine spell list, and Wizards learn spells from the Arcane spell list (the lists have no spells in common).

Spellcasting: There are no Spell Slots. You can cast any spell you know. To cast a spell, you must roll a spellcheck. If it succeeds the spell takes effect, otherwise it fails. A natural 20 is a critical success, you double one of the spell's numerical effects. A natural 1 is a critical failure, the spell is removed from your list of know spells. There are no Spell Components, no Spellbooks, no Casting at Higher Levels, and no Rituals.

Maximum Character Level: BAM supports player characters up to level 10.

Monsters: BAM includes a few monsters from ToV. You must get your other monster stats from other sources. Any monster that you would pit against a party of 5E PCs will provide an encounter of similar difficulty using BAM against a party with the same number of PCs at the same level.

THE BASICS OF BAM

BAM is a role-playing game (RPG), where one player is the referee, or Game Master (GM). The GM describes the game world and its inhabitants; the other players each control their character, called a Player Character (PC). Here are some definitions:

A **Creature** is any living being, be that an animal, an animated plant, a human or other humanoid (such as an Elf or Dwarf), a conscious mechanical device, an undead (previously living being that has been re-animated), or any being that makes decisions.

A **Character** is a creature that can be interacted with.

A **Monster** is a character that can potentially be fought and killed.

A **Person** is a humanoid character or monster.

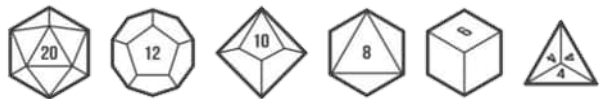
A **Player Character (PC)** is a person that is under the control of a player

YOUR CHARACTER

Throughout this book when it uses the word “you” it is referring to your character when talking about your character, and not to you the player.

The GM knows what’s behind the door, where the monsters and traps are. You experience the game world through your interaction with the GM. The GM will describe what your character can see and is experiencing. You describe what your PC does, and the GM describes the outcomes.

You can do anything that would be reasonably possible. If you want to do something that isn’t possible, shooting an arrow and hitting the moon for example, your attempt fails. Otherwise, if it is something your character should be able to do, you just do it. If there is a chance your attempt might fail, the GM will determine the difficulty and you will roll dice to determine your success or failure based on your character’s abilities and the roll of the dice.



THE DICE

You’ll need a four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), and twenty-sided (d20) die.

Multiples: Dice rolls are described with expressions such as “2d4+3,” which is pronounced “two dee four plus three.” It means you would roll two four-sided dice, add the numbers indicated on each of the dice together and add 3 to the total (resulting in a number between 5 and 11). The first number tells you how many dice to roll (adding the results together). The number immediately after the “d” tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

ABILITIES

Your PC’s physical and mental endowments are represented by their modifiers in 6 abilities.

The abilities are: Strength (**STR**), Dexterity (**DEX**), Constitution (**CON**), Intelligence (**INT**), Wisdom (**WIS**), and Charisma (**CHA**).

Each ability gets a modifier, from -4 to +4.

This modifier is a bonus or penalty that is added to your die roll when you make a check (see Checks).

PROFICIENCY BONUS (PB)

Your PB is another bonus you add when you make a check to do something in which you are proficient. Some examples include attacking with a weapon you have been trained on, using a tool you are familiar with, or attempting an activity in which you are proficient. The bonus, when appropriate, is always half your character’s level, rounded up. For example if your character is 3rd level, your PB is +2.

CHECKS

BAM’s core mechanic: *To resolve an action, roll a 20-sided die (1d20) and add modifiers. If the result is greater than or equal to a target number then the action succeeds.*

When your character attempts something, the GM may require you to make an ability check. The GM chooses the relevant ability and the target number, called a difficulty class (DC). To make an ability check, roll 1d20 and add the relevant ability modifier. If this is something you are proficient at you also add your PB. If the total is equal to or greater than the DC, you succeed; otherwise, you fail.

For example, the GM might say that safely crossing the dangerous robe bridge requires a DC 15 Dexterity (or DEX) check.

HIT POINTS

Characters in combat will trade blows without immediate injury or death. Hit Points (HP) represent your character’s ability to withstand physical combat, either absorbing wounds or avoiding them. You begin the game with a number of Hit Points equal to 8 + your CON modifier. This is your Hit Point maximum.

As you adventure, you may lose and regain Hit Points, but you may never have more current Hit Points than your Hit Point maximum. Each time you gain a level after the first, your character will add 1d8+CON to your Hit Point maximum. Most monsters at zero HP are dead. Characters at zero HP are unconscious and dying. They may die in as few as 2 rounds.

COMBAT

A typical combat encounter is a clash between two sides, a flurry of weapon attacks and spellcasting. The game organizes the chaos of combat into a cycle of rounds and turns.

Rounds

A round represents about 6 seconds in the game world. During a round, each participant in a battle takes a turn.

Turns

The order of turns is determined at the beginning of a combat

encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

*On your turn you can **move** and take an **action**.*

Movement

You don't have to move on your turn, but if you choose to, your character has a set maximum distance it can move. That is called its speed (see Speed below).

Play is typically on a 1 inch square grid. Each square represents 5 feet. Your character, normally represented by a token or miniature, occupies one square. If your character's speed is 30 feet, you can move 6 squares (30 feet) on your turn. You can break this movement up in any way.

Actions

You don't have to take an action on your turn, but if you choose to, you describe what you want to do. For example, you might say you're going to hit the orc with your sword, or that you are going to attempt to cast the burning hands spell. Either way, you will then be rolling dice to determine success or failure and the amount of damage (if any) you do to the orc.

If you don't take an action, you can move again.

In our example, you could move for up to your speed.

SPEED

A creature's speed defines how far it can move during a single round of combat. A creature may have multiple ways to move (such as swimming or flying).

All creatures have a walking speed, simply called speed. Some creatures have one or more of the following additional ways to move.

BURROW

A creature with a burrowing speed can move through sand, earth, mud, or ice. A creature can't burrow through solid rock unless it has a trait that allows it to do so. A creature can't drag a grappled creature along with it while burrowing, unless it has the ability to leave a tunnel when it burrows.

CLIMB

A creature with a climbing speed can move on vertical surfaces with no check required. The creature doesn't need to spend extra movement to climb.

FLY

A creature with a flying speed can move by flying. Some creatures can hover, which makes them hard to knock out of the air. Such a creature stops hovering when it dies. If a creature can hover, the word "hover" appears in parentheses after its flying speed.

SWIM

A creature with a swimming speed can move easily through liquid and doesn't need to spend extra movement to swim.

USING DIFFERENT SPEEDS

If a creature has more than one speed, such as a walking and flying speed, it can switch back and forth between its speeds during its move.

A round is only 6 seconds. When you switch from one move rate to another you see how much time you have used and then see how much time you have left. Use this to see how much

farther you can move. To convert "speed" to "feet per second" divide the speed by 6.

Example: Let's say you have a walk speed of 30ft. and a fly speed of 60 ft. A walk speed of 30 ft. = 5 ft per second and a fly speed of 60 ft. = 10 ft. per second. If you fly 30 feet (taking 3 seconds) you could then walk 10 feet (taking 2 seconds) and then you could take the rest of your time (1 second) to fly another 10 feet. And your trip back will take the same amount of time.

CHARACTERS

Dou'll record the main details of your character on a character sheet. There is a Bold against Monsters character sheet on the last page of this book. Throughout this book, 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, or plain paper. Choose whichever style of sheet works for you, and then embark on creating a character!

CREATE YOUR CHARACTER

Here are the steps to make a character; each step is explored in detail:

1. **Determine Ability Modifiers.** Much of what your character does in the game depends on the character's six abilities.
2. **Choose an Alignment.** Alignment is a shorthand for your character's moral compass.
3. **Choose a Ancestry.** What is the character's heritage?
4. **Choose a Background.** How did the character spend the years leading up to a life of adventure?
5. **Choose a Class.** Every adventurer is a member of a class. A class broadly describes a character's vocation, special talents, and favored tactics.
6. **Select a Feat.** This is a talent or an area of expertise that gives a character special capabilities.
7. **Equip your Character.** Take the default gear for your class or purchase your choice of equipment.
8. **Pick a Deity.** Optional except for clerics and paladins; choose a god from the campaign's pantheon.
9. **Fill in Details.** Using the choices you've made, fill in the remaining details on your character sheet.

STEP 1: ABILITY MODIFIERS

Determine the modifier for each of our character's six abilities:

Strength (STR) - Your ability to apply brute force and muscles to problems

Dexterity (DEX) - Your reflexes, light-footedness, and general physical reaction time

Constitution (CON) - Your hardiness and ability to withstand physical punishment

Intelligence (INT) - Your raw brainpower and analytical thinking

Wisdom (WIS) - Your natural ability to grasp knowledge; quick-wittedness and street smarts

Charisma (CHA) - Your ability to negotiate with and influence other people

Each ability is assigned a number, called an ability modifier. Ability modifiers represent your various physical and mental abilities. Higher numbers in a modifier mean your character is better with that ability.

This modifier is a bonus or penalty that is used when you make an attack or ability check,

To determine your character's ability modifiers, take these six numbers +3, +2, +1, +1, +0, -1 and assign them to the ability modifiers, in whatever order you wish. An ability modifier of +0 indicates that your character is neither good nor bad with that ability. A positive number indicates better than normal and a negative modifier is below normal. Your Ancestry will allow you to increase one or more of these modifiers.

As you level up, you will have the opportunity to increase these modifiers. An average person has +0 in every ability modifier. A PC can never have an ability modifier lower than -5 or higher than +5.

STEP 2: ALIGNMENT

Choose your character's alignment. The game assumes that player characters aren't of an evil alignment. Check with your GM before making an evil character.

THE NINE ALIGNMENTS

A creature's alignment broadly describes its ethical attitudes and ideals. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward order (lawful, chaotic, or neutral). Your character's alignment doesn't dictate your actions but can be used as an aid to assist you in deciding how you (your character) might react to situations you might find yourself in. Select an alignment and write it on your character sheet. (Note that the Paladin class requires your character be Lawful Good.)

The summaries of the alignments below describe the typical behavior of a creature with that alignment; individuals can vary from that behavior.

Lawful Good (LG). Lawful Good creatures endeavor to do the right thing as expected by society. Someone who fights injustice and protects the innocent without hesitation is probably Lawful Good.

Neutral Good (NG). Neutral Good creatures do the best they can, working within rules but not feeling bound by them. A kindly person who helps others according to their needs is probably Neutral Good.

Chaotic Good (CG). Chaotic Good creatures act as their conscience directs with little regard for what others expect. A rebel who waylays a cruel baron's tax collectors and uses the stolen money to help the poor is probably Chaotic Good.

Lawful Neutral (LN). Lawful Neutral individuals act in accordance with law, tradition, or personal codes. Someone who follows a disciplined rule of life - and isn't swayed either by the demands of those in need or by the temptations of evil - is probably Lawful Neutral.

Neutral (N). Sometimes called True Neutral this is the alignment of those who prefer to avoid moral questions and

don't take sides, doing what seems best at the time. Someone who's bored by moral debate is probably Neutral.

Chaotic Neutral (CN). Chaotic Neutral creatures follow their whims, valuing their personal freedom above all else. A scoundrel who wanders the land living by their wits is probably Chaotic Neutral.

Lawful Evil (LE). Lawful Evil creatures methodically take what they want within the limits of a code of tradition, loyalty, or order. An aristocrat exploiting citizens while scheming for power is probably Lawful Evil.

Neutral Evil (NE). Neutral Evil is the alignment of those who are untroubled by the harm they cause as they pursue their desires. A criminal who robs and murders as they please is probably Neutral Evil.

Chaotic Evil (CE). Chaotic Evil creatures act with arbitrary violence, spurred by their hatred or bloodlust. A villain pursuing schemes of vengeance and havoc is probably Chaotic Evil.

STEP 3: ANCESTRY

Choose your character's Ancestry. Your Ancestry represents your character's inherited features. Read the descriptions and select an Ancestry for your PC. Your character will be either a Beastkin, Dwarf, Elf, Halfling, Human, or Half-Orc. Once you've chosen an Ancestry, write it on your character sheet. Then record your Ancestry's traits.

LANGUAGE

Your Ancestry indicates the languages your character can speak by default, and your background might give you access to one or more additional languages of your choice. When you know a language, you can read, write and speak it. Note these languages on your character sheet.

Languages	
Standard Languages	Exotic Languages
Common	Abyssal
Dwarvish	Celestial
Elvish	Draconic
Giant	Deep Speech
Gnomish	Infernal
Goblin	Primordial*
Halfling	Sylvan
Orc	Undercommon
*The Primordial language includes the Auran, Aquan, Ignan, and Terran dialects.	

SIZE

Your Ancestry indicates your character's size. It might be small or medium and certain spells or other effects might change your size. A creature can be tiny, small, medium, large, huge, or gargantuan. The size categories table shows how much space a creature of a particular size controls in combat.

SIZE CATEGORIES	
SIZE	SPACE
Tiny	2.5 x 2.5 ft.
Small	5 x 5 ft.
Medium	5 x 5 ft
Large	10 x 10 ft.
Huge	15 x 15 ft.
Gargantuan	20 x 20 ft. or larger



BEASTKIN

Beastkin, also known as Beastmen, are an ancestry of mutant humanoids that bear various traits of bestial appearance. No one knows where they came from. One theory claims they were a product of some ancient magical experiment that went wrong. Another theory us that they evolved from animal species and were never human at all to begin with.

Beastkin are bipedal humanoids with traits of a specific beast, such as a fur covered body, claws for hands, a prehensile tail, long floppy ears, huge eyes, sharp protruding teeth, or long curved horns. Notably, there are no beastkin with feathers, and none can fly. Some beastkin show only one or two bestial features, while in others their bestial form has largely overtaken them.

Beast-type: Select the type of beast your non-humanoid traits are based on. This is your beast-type.

Alignment: Beastkin tend toward neutrality over either good or evil. Those whose beast-type is a social animal such as wolves, lions, and elephants tend toward lawful neutral. Whereas those descended from non-social animals such as bears, sloths, and orangutans are more typically chaotic neutral. If related to solitary animals such as crocodiles, raccoons, and rhinoceros you are more likely to be true neutral.

Size, medium (M) or small (S): Your size depends on your beast-type. If your beast-type is a small animal you can choose to be a small size, shorter than 4 feet. Otherwise your size is medium; select a height between 4 feet and 8 feet tall. Your weight varies depending on your beast-type. For example, a medium beastkin with a bear beast-type likely weighs upward of 350 pounds.

Age: Beastkin mature far more quickly than most humanoids, reaching adulthood within 5 years. Though they may live nearly a century, some beastkin live only 20 or 30 years.

Speed: Your base walking speed is 30 feet (or 25 feet if your size is small).

Languages: In addition to Common, you know one other language of your choice. Typical beastkin characters choose

Sylvan.

Natural Weapons: You have claws, horns, hooves, fangs, spines, or a similar adaptation that serves as a natural weapon. Work with your GM to determine what type of natural weapon you possess and decide whether it does bludgeoning, piercing, or slashing damage. You can use your natural weapon to make unarmed strikes. When you hit with it, the strike deals 1d6 + your STR or DEX modifier damage (choose which during character creation) of your chosen type, instead of the bludgeoning damage normal for an unarmed strike. You are proficient with your natural weapon, so you also add your PB to your attack rolls.

Bestial Trait: You inherit certain traits determined by your beast-type. Select 2 appropriate traits from the following list.

- **Darkvision:** Your beast-type is nocturnal or lives in the dark (caves, underground, or in the deep ocean for example) like a cat or a bat. You can see in dim light within 60 ft. as if it were bright light, and in darkness within 60 ft. as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Speedy:** Your beast-type is known for speed, like a cheetah or rabbit. Your base walking speed is 40 feet.
- **Slow:** Your beast-type is known for moving slow, like a turtle or sloth. Your base walking speed is 20 feet.
- **Agile:** Your beast-type can scabble up trees, rock faces, or uneven surfaces with ease. You have a climbing speed equal to your walking speed. In addition, you have advantage on checks made to avoid being knocked prone.
- **Aquatic:** Your beast-type spends all or a large portion of its time in or under water; you have a swimming speed equal to your walking speed. In addition, you can hold your breath for up to 20 minutes.
- **Sturdy:** Your beast-type has powerful limbs, fat reserves, or a thick hide allowing it to endure harm, such as a turtle or rhinoceros. When you aren't wearing armor, you have a natural AC of 13 + your DEX modifier.
- **Powerful:** Your beast-type is known for its strength, like a bull or gorilla. Your Strength (STR) modifier increases by 1.
- **Agile:** Your beast-type is known for its dexterity, like a raccoon or chimp. Your Dexterity (DEX) modifier increases by 1.
- **Gritty:** Your beast-type is known for its constitution, like a crocodile or bear. Your Constitution (CON) modifier increases by 1.
- **Smart:** Your beast-type is known for its intelligence, like a dolphin or elephant. Your Intelligence (INT) modifier increases by 1.
- **Wise:** Your beast-type is known for its wisdom, like a fox or tortoise. Your Wisdom (WIS) modifier increases by 1.
- **Appealing:** Your beast-type is known for its charisma, like a lion or panda. Your Charisma (CHA) modifier increases by 1.



DWARF

Originally members of cave-dwelling clans, the Dwarf ancestry has a reputation for durability and a handy way with stone.

Ability Modifier Increase: Your CON modifier increases by 1.

Alignment: Most dwarves are lawful good.

Age: Dwarves are physically mature around age 20, but most consider themselves young until they reach age 50. On average, they live about 350 years.

Size, medium (M): Dwarves stand between 4 and 5 feet tall and average about 150 pounds.

Speed: Your base walking speed is 25 feet.

Darkvision: You can see in dim light within 60 ft. as if it were bright light, and in darkness within 60 ft. as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages: In addition to Common, you know Dwarvish.

Combat Training: You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Tool Proficiency: You have proficiency with either construction tools or smithing tools.

Stonecunning: Any INT checks related to identifying the origin of stonework are made with advantage.

Resilience: You only take half damage from poison. You also have advantage on saving throws against poison.

Toughness: Add 2 to your hit point maximum at first level. Hit points per level are rolled with advantage.



ELF

Elves are known for their long lifespans, natural beauty, and aptitude for magic. They are slender and graceful, with pointed ears and a lack of facial or body hair. They are often skilled archers.

Ability Modifier Increase: Increase either your Dexterity, Intelligence, or Wisdom modifier by 1.

Alignment: Most elves are chaotic good.

Age: Elves reach physical maturity at about the same age as humans. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

Size, medium (M): Elves range from under 5 to over 6 feet tall and have slender builds.

Speed: Your base walking speed is 30 feet.

Darkvision: You can see in dim light within 60 ft. as if it were bright light, and in darkness within 60 ft. as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages: In addition to Common, you know Elvish, and one extra language of your choice.

Combat Training: You have proficiency with the longsword, shortsword, shortbow, and longbow.

Trance: Elves enter trances instead of going to sleep at night. A 4 hour trance grants you the same benefit that a human gets from 8 hours of sleep.

Fey Heritage: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Farsight: You either get +1 to attacks with ranged weapons, or +1 to spellchecks (determined on character creation),



HALFLING

Halflings have a tremendous love of food and creature comforts. They seek calm, peaceful lives in agricultural communities. The rare Halfling that seeks the life of an adventure does so out of their curiosity and empathy for those in distress.

Ability Modifier Increase: Your DEX modifier increases by 1.

Alignment: Most Halflings are lawful good.

Age: Halflings reach adulthood around 20 and typically live to be around 150 years old.

Size, small (S): Halflings average about 3 feet tall and weigh about 40 pounds.

Speed: Your base walking speed is 25 feet.

Languages: In addition to Common, you know Halfling.

Brave: You have advantage on saving throws you make to avoid or end the frightened condition.

Nimbleness: You can move through the space of any creature that is a size larger than you, but you can't stop in the same space.

Lucky: When you roll a 1 on an ability check, attack roll, or saving throw, you can reroll the die, and you must use the new roll.



HUMAN

Humans are variable and adaptable folks, who ambitiously explore the land for both personal gain and altruistic devotion. Their lives are short, but their empires are enormous.

Ability Modifier Increase: Increase 2 ability modifiers of your choice by 1 each.

Alignment: Humans tend toward no particular alignment.

Age: Humans reach adulthood in their late teenage years and rarely live to be more than 100 years old.

Size, medium (M): Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall.

Speed: Your base walking speed is 30 feet.

Language: In addition to Common, you know one extra language of your choice.

Ambitious: At first level you get two feats, instead of just one (see Feats). Only one of these first level feats can be the Ability Enhancement feat.



HALF - ORC

Half-Orcs are physically mighty, and they may have visible teeth and greenish or grayish skin. Their canine teeth often grow long enough to protrude from their mouths.

Ability Modifier Increase: Your STR modifier increases by 1.

Alignment: Half-orcs inherit a tendency toward chaos from their orc parents and are not strongly inclined toward good. Half-orcs raised among orcs and willing to live out their lives among them are usually evil.

Age: Half-Orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

Size, medium (M): Half-Orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall.

Speed: Your base walking speed is 30 feet.

Darkvision: You can see in dim light within 60 ft. as if it were bright light, and in darkness within 60 ft. as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages: In addition to Common, you know Orc.

Mighty: You get +1 to attack and damage with melee weapons.

Relentless Endurance: Once, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. This feature renews after a long rest (see Rests).

STEP 4: BACKGROUND

What was your character's primary occupation or activity before becoming an adventurer? Decide on a character's background that your GM will approve, and write it on your character sheet. Whatever it was, participating in this activity for a number of years made you good at some things that might come in handy as an adventurer. Come up a one item (it can be a tool, a piece of equipment, a weapon or type of armor) you have learned to use and one activity you have become skilled at based on that background. Enter these as proficiencies on your character sheet.

Whenever you attempt a simple action that would benefit by you having one of these proficiencies, your GM may allow you to simply do it without an ability check. If it is a more difficult task, or there is a consequence to failure, the GM may let you add your proficiency bonus to the check, or give you advantage on the check.

EXAMPLE BACKGROUNDS:

Use the following as guides when developing your background. Feel free to use one of these as presented, or change it as fits your concept. However, you are encouraged to come up with your own, unique, background for your character.

Acolyte. You're well trained in religious rites and doctrines.

Proficiencies: *Item* - Holy Water. **Skill** - Religion.

Chirurgeon. You know anatomy, surgery, and first aid.

Proficiencies: *Item* - Healer's Kit. **Skill** - Medicine.

Cult Initiate. You know blasphemous secrets and rituals

Proficiencies: *Item* - Poison. **Skill** - Deception.

Farmer / Rancher. You have raised animals, tilled the land and grown crops. **Proficiencies:** *Item* - Cart. **Skill** - Animal Handling.

Herbalist. You know plants, medicines, and poisons.

Proficiencies: *Item* - Herbalist tools. **Skill** - Nature.

Jeweler. You can easily appraise value and authenticity.

Proficiencies: *Item* - Merchant's Scale. **Skill** - Perception.

Mercenary. You fought friend and foe alike for your coin.

Proficiencies: *Item* - One light melee weapon of your choice. **Skill** - Athletics.

Minstrel. You've traveled far with your charm and talent.

Proficiencies: *Item* - one Musical Instrument of your choice. **Skill** - Performance.

Noble. A famous name has opened many doors for you.

Proficiencies: *Item* - Artist tools. **Skill** - Persuasion.

Ranger. The woods and wilds are your true home.

Proficiencies: *Item* - Trapper tools. **Skill** - Survival.

Sailor. You know how to tie knots and predict storms.

Proficiencies: *Item* - Water Vehicles. **Skill** - Predict Weather.

Scholar. You know much about ancient history and lore.

Proficiencies: *Item* - Magnifying Glass. *Skill* - History.

Scout. You served as a guide, tracker, guard, and fighter for hire.

Proficiencies: *Item* - Spyglass. *Skill* - Stealth.

Sheriff or Watchman. You investigated and punished criminal activity. **Proficiencies:** *Item* - Manacles. *Skill* - Investigation.

Soldier. You value strength and trusted companions.

Proficiencies: *Item* - One weapon of your choice. *Skill* - Intimidation.

Thief. You have connections, contacts, and debts.

Proficiencies: *Item* - Thieves' tools. *Skill* - Sleight of Hand.

Urchin. You grew up in the merciless streets of a large city.

Proficiencies: *Item* - Dice or Card set. *Skill* - Insight.

Wizard's Apprentice. You have a knack and eye for magic.

Proficiencies: *Item* - Alchemist's tools. *Skill* - Arcana.

STEP 5: CLASS

Choose a class for your character, and write it on your character sheet. Every adventurer is a member of a class. A class broadly describes a character's vocation, special talents, and favored tactics.

BARBARIAN

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

Weapon Training: You have proficiency with all melee weapons.

Armor Training: You have proficiency with light armor, medium armor, and shields

Rage: You can enter a rage as part of an attack action. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on STR checks.
- You add your PB to your attack damage.
- You take only half damage from physical attacks.

The rage continues from round to round and ends after 1 minute. You can choose to end it earlier. The rage will end early if you are knocked unconscious, if you make no attack against an enemy, or if you have not taken damage.

Once you have raged a number of times equal to your level + 1, you can't rage again until after you complete a long rest.

A barbarian gets the following features when they advance to the indicated level.

LEVEL 1

- **Feat:** You get one feat of your choice.
- **Unarmored Defense:** While not wearing armor (other than a shield) AC becomes 10 + DEX + CON (+ 2 if wielding a shield)

LEVEL 2

- **Reckless Attack:** Before making an attack that uses STR, you can declare it a reckless attack to gain advantage on that attack. When you reckless attack, until your next turn all attacks against you have advantage.
- **Danger Sense:** If not blinded, deafened or incapacitated, you have advantage on all DEX checks against affects you can see, e.g. traps, spells.

LEVEL 3

- **Frenzy:** You can go into a frenzy when you rage. If you do so, you can roll one additional weapon damage die to any successful melee weapon attack. When the frenzied rage ends, you suffer one level of exhaustion.

LEVEL 4

- **Feat:** You get one feat of your choice.

LEVEL 5

- **Extra Damage:** You can roll an additional weapon damage die on any successful melee weapon attack.

LEVEL 6

- **Mindless Rage:** 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

- **Feral Instinct:** You have advantage on initiative rolls. If you are surprised at the beginning of combat and aren't incapacitated, you can take your turn normally on the surprise round, but only if you enter your rage before doing so.

LEVEL 8

- **Feat:** You get one feat of your choice.

LEVEL 9

- **Brutal Critical:** You can roll an additional weapon damage die when determining the extra damage for a critical hit in a melee attack.

LEVEL 10

- **Intimidating Presence:** As an action, you can choose one creature that can see and hear you within 30 feet. It must make a WIS check or be frightened until the end of your next turn.



CLERIC

A priestly champion who wields divine magic in service of a higher power.

Weapon Training: You have proficiency with club, crossbow, dagger, mace, longsword, staff, and warhammer.

Armor Training: You have proficiency with all armor, and shields.

Additional Language: In addition to your ancestry languages, you know Celestial, Infernal, or Primordial.

Deity: Choose a god to serve who matches your alignment (see Deities).

Holy Symbol: You have a holy symbol for your god (it takes up no gear slots).

Spellcasting: You can cast Divine spells you know.

- You learn spells as you advance in levels.
- All spells you gain are chosen from the Divine spell list.
- For casting spells, see “Casting a Spell” on page 35.

A cleric gets the following features when they advance to the indicated level.

LEVEL 1

- **Feat:** You get one feat of your choice.
- **Spell Tiers:** You can cast Cantrips and 1st tier spells.
- **Spells Learned:** You learn 3 Cantrips, the 1st tier spell *Turn Undead* and two other 1st tier spells.

LEVEL 2

- **Spells Learned:** You learn one more 1st tier spell.
- **Heal Near:** Once per long or short rest, as an action, you can heal creatures you choose within 30 feet of you. Divide a number of hit points equal to five times your cleric level among them.

LEVEL 3

- **Spell Tiers:** You can now cast 2nd tier spells.
- **Spells Learned:** You learn one more 1st tier and two 2nd tier spells.
- **Ability Improvement:** Add 1 point to one Ability modifier (to a maximum of +5).

LEVEL 4

- **Spells Learned:** You learn 1 more Cantrip and one more 2nd tier spell.
- **Feat:** You get one feat of your choice.

LEVEL 5

- **Spell Tiers:** You can now cast 3rd tier spells.
- **Spells Learned:** You learn two 3rd tier spells.
- **Cantrip Improvement:** Increase Cantrip damage by rolling 1 additional damage die.

LEVEL 6

- **Spells Learned:** You learn one more 3rd tier spell.
- **Advanced Heal Near:** You can now “Heal Near” (see the Level 2 feature) twice per long or short rest.

LEVEL 7

- **Spell Tiers:** You can now cast 4th tier spells.
- **Spells Learned:** You learn one 4th tier spell.
- **Ability Improvement:** Add 1 point to one Ability modifier (to a maximum of +5).

LEVEL 8

- **Spells Learned:** You learn one more 4th tier spell.
- **Feat:** You get one feat of your choice.

LEVEL 9

- **Spell Tiers:** You can now cast 5th tier spells.
- **Spells Learned:** You learn one more 4th tier and one 5th tier spell.
- **Advanced Cantrip Improvement:** Increase Cantrip damage by rolling 1 additional damage die. (This is in addition to the increase to Cantrip damage you received at Level 5.)

LEVEL 10

- **Spells Learned:** You learn 1 more Cantrip, the 5th tier spell *Raise Dead*, and one other 5th tier spell.



FIGHTER

A master of martial combat, skilled with a variety of weapons and armor.

Weapon Training: You have proficiency with all weapons

Armor Training: You have proficiency with all armor and shields.

Hauler: Add your CON modifier, if positive, to your gear slots.

A fighter gets the following features when they advance to the indicated level.

LEVEL 1

- **Fighting Style:** You get the *Fighting Style* feat.
- **Feat:** You get one additional feat of your choice.
- **Second Wind:** Once per short rest, as an action, you can heal yourself 1d10+your PB.

LEVEL 2

- **Action Surge:** Once, after a long or short rest, you can roll an additional weapon damage die to any successful weapon attack.

LEVEL 3

- **Improved Critical:** Your weapon attacks score a critical hit on a roll of 19 or 20.

LEVEL 4

- **Feat:** You get one feat of your choice.

LEVEL 5

- **Extra Damage:** You can roll an additional weapon damage die to any successful melee weapon attack.
- **Fighting Style:** You get another *Fighting Style* feat.

LEVEL 6

- **Ability Improvement:** Add 1 point to one Ability modifier (to a maximum of +5).

LEVEL 7

- **Remarkable Athlete:** Add your +1 to all STR, DEX and CON checks

LEVEL 8

- **Feat:** You get one feat of your choice.

LEVEL 9

- **Indomitable:** Once between long rests, you can reroll a failed saving throw.

LEVEL 10

- **Additional Fighting Style:** You can select a second fighting style from the *Fighting Style* feat



PALADIN

The paladin is a holy knight, crusading in the name of good and order, and is a divine spellcaster. Paladins have sworn an oath of Devotion that binds them to the principles of duty, honor, justice, and order. They define themselves as holy warriors, pledged to further a righteous cause to which they devote themselves.

The oaths of Devotion vary but its paladins all share the tenets of compassion, courage, duty, honesty, and honor

Weapon Training: You have proficiency with all weapons.

Armor Training: You have proficiency with all armor and shields

Additional Language: In addition to your ancestry languages, you know Celestial.

Alignment: A paladin must maintain a Lawful Good alignment.

Deity: Choose a god to serve who represents Lawful Good.

Spellcasting: You can cast Divine spells you know.

- Starting when you advance to level 2, you learn tier 1 and higher spells as you advance in levels. You never learn any cantrips (tier 0 spells).
- All spells you gain are chosen from the Divine spell list.
- For casting spells, see “Casting a Spell” on page 35.

A paladin gets the following features when they advance to the indicated level.

LEVEL 1

- **Feat:** You get one feat of your choice.
- **Divine Sense:** For 1 minute, you know the location of any Celestial, Fiend, or Undead within 60 feet of you. You know the creature's type but not which specific creature it is. You can use do this a number of times between long rests equal to your level + 2.
- **Lay on Hands:** 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 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

- **Spell Tiers:** You can now cast 1st tier spells.
- **Spells Learned:** You learn two 1st tier spells.
- **Fighting Style:** You get the *Fighting Style* feat.
- **Divine Smite:** When you hit with a melee weapon, if the to-hit total equals or exceeds 10 + the monster's CR, you deal an extra 1d8 radiant damage, or an extra 2d8 damage to an undead or a fiend.

LEVEL 3

- **Spells Learned:** You learn the 1st tier spell *Turn Undead* and one other 1st tier spell.
- **Divine Health:** You are immune to disease.
- **Sacred Weapon:** As an action, one weapon you are holding becomes magical for 1 minute. It emits bright light in a 20 foot radius and dim light 20 feet beyond that. You add your CHA to

attack rolls made with it (minimum bonus of +1).

LEVEL 4

- **Spells Exchanged:** You can exchange one known spell with another of the same tier.
- **Feat:** You get one feat of your choice.

LEVEL 5

- **Spell Tiers:** You can now cast 2nd tier spells.
- **Spells Learned:** You learn one more 1st tier spell and two 2nd tier spells.
- **Extra Damage:** You can roll an additional weapon damage die to any successful melee weapon attack.

LEVEL 6

- **Spells Exchanged:** You can exchange one known spell with another of the same tier.
- **Aura of Protection:** You and allies within 10 ft. gain a saving throw bonus = your CHA (min +1).

LEVEL 7

- **Spells Learned:** You learn one more 2nd tier spell.
- **Aura of Devotion:** You and allies within 10 feet can't be charmed.

LEVEL 8

- **Spells Exchanged:** You can exchange one known spell with another of the same tier.
- **Feat:** You get one feat of your choice.

LEVEL 9

- **Spell Tiers:** You can now cast 3rd tier spells.
- **Spells Learned:** You learn two 3rd tier spells.
- **Beacon of Hope:** You know the *Beacon of Hope* spell.

LEVEL 10

- **Spells Exchanged:** You can exchange one known spell with another of the same tier.
- **Aura of Courage:** You and allies within 10 ft. can't be frightened.



ROGUE

Rogues are the quintessential scoundrel character: cunning, capable, and effective in a variety of situations. Sneak Attack allows them to do a huge pile of damage in a single attack.

Weapon Training: You have proficiency with all light weapons, longswords, and rapiers.

Armor Training: You have proficiency with light armor.

Additional Language: If your background is thief, in addition to your ancestry languages you also know Thieves' Cant.

Sneak Attack: When you successfully attack with advantage, you can roll a number of extra dice to the damage equal to your PB. The attack must use a light, light-thrown, or light-ranged weapon.

A rogue gets the following features when they advance to the indicated level.

LEVEL 1

- **Feat:** You get one feat of your choice.
- **Expertise:** Select thieves' tools and one other thing with which you are proficient. When you would add your PB to an ability check or attack roll using either of these, add double your PB instead.

LEVEL 2

- **Cunning Action:** On your turn in addition to moving and taking an action, you can do one other thing. At level 2 this can be to make an additional move or to attempt to hide.

LEVEL 3

- **Fast Hands:** You can use your Cunning Action to make a DEX check, use your thieves' tools, or use another object.
- **Second-Story Work:** Climbing doesn't cost you extra movement and your running jump distance increases by a number of feet equal to your DEX.

LEVEL 4

- **Feat:** You get one feat of your choice

LEVEL 5

- **Uncanny Dodge:** Attacks against you do half damage.

LEVEL 6

- **Expertise:** Select two more things with which you are proficient. Use a bonus of double your PB when making checks or attacks with these as well.

LEVEL 7

- **Evasion:** When you make a DEX save to only take half damage, you take no damage if you save and half damage if you fail.

LEVEL 8

- **Feat:** You get one feat of your choice.

LEVEL 9

- **Supreme Sneak:** You have advantage on DEX checks to be stealthy if you only move 15 feet or less.

LEVEL 10

- **Ability Improvement:** Add 1 point to one Ability modifier (to a maximum of +5).



WIZARD

A scholarly magic-user capable of manipulating the structures of reality.

Weapon Training: You have proficiency with daggers, darts, slings, quarterstaves and medium crossbows.

Armor Training: none

Additional Language: In addition to your ancestry languages, you know two standard languages and 2 exotic languages.

Spell Scrolls: You can permanently learn an arcane spell from a spell scroll by studying it for one hour per the spell's tier and succeeding on a spellcheck, DC = 10 + the spell's tier. Whether you succeed or fail, you expend the spell scroll.

Spellcasting: You can cast Arcane spells you know.

- You learn spells as you advance in levels.
- All spells you gain are chosen from the Arcane spell list.
- For casting spells, see Casting a Spell on page 35.

A wizard gets the following features when they advance to the indicated level.

LEVEL 1

- **Feat:** You get one feat of your choice.
- **Spell Tiers:** You can cast Cantrips and 1st tier spells.
- **Spells Learned:** You learn three Cantrips and two 1st tier spells.
- **Arcane Recovery:** After a long rest you can treat one spell's Critical Failure as a Serious Failure and re-learn that spell.

LEVEL 2

- **Spells Learned:** You learn one more 1st tier spell.
- **Sculpt Spells:** When you cast a spell that affects creatures in an area, you can choose creatures to not be affected.

LEVEL 3

- **Spell Tiers:** You can now cast 2nd tier spells.
- **Spells Learned:** You learn one more 1st tier and two 2nd tier spells.
- **Ability Improvement:** Add 1 point to one Ability modifier (to a maximum of +5).

LEVEL 4

- **Spells Learned:** You learn one more Cantrip and one more 2nd tier spell.
- **Feat:** You get one feat of your choice.

LEVEL 5

- **Spell Tiers:** You can now cast 3rd tier spells.
- **Spells Learned:** You learn two 3rd tier spells.
- **Cantrip Improvement:** Increase Cantrip damage by rolling 1 additional damage die.

LEVEL 6

- **Spells Learned:** You learn one more 3rd tier spell.
- **Potent Cantrip:** Creatures that save against your cantrips still take 1/2 damage.

LEVEL 7

- **Spell Tiers:** You can now cast 4th tier spells.
- **Spells Learned:** You learn one 4th tier spell.
- **Ability Improvement:** Add 1 point to one Ability modifier (to a maximum of +5).

LEVEL 8

- **Spells Learned:** You learn one more 4th tier spell
- **Feat:** You get one feat of your choice.

LEVEL 9

- **Spell Tiers:** You can now cast 5th tier spells.
- **Spells Learned:** You learn one more 4th tier and one 5th tier spell.
- **Spell Improvement:** Increase spell damage by rolling 1 additional damage die. (This is in addition to the increase to cantrip damage you received at Level 5.)

LEVEL 10

- **Spells Learned:** You learn one more cantrip and one more 5th tier spell.
- **Empowered Spell:** Add your INT to one damage die rolled for any spell you cast.



STEP 6: FEATS

Unless the feat's description states otherwise, you can't take any feat more than once. Write the name of your feats on your character sheet.

ABILITY ENHANCEMENT

Repeatable: You can take this feat more than once.

Ability Modifier: Increase one ability modifier by 1. This feat can't increase an ability modifier above 5.

ALERT

Initiative Bonus: When you roll for initiative, treat any d20 roll of 9 or lower as though you rolled a 10.

No Surprise: As long as you are conscious, you can't be surprised.

ARCANIST

Prerequisite: Cleric, Paladin or Wizard class

Repeatable: You can take this feat more than once.

Additional Spell: You learn one additional spell of a tier that you can cast from your class spell list.

ARCHER

Attack Bonus: You gain a +2 bonus to attack rolls you make with Ranged weapons.

ARMOR EXPERT

Prerequisite: Proficiency with Medium or Heavy Armor

Armor Bonuses: While you are wearing medium or heavy armor with which you are proficient, you gain these benefits:

- Your AC increases by 1.
- You have advantage on checks to avoid being pulled, shoved, or knocked prone.

ARMOR TRAINING

Prerequisite: Proficiency with Light or Medium Armor

Added Proficiency: If you are proficient with light armor, you gain proficiency with medium armor and shields. If you are proficient with medium armor, you gain proficiency with heavy armor and shields.

ATHLETE

Prerequisite: Barbarian, Fighter, Paladin, or Rogue class

Ability Check Bonus: Add +2 to any ability check you make using the STR or DEX ability.

BRAWLER

Prerequisite: 3rd Level or Higher Barbarian, Fighter, Paladin, or Rogue class

Unarmed or Improvised Weapon Bonus: You gain these benefits:

- The damage of your unarmed strikes is 1d6 + STR.
- You gain proficiency with improvised weapons. While wielding an improvised weapon with one hand, the weapon does 1d8 + STR damage. While wielding an improvised weapon with two hands, the weapon deals 1d10 + STR damage.

CAREFUL OBSERVER

Prerequisite: INT modifier of +2 or higher

Read Lips: When a creature you can see speaks in a language that you know, you can discern what they are saying even if you can't hear them.

Perceive and Investigate Bonus: You gain a +4 bonus to ability checks for Perception or Investigation.

Examine Object: When you spend 1 minute or longer examining an object for fine or hidden details, you can ask your GM one question about it, and they must answer truthfully.

Mimic Voice: If you hear a creature speak for 1 minute or longer, you can mimic its voice. A creature familiar with your target can succeed on a WIS check challenged by your CHA check to understand the ruse.

CHARGER

Prerequisite: 3rd Level or Higher Barbarian, Fighter, Paladin, or Rogue class

Charge Attack: Each time you move 20 feet in a straight line toward a creature and hit it with a heavy melee weapon attack or an unarmed strike, the attack gains your choice of two of the following benefits:

- The attack deals an additional +2 to damage.
- If the target is no more than one size larger than you, it is pushed 10 feet directly away from you.
- The target must succeed on a STR check or be knocked prone. The check DC equals 10 + your STR.

COMBAT CASTER

Prerequisite: Cleric, Paladin or Wizard class

Concentration Help: When you make a CON check to maintain concentration on a spell, treat any d20 roll of 7 or less as though you rolled an 8.

ELEMENTAL SAVANT

Prerequisite: Cleric, Paladin or Wizard class

Repeatable: You can take this feat more than once, selecting a different damage type each time.

Damage Type: Choose one of the following elemental damage types: acid, cold, fire, lightning, or thunder. When you cast a spell that deals damage, you can convert the damage type of that spell to your chosen elemental damage type. You must decide to convert the damage type when you declare you are casting the spell.

FIGHTING STYLE

Prerequisite: *Barbarian, Fighter, Paladin, or Rogue class*

Choose one of the following fighting styles:

ARCHERY

- You gain a +2 bonus to attack rolls made with ranged weapons.

DEFENSE

- While you are wearing armor, you gain a +1 bonus to AC.

DUELING

- When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GRAPPLER

- You have advantage on ability checks made to initiate or escape a grapple.
- You have advantage on attack rolls against a creature grappled by you.
- When you start your turn grappled by a creature, that creature takes bludgeoning damage equal to your STR modifier

GREAT WEAPON FIGHTING

- When you roll a 1 or 2 on a damage die for an attack you make with a heavy melee weapon that you are wielding with two hands, you can re-roll the die and must use the new roll.

PROTECTION

- Once per round, whenever a creature you can see attacks a target other than you that is within 5 feet of you, you can impose disadvantage on the attack roll. You must be wielding a shield.

TWO-WEAPON FIGHTING

- You can attack a single target with a light melee weapon in each hand. You cannot be using a shield. You only make one roll to hit, and one for damage if the attack hits. If the weapon types are different, choose which weapon's damage die to use. Roll one additional die for damage.

MEDIC

Heal Wounds: As an action, you can tend to the wounds of a creature you can see and touch. When you do, the creature regains a number of hit points equal to your PB + their CON modifier. A creature healed in this way can't receive the benefits of this feature again until it finishes a short or long rest.

POLYGLOT

Prerequisite: *INT modifier of +2 or higher*

Languages: Learn three additional languages of your choice.

Influence: When you converse with a creature in a language you both know (other than Common) you have advantage on a single CHA ability check made to influence or interact with that creature. Once you use this feature, you can't do so again until you finish a long rest.

Understand: When you make an ability check related to understanding the meaning of a verbal or written language you don't know, you can add your PB to the result.

QUICK

Prerequisite: *3rd Level or Higher*

While not wearing medium or heavy armor, you gain these benefits:

Move Faster: Your speed is increased by 10 feet.

Move on Walls: When, instead of an action, you take a second move on your turn you can move along vertical surfaces during your movement.

Lessen Fall Damage: If you fall, you can ignore a number of feet equal to 5 times your level, lessening any fall damage you take. If this allows you to ignore the entire distance of a fall, you can land on your feet.

SAVAGE ATTACKER

Damage Die Advantage: Once per turn when you hit a target with a weapon, you can roll one of the weapon's damage die twice and use either roll against the target.

SCOUT

Find Your Way: You have advantage when you make a WIS check to determine if you become lost.

Exhaustion Resistance: You ignore the effects of having one level of exhaustion. When you have two or more levels of, you suffer the effects of exhaustion normally.



SHIELD MASTERY

Prerequisite: 3rd Level or Higher Fighter or Rogue

While wearing a shield, you gain these benefits:

Shove: As an action, you can attempt to shove a creature no more than one size larger than you, within 5 feet of you, with your shield. The target must succeed on a STR check or be pushed 10 feet horizontally directly away from you. The check DC equals 10 + your STR. If you move 20 feet or more directly toward a creature before using this feature, your target has disadvantage on the check.

Reduce Damage: When you make a DEX check to avoid taking damage, you can halve any damage taken by taking shelter behind your shield.

SPELL DUELIST

Prerequisite: 3rd Level or Higher Cleric or Wizard class

Spell Reciprocation: Once per round, whenever a creature you can see damages you with a spell, you can immediately cast a spell targeting that creature. (You are still free to cast another spell on your turn.)

You gain these additional benefits when casting that spell:

- Double the range of the spell. If the spell's range is touch, its range increases to 15 feet.
- The spell ignores any AC bonus granted by cover.

STRENGTH OF MIND

Prerequisite: Cleric or Wizard class

Check Advantage: Once between short rests, when you fail an INT, WIS, or CHA check, you can choose to re-roll the check and take the new result.

TOUGH

Prerequisite: Fighter or Rogue

HP increase: Your hit point maximum increases by 2 for each level you have. Each time you gain a level after taking this Feat, your hit point maximum increases by 2.

TRAP SPECIALIST

Prerequisite: 3rd Level or Higher Rogue

Disarm Traps: You have advantage on checks made to disarm traps and open doors. The first time you fail an ability check while disarming a trap, opening a door, or passing a hazard, the failure doesn't trigger the trap, block the door, or force you into the hazard's area - no consequence befalls you from the failure.

Find Traps: You have advantage on checks made to search for secret doors, find traps, and see through illusions.

Resist Traps: You have advantage on checks made to avoid or resist traps or hazards. You are resistant to damage from traps and hazards.

VANGUARD

Prerequisite: Fighter or Rogue

Once per round you can immediately use one of the following actions as a reaction to the situation. The turn of the creature whose activity prompts your action will temporally be suspended until your action is completed. This feature is not considered the action for your turn, so you will still be free to take another action on your turn.

Avenge Others: When a creature within reach makes a melee attack against a target other than you, you can immediately make a melee weapon attack against the attacking creature.

Opportunity Attack: You can make a melee attack against a creature when it leaves your reach. The attack is made as the creature is attempting to leave your reach, so it is still within your reach when you interrupt its move to make your attack.

WEAPON EXPERT

Prerequisite: Proficiency with at Least One Martial Weapon

Repeatable: You can take this feat more than once, selecting a different weapon each time.

Choose a simple or martial weapon with which you are proficient. While wielding that weapon, you gain these benefits:

Attack Bonus: You gain a +1 bonus to attack rolls made with your chosen weapon.

Additional Damage: When you score a critical hit with your chosen weapon, you can roll one additional weapon damage die for damage.

Temp. Hit Points: When you reduce a creature to 0 HP with your chosen weapon, you gain temporarily hit points equal to your level. These temporary hit points last for 1 minute or until expended.

WEAPON TRAINING

Repeatable: You can take this feat more than once.

You gain proficiency with one weapon type of your choice.

STEP 7: EQUIPMENT

Rather than having to know the exact weight of each item and keeping track of the total weight you are carrying, BAM uses a game mechanic called gear slots.

GEAR SLOTS

Each item you carry fills a number of gear slots that represents its approximate weight and/or its carrying difficulty. Unless noted otherwise, all gear besides normal clothing fills one gear slot.

The number of filled gear slots you can carry is equal to 10 + twice your STR modifier (minimum of 10 slots total).

Some small or light weight items (such as coins or gem stones) are free to carry without taking up a gear slot (unless you are carrying a large number of them).

To carry an item that takes 4 gear slots you can have no more than 10 other gear slots filled, and this one item fills all remaining slots.

TO CALCULATE GEAR SLOTS FOR OTHER ITEMS.

In general, a single item that weighs 5 pounds or less is assigned zero gear slots. Items from 5 lbs. to 10 lbs. take 1 gear slot. Items from 10 lbs. to 25 lbs. take 2 gear slots. Items from 25 up to 40 lbs. take 3 gear slots. Items over 40 lbs. take 4 gear slots.

COINS

All wealth is measured in Gold pieces. There are also Copper, Silver, and Platinum coins.

10 **Copper** pieces (cp) = 1 **Silver** piece (sp)

10 **Silver** pieces (sp) = 1 **Gold** piece (gp)

10 **Gold** pieces (gp) = 1 **Platinum** piece (pp)

COIN PURSE

You carry your coins in a coin purse. As long as it isn't full it doesn't occupy a gear slot.

A coin purse holds a maximum of 250 coins of mixed types. You can have as many coin purses as you need, but you must fill one before using another one. One full coin purse occupies one gear slot.

In a town of any size you can exchange coins of one type to others of equivalent value.

Information regarding large numbers of coins can be found on the Old Dungeon Master's blog "Dungeon Master Assistance."

For how many coins will a container hold see:

<https://olddungeonmaster.com/2012/06/12/stowage-capacity-mundane-items/>

For how many coins in a pile, or dragons bed see:

<https://olddungeonmaster.com/2012/06/09/coins/>

GEMS

Standard gems carried by adventurers are 1/4" in diameter. They are carried in small leather or cloth bags tied securely with a string or leather strap. Unless your character is carrying an extremely large number of gems, their weight is insignificant and do not occupy a gear slot.

In a large town you can exchange your coin for gems of equal value. The standard value for 1/4" gems (trade stones) are as follows.

10 gp gems: agate (banded, eye, or moss), azurite, quartz (blue), hematite, lapis lazuli, malachite, obsidian, rhodochrosite, tiger eye, turquoise, freshwater (irregular) pearl

50 gp gems: bloodstone, carnelian, chalcedony, chrysoprase, citrine, iolite, jasper, moonstone, onyx, peridot, rock crystal (clear quartz), sard, sardonyx, quartz (rose, smoky, or star rose), zircon

100 gp gems: amber, amethyst, chrysoberyl, coral, garnet (red or brown-green), jade, pearl (white, golden, pink, or silver), spinel (red, red-brown or deep green), tourmaline

500 gp gems: alexandrite, aquamarine, garnet (violet), pearl (black), pinel (deep blue), topaz (golden yellow)

1,000 gp gems: emerald, opal (white, black, or fire), sapphire (blue), corundum (fiery yellow or rich purple), sapphire (blue or black star), ruby (star)

5,000 gp gems: emerald (clearest bright green), diamond (blue-white, canary, pink, brown, or blue), ruby (clear red), jacinth

For images of these and for values and weights if each of these gems at sizes from 1/8" to 6" in diameter (should you be so fortunate as to need this information) can be found on the Old Dungeon Master's blog "Dungeon Master Assistance." <https://olddungeonmaster.com/2012/06/10/gems/>

STARTING EQUIPMENT

The starting equipment for each character is determined by your class as indicated below. The number of gear slots the items fill is shown in parenthesis ().

Or you can calculate your starting gold pieces (gp) by rolling 5d4 x 10 gp, and then purchase equipment using the Adventuring Gear, Tools, Weapons, and Armor tables. It is strongly recommended that you not purchase weapons or armor that you aren't proficient with (spellcasters cannot cast spells when wearing armor they lack proficiency in).

BARBARIAN'S STARTING EQUIPMENT

Armor: None

Weapons: Greataxe (1), 4 Handaxes (4)

Gear: Backpack (0), Bedroll (1), 2 flasks of Oil (0), 10 days of Rations (0), Hemp Rope (1), Tenderbox (0), 10 Torches (0), Waterskin (1)

Gold: 15 gp

CLERIC'S STARTING EQUIPMENT

Armor: Scale Mail (2), Shield (1)

Weapons: Warhammer (1), Light Crossbow (1) 20 Crossbow Bolts (0)

Gear: Case for crossbow bolts (1), Backpack (0), Bedroll (1), 2 flasks of Oil (0), 10 days of Rations (0), Hemp Rope (1), Tenderbox (0), 10 Torches (0), Waterskin (1), Holy Symbol (0)

Gold: 9 gp (0)

FIGHTER'S STARTING EQUIPMENT

Armor: Chain Mail (3), Shield (1)

Weapons: Longsword (1), Light Crossbow (1), 20 Crossbow Bolts (0)

Gear: Case for crossbow bolts (1), Backpack (0), Bedroll (1), 2 flasks of Oil (0), 10 days of Rations (0), Hemp Rope (1), Tenderbox (0), 10 Torches (0), Waterskin (1)

Gold: 4d4 gp. (0)

PALADIN'S STARTING EQUIPMENT

Armor: Chain mail (2), Shield (1)

Weapons: Longsword (1), 5 Javelins (5)

Gear: Backpack (0), Bedroll (1), 2 flasks of Oil (0), 10 days of Rations (0), Hemp Rope (1), Tenderbox (0), 10 Torches (0), Waterskin (1), Holy symbol (0).

Gold: 9 gp. (0)

ROGUE'S STARTING EQUIPMENT

Armor: Leather Armor (1)

Weapons: Rapier (1), Shortbow (1), 20 Arrows (0)

Gear: Quiver (1), Backpack (0), Bedroll (1), 2 flasks of Oil (0), 10 days of Rations (0), Hemp Rope (1), Tenderbox (0), 10 Torches (0), Waterskin (1), Thieves' Tools (0)

Gold: 4d4 gp. (0)

WIZARD'S STARTING EQUIPMENT

Armor: None

Weapons: Quarterstaff (1)

Gear: Backpack (0), Bedroll (1), 2 flasks of Oil (0), 10 days of Rations (0), Hemp Rope (1), Tenderbox (0), 10 Torches (0), Waterskin (1)

Gold: 3d6 gp. (0)

ADVENTURING GEAR

Adventuring Gear		
Item	Gear Slots	Cost
Abacus	0	2 gp
Acid (vial)	0	25 gp
Alchemist's fire (flask)	0	50 gp
Ammunition		
Arrows (20)	0	1 gp
Blowgun needles (50)	0	1 gp
Crossbow bolts (20)	0	1 gp
Sling bullets (20)	0	4 cp
Antitoxin (vial)	0	50 gp
Backpack	0	2 gp
Ball bearings (bag of 1,000)	1	1 gp
Barrel	4	2 gp
Basket	0	4 sp
Bedroll	1	1 gp
Bell	0	1 gp
Blanket	1	5 sp
Block and tackle	1	1 gp
Book	1	25 gp
Bottle, glass	0	2 gp
Bucket	0	5 cp
Caltrops (bag of 20)	0	1 gp
Candle	0	1 cp
Case, crossbow bolt	1	1 gp
Case, map or scroll	1	1 gp
Chain (10 feet)	1	5 gp

Item	Gear Slots	Cost
Chalk (1 piece)	0	1 cp
Chest	2	5 gp
Climber's kit	1	25 gp
Clothes, common	0	5 sp
Clothes, costume	0	5 gp
Clothes, fine	0	15 gp
Clothes, traveler's	0	2 gp
Component pouch	0	25 gp
Crowbar	1	2 gp
Wooden staff	0	5 gp
Yew wand	0	10 gp
Fishing tackle	0	1 gp
Flask or tankard	0	2 cp
Grappling hook	1	2 gp
Hammer	1	1 gp
Hammer, sledge	2	2 gp
Healer's kit	0	5 gp
Holy symbol		
Amulet	0	5 gp
Emblem	0	5 gp
Reliquary	0	5 gp
Holy water (flask)	0	25 gp
Hourglass	0	25 gp
Hunting trap	2	5 gp
Ink (1 ounce bottle)	0	10 gp
Ink pen	0	2 cp
Jug or pitcher	0	2 cp
Ladder (10 foot)	2	1 sp
Lamp	0	5 sp
Lantern, bullseye	1	10 gp
Lantern, hooded	1	5 gp
Lock	0	10 gp
Magnifying glass	0	100 gp
Manacles	1	2 gp
Mess kit	0	2 sp
Mirror, steel	0	5 gp
Oil (flask)	0	1 sp
Paper (one sheet)	0	2 sp
Parchment (one sheet)	0	1 sp
Perfume (vial)	0	5 gp
Pick, miner's	1	2 gp
Piton	0	5 cp
Poison, basic (vial)	0	100 gp
Pole (10 foot)	1	5 cp
Pot, iron	1	2 gp

Item	Gear Slots	Cost
Potion of healing	0	50 gp
Pouch	0	5 sp
Quiver	1	1 gp
Ram, portable	3	4 gp
Rations (1 day)	0	5 sp
Robes	1	1 gp
Rope, hempen (50 feet)	1	1 gp
Rope, silk (50 feet)	0	10 gp
Sack	0	1 cp
Scale, merchant's	1	5 gp
Sealing wax	0	5 sp
Shovel	1	2 gp
Signal whistle	0	5 cp
Signet ring	0	5 gp
Soap	0	2 cp
Spikes, iron (10)	1	1 gp
Spyglass	0	1,000 gp
Tent, two person	2	2 gp
Tinderbox	0	5 sp
Torch	0	1 cp
Vial	0	1 gp
Waterskin	0 (1 if full)	2 sp
Whetstone	0	1 cp

This section describes items that have special rules or require further explanation.

ACID

As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

ALCHEMIST'S FIRE

This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

ANTITOXIN

A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

BALL BEARINGS

As an action, you can spill these tiny metal balls from their pouch to cover a level, square area that is 10 feet on a side. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the check.

BLOCK AND TACKLE

A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to hoist up to four times the weight you can normally lift.

BOOK

A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on gnomish contraptions, or just about anything else that can be represented using text or pictures.

CALTROP

As an action, you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the check.

CANDLE

For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

CASE, CROSSBOW BOLT

This wooden case can hold up to twenty crossbow bolts.

CASE, MAP OR SCROLL

This cylindrical leather case can hold up to ten rolled-up sheets of paper or five rolled-up sheets of parchment.

CHAIN

A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

CLIMBER'S KIT

A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

CROWBAR

Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

FISHING TACKLE

This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.

HEALER'S KIT

This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom check.

HOLY SYMBOL

A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic.

HOLY WATER

As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the holy water as an improvised weapon. If the target is a fiend or undead, it takes 2d6 radiant damage.

A cleric or paladin may create 1 flask of holy water by performing a special ritual. The ritual takes 1 hour to perform, uses 25 gp worth of powdered silver, and requires the caster to succeed in a DC 12 spellcheck. On a failed check, you can't try again until you complete a long rest. On a critical success you create double the amount of holy water. In a critical failure, you won't be able to create holy water until you gain another level.

HUNTING TRAP

When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

LAMP

A lamp casts bright light in a 15-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

LANTERN, BULLSEYE

A bullseye lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

LANTERN, HOODED

A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.

LOCK

A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Your GM may decide that better locks are available for higher prices.

MAGNIFYING GLASS

This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.

MANACLES

These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

MESS KIT

This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

OIL

Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

POISON, BASIC

You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

POTION OF HEALING

A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion requires the use of an action.

POUCH

A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things.

QUIVER

A quiver can hold up to 20 arrows.

RAM, PORTABLE

You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the Strength check. One other character can help you use the ram, giving you advantage on this check.

RATIONS

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

ROPE

Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

SCALE, MERCHANT'S

A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or trade goods, to help determine their worth.

SPYGLASS

Objects viewed through a spyglass are magnified to twice their size.

TENT

A simple and portable canvas shelter, a tent sleeps two.

TINDERBOX

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch — or anything else with abundant, exposed fuel — takes an action. Lighting any other fire takes 1 minute.

TORCH

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 point of fire damage.

TOOLS

You don't need to be proficient in a tool to use it, but proficiency with a tool allows you to add your PB to ability checks you make using that tool.

The ability assigned to each ability check using a tool depends on what you are trying to accomplish. For example, when using construction tools, the GM might ask you to make a STR check to hammer nails into a hard surface, but ask for a DEX check to use the same tools to carve a wooden sculpture.

Tools		
Item	Gear Slots	Cost
Alchemist tools	2	50 gp
Artist tools	1	10 gp
Charlatan tools	1	25 gp
Clothier tools	2	10 gp
Construction tools	2	10 gp
Gaming set		
Card set	0	5 sp
Dice set	0	1 sp
Smithing tools	1	20 gp
Herbalist tools	1	5 gp
Musical instruments		
Bagpipes	2	30 gp
Drum	1	6 gp
Flute	0	2 gp
Lute	1	35 gp
Lyre	1	30 gp
Horn	1	3 gp
Navigator tools	1	25 gp
Provisioner tools	2	20 gp
Trapper tools	2	5 gp
Thieves' tools	0	25 gp
Tinker tools	2	50 gp

ALCHEMIST TOOLS

Associated Abilities: DEX, INT.

Alchemist tools are used for identifying potions or foreign substances, mixing reagents together to cause alchemical reactions, and crafting alchemical substances.

Components: An array of mixing and storage vessels, an alembic still, a metal frame for holding a mixing vessel above a flame, a mortar and pestle, and a variety of common alchemical reagents.

ARTIST TOOLS

Associated Abilities: DEX, CHA.

Artist tools are used to create illustrated art objects and ornamental documents, pen illuminated texts, and skillfully paint objects.

Components: Brushes, spades, stirrers, inks, paints, a square and triangle, a canvas stretcher and an easel, and rolls of vellum, parchment, and canvas.

CHARLATAN TOOLS

Associated Abilities: DEX, CHA.

Charlatan tools are used to craft disguises and forge documents.

Components: Hair dyes, small props, cosmetics, a few choice articles of clothing, a selection of wax seals, gold and silver leaf, inks, a variety of parchments, and sculpting tools to fashion melted wax into seals or prosthetics.

Create Disguise: Over the course of an hour (which can be done as part of a rest) you can create a disguise to make yourself or someone else—including any clothing or equipment—look like a different creature. A creature can use its action to inspect a disguised appearance, and must succeed on an INT (Investigation) contest versus your DEX (Charlatan Tools) to discern a disguise.

Forge Documents: Over the course of one hour (which can be done as part of a rest) you can create a simple false document of 5 pages or less—like a personal letter, a party invitation, or a sales permit. A creature can use its action to inspect a forged document, and must succeed on an INT (Investigation) contest versus your DEX (Charlatan Tools) check to discern a forgery.

CLOTHIER TOOLS

Associated Abilities: DEX, CHA.

Clothier tools are used to sew, make, or tailor fabric objects such as clothing or shoes.

Components: Pins and needles, shears, a small hammer and shoe horn, a variety of dyed threads on spools, and waxed threads and yarns.

CONSTRUCTION TOOLS

Associated Abilities: STR, DEX.

Construction tools are used to build and repair items primarily made of wood or stone.

Components: Hammers and a mallet, a variety of fasteners, a square and triangle, chisels, a saw, brushes, and spades.

Fortify: You can spend 1 minute fortifying a chest, door, window, or other sealable object or structure. The object's AC increases by an amount equal to your level or creature has disadvantage on STR (Athletics) checks made to penetrate the fortification (the GM decides which is more relevant).

GAMING SET

Associated Abilities: DEX, CHA.

Gaming sets are used to gamble, entertain, or engage in fortune-telling. When you have proficiency in a gaming set, choose one type for your proficiency, not all gaming sets. You must have multiple proficiencies to have proficiency with more than one type of gaming set.

Components: A gaming set is typically a full set of cards, a full set of dice with a dice cup, or a collection of special pieces used to play a particular game.

HERBALIST TOOLS

Associated Abilities: INT, WIS.

Herbalist tools are used to store and brew plants and other organic materials into potions, antidotes, and poisons.

Components: Glass vials, a mortar and pestle, pouches for ingredient storage, clippers, a pair of leather gloves, and a small pot for brewing.

Brew Items: Herbalist tools can be used to brew concoctions.

Your progress is measured in days of downtime; antitoxin (1 vial) - 5 days, perfume (2 vials) - 1 day, or basic poison (2 vials) - 1 day. To brew a concoction, you must purchase materials equal to half the cost of the item's listed value.

MUSICAL INSTRUMENT

Associated Abilities: DEX, CHA.

When you have proficiency in a musical instrument, choose one from the Adventuring Gear table. You must have multiple proficiencies to have proficiency with more than one type of instrument.

Components: A musical instrument typically includes a protective case, and any small pieces necessary for play, such as picks or reeds.

NAVIGATOR TOOLS

Associated Abilities: INT, WIS

Navigator tools are used to read and draw maps, find your path or prevent you from becoming lost, and determine likely locations on a map for secret doors or hidden features.

Components: This tool kit includes quills, ink, and parchment along with two compasses, calipers, and a ruler as well as a sextant or telescope.

Draw Map: Navigator tools can be used to create accurate maps while traveling, which grant advantage on checks made to prevent becoming lost.

PROVISIONER TOOLS

Associated Abilities: CON, WIS.

Provisioner tools are used to prepare meals, make rations, and craft beverages.

Components: This tool kit includes a large jug, several jars, a siphon with several feet of tubing, a rolled set of knives for chopping, sawing, paring, and deboning, a metal soup pot and a large skillet, a small bundle of spoons, spatulas, ladles, and whisks, several mixing bowls, a cutting board, and quantities of hops, dried herbs, and powdered spices.

SMITHING TOOLS

Associated Abilities: DEX, CON.

Smithing tools are used to build and repair items primarily made of metal. The use of smithing tools typically requires a dedicated forge, furnace, or some other source of intense heat. A campfire is only suitable for the smallest tasks like spot repairs.

Components: This tool kit includes a small anvil, tongs, hammers, heat-resistant hide or cloth towels, calipers, and billows.

TRAPPER TOOLS

Associated Abilities: DEX, WIS.

Trapper tools are used to set hunting traps, harvest hides or fur, and craft or repair leather goods like armor, pouches, or sturdy garments.

Components: This tool kit includes a knife, a small shovel, a wooden mallet, a small bundle of edgers, hole punchers, and sturdy needles, thread, leather scraps, a 30-ft. length of strong cord, a quantity of salt, and tanning oil.

THIEVES' TOOLS

Associated Abilities: DEX, INT

Thieves' tools are used to pick locks, disable traps, and sabotage unattended items like saddles and armor.

Components: This kit includes a roll of lockpicks and probes, a small, telescoping mirror on a pole, several triangular files, a long set of scissors, and a pair of pliers.

Disarm Traps: Thieves' tools can be used to disarm traps.

Pick Locks: Thieves' tools can be used to pick locks. If no DC to pick a lock is provided, a standard nonmagical lock can be opened with a DC of 15.

TINKER TOOLS

Associated Abilities: DEX, INT.

Tinker tools are used to construct mechanical or clockwork devices, repair damaged devices, or determine how to use unfamiliar mechanical or clockwork systems.

Components: This tool kit includes an array of hand tools, an array of files, pliers, tweezers, etching styluses, threads, needles, cloth and leather scraps, glue, loose cogs and pins, and a few sheets of thinly hammered metal.

Craft Items: Tinker tools can be used to make items. Your progress is measured in days of downtime. For each workday spent crafting, you can craft one item worth 10 gp or multiple items worth a combined total of 10 gp. If something you want to craft is worth more than that, you can spend multiple days of downtime working to complete the item, making 10 gp worth of progress each day, until it is completed. To craft an item, you must purchase materials equal to half the cost of the item's listed value.

WEAPONS

The combat training your character has received determines which weapons you are proficient with. Your character's combat training is listed for each class and for some Ancestries. Add your PB to attacks made with weapons you are proficient with.

Weapons on this table represents weapons that are commonly available in a Fantasy Role Playing Game. Additional weapons can easily be added. If your campaign has other weapons available the GM will assign the weapon to the light, medium or heavy category adding a long, thrown, or ranged sub category as appropriate. Then refer to the above descriptions to establish damage, etc. If the GM desires to add a weapon that does not fit into any of the above categories (nets for example) he will provide specific rules for weapons of that type

Weapons				
Name	Damage	Properties	Gear Slots	Cost
Battleaxe	1d8 Slashing	Melee, Medium	1	10 gp
Blowgun	1 Piercing	Ranged, Light	1	10 gp
Club	1d4 Bludgeoning	Melee, Light	1	1 sp
Crossbow, Hand	1d6 Piercing	Ranged, Light	1	75 gp
Crossbow, Heavy	1d10 Piercing	Ranged, Heavy	1	50 gp
Crossbow, Light	1d8 Piercing	Ranged, Medium	1	25 gp
Dagger	1d4 Piercing	Melee or Thrown, Light	0	2 gp
Dart	1d4 Piercing	Thrown, Light	0	5 gp
Flail	1d8 Bludgeoning	Melee, Light	1	10 gp
Glaive	1d10 Slashing	Melee, Heavy, Long	1	20 gp
Greataxe	1d12 Slashing	Melee, Heavy	1	30 gp
Greatclub	1d8 Bludgeoning	Melee, Heavy	1	2 sp
Greatsword	2d6 Slashing	Melee, Heavy	1	50 gp
Halberd	1d10 Slashing	Melee, Heavy, Long	1	20 gp
Handaxe	1d6 Slashing	Melee or Thrown, Light	1	5 gp
Javelin	1d6 Piercing	Thrown, Medium	1	5 sp
Lance	1d10 Piercing	Melee, Heavy, Long	1	10 gp
Light Hammer	1d4 Bludgeoning	Melee or Thrown, Light	1	2 gp
Longbow	1d8 Piercing	Ranged, Heavy	1	50 gp
Longsword	1d8 Slashing	Melee, Medium	1	15 gp
Mace	1d6 Bludgeoning	Melee, Medium	1	5 gp
Maul	2d6 Bludgeoning	Melee, Heavy	1	10 gp

Name	Damage	Properties	Slots	Cost
Morningstar	1d8 Piercing	Melee, Medium	1	15 gp
Pike	1d10 Piercing	Melee, Heavy, Long	1	5 gp
Quarterstaff	1d6 Bludgeoning	Melee, Medium, Long	1	2 sp
Rapier	1d8 Piercing	Melee, Light	1	25 gp
Scimitar	1d6 Slashing	Melee, Light	1	25 gp
Shortbow	1d6 Piercing	Ranged, Medium	1	25 gp
Shortsword	1d6 Piercing	Melee, Light	1	10 gp
Sickle	1d4 Slashing	Melee, Light	1	1 gp
Sling	1d4 Bludgeoning	Ranged, Light	1	1 sp
Spear	1d6 Piercing	Thrown, Medium	1	1 gp
Trident	1d8 Piercing	Thrown, Medium	1	5 gp
War Pick	1d8 Piercing	Melee, Medium	1	5 gp
Warhammer	1d8 Bludgeoning	Melee, Heavy	1	15 gp
Whip	1d4 Slashing	Melee, Light, Long	1	2 gp

WEAPON TYPES

Weapons fall into 3 broad categories; Melee, Thrown, and Ranged. Each of those are further divided into Light, Medium, or Heavy. Generally, heavier weapons do more damage than light weapons.

Small Characters: Heavy weapons used by small characters have a disadvantage to attack rolls. Small characters use strength for attack and damage rolls when using heavy weapons.

MELEE WEAPONS

These weapons are held in your hand while you hit your opponent with them. Drawing the weapon is part of the attack. You can sheath the weapon on your turn, after the attack. You must be within 5 feet (the square you are in must touch the square your opponent is in). Use strength to determine the attack and damage bonus.

Long weapons: If a weapon is long, you can attack creatures that are 10 ft. (2 squares) away from you. Attacks made with a long weapon against a creature that is only 5 ft. away is made with disadvantage.

Light Melee Weapons: These can be wielded in one hand,

using DEX to determine the attack and damage bonus.

Medium Melee Weapons: Can be wielded by a medium character with one hand or a small character with 2 hands. They use strength for attack and damage.

Heavy Melee Weapons: Can be wielded by any medium or small character with two hands or any large character with one hand.

RANGE FOR THROWN AND RANGED WEAPONS

The range shown for thrown and ranged weapons lists two numbers. The first number indicates the weapon's normal range in feet. Any attack beyond that range is made at a disadvantage. The second number is the weapon's maximum range. You can't hit a target beyond that range. If you are within 5 ft. of your target, you have disadvantage on your attack roll. Use dexterity to determine the attack and damage bonus.

THROWN WEAPONS

These weapons are designed to be thrown. Drawing the weapon is part of the attack. Use dexterity to determine the attack and damage bonus.

Light Thrown Weapons: Range 20/60

Medium Thrown Weapons: Range 30/140 Medium weapons designed to be thrown, can use strength as an alternate attribute for attack and damage rolls.

RANGED WEAPONS

Ranged weapons use ammunition (such as arrows). Each time you attack with the weapon, you use a piece of ammunition. Drawing the ammunition is part of the attack. You can recover half of the ammunition you used at the end of the battle. Use dexterity to determine the attack and damage bonus.

Light Ranged Weapons: Range 30/120

Medium Ranged Weapons: (Range 60/240) Medium ranged weapons require 2 hands to fire.

Heavy Ranged Weapons: (Range 120/480) Heavy ranged weapons require 2 hands to fire.

UNARMED ATTACK

You can use your fists (or head, or foot, etc.) to make an unarmed melee attack. Add your PB to the attack roll. An unarmed attack deals a number of points of damage equal to 1+your STR modifier. An unarmed attack will count as a weapon attack.

IMPROVISED WEAPONS

An improvised weapon includes any object you can wield in one or two hands, such as a table leg.

Often, an improvised weapon is similar to an actual weapon. For example, a table leg is akin to a club. At the GM's option, a character proficient with a weapon can use a similar object as if it were that weapon and add his PB to the attack rolls.

An object that bears no resemblance to a weapon deals 1d4 damage (the GM assigns a damage type). If a character uses a ranged weapon to make a melee attack, or throws a melee

weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

ARMOR

If you wear armor that you are not proficient with you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

Armor			
Armor	Armor Class (AC)	Gear Slots	Cost
Light Armor			
Padded Armor	11 + DEX	1	5 gp
Leather Armor	11 + DEX	1	10 gp
Studded Leather Armor	12 + DEX	1	45 gp
Medium Armor			
Hide Armor	12 + DEX (max +2)	1	10 gp
Chain Shirt	13 + DEX (max +2)	1	50 gp
Scale Mail	14 + DEX (max +2)	2	50 gp
Breastplate	14 + DEX (max +2)	1	400 gp
Half Plate Armor	15 + DEX (max +2)	2	750 gp
Heavy Armor			
Ring Mail	14	2	30 gp
Chain Mail	16	3	75 gp
Splint Armor	17	3	200 gp
Plate Armor	18	3	1,500 gp
Shield			
Shield	+2	1	10 gp

No Armor: You are not required to wear armor and may choose not to. When not wearing armor, your armor class is 10 + DEX.

Light Armor: For light armor, refer to the armor table to determine your Armor Class. It takes 1 minute to don or duff light armor.

Medium Armor: Refer to the armor table to determine your Armor Class. It takes 5 minutes to don and 1 minute to duff medium armor.

Heavy Armor: Refer to the armor table for your Armor Class. It takes 10 minutes to don and 5 minute to duff heavy armor.

Shield: Wearing a shield requires the use of one hand, leaving only one hand free. The use of a shield adds +2 to your armor class in addition to the AC provided by your other armor. It takes an action to don or duff a shield.

STEP 8: DEITIES

If you are a cleric or paladin you must choose a particular god that matches your alignment. It is that god that provides you with your magic spells. Other characters aren't required to pick a deity, but may choose to do so. Gods in this fantasy world sometimes take an interest in what is happening in the mortal realm.

GMs decide which pantheon will be used in their campaign. He may use the one provided here, or provide another.

THE BAM PANTHEON

MAJOR DEITIES:

GAIA (THE MOTHER)

Domain: Life, Creation, Nature, Fertility

Alignment: Lawful Good

Holy Symbol: A blossoming flower entwined with gnarled roots



XYTHAN (THE FATHER)

Domain: Time, Destruction, Entropy, Change

Alignment: Lawful Neutral

Holy Symbol: An hourglass with swirling sand



EOS (DAWN)

Domain: Dawn, Light, New Beginnings

Alignment: Neutral Good

Holy Symbol: A rooster crowing against a rising sun



EREBUS (DARKNESS)

Domain: Night, Darkness, Secrets, Dreams

Alignment: Chaotic Neutral

Holy Symbol: A crescent moon shrouded in mist



PONTUS (STORMS)

Domain: Sea, Oceans, Storms, Earthquakes

Alignment: Chaotic Neutral

Holy Symbol: A coiled sea serpent or a crashing wave



GE (EARTH)

Domain: Earth, Mountains, Minerals, Stability

Alignment: Lawful Neutral

Holy Symbol: A jagged mountain peak or a sturdy oak tree



URANUS (SKY)

Domain: Sky, Weather, Stars, Distance

Alignment: Chaotic Good

Holy Symbol: A swirling celestial map or a shooting star

MINOR DEITIES:

HELIOS (SUN)

Domain: Light, Heat, Agriculture

Alignment: Lawful Good

Holy Symbol: A radiant sun disk

SELENE (MOON)

Domain: Guidance, Protection, Mystery

Alignment: Neutral Good

Holy Symbol: A crescent moon wreathed in mist

OCEANIDS (WATER)

Domain: Fresh Water, Salt Water

Alignment: Neutral

Holy Symbol: A seashell filled with water

HECATONCHIRES (EARTH)

Domain: Raw Power, Untamed Nature

Alignment: Neutral Evil

Holy Symbol: A Hundred-Handed Giant

CYCLOPES (FIRE)

Domain: Craftsmanship, Forging, Fire

Alignment: Lawful Neutral

Holy Symbol: A blacksmith's hammer in front of a flaming anvil

XYLON, THE SHEPHERD OF SOULS (DEATH)

Domain: Time, Destruction, Death, Entropy

Alignment: Chaotic Evil

Holy Symbol: A broken clock face

THANATOS, THE NECROMANCER (UNDEAD)

Domain: Time, Destruction, Death, Evil

Alignment: Lawful Evil

Holy Symbol: A Skull



STEP 9: FILL IN DETAILS

LEVEL

Write your character's level on your character sheet. Your character starts out at first level and advances in level as he adventures, from level 1 to a maximum of level 10

HIT POINTS

You begin the game with a Hit Point maximum equal to 8 + CON. As you adventure, you may lose and regain Hit Points, but you may never have more current Hit Points than your Hit Point maximum. Each time you gain a level after the first add 1d8 + CON to your Hit Point maximum.

NAME YOUR CHARACTER

If you can't think of a name ask the GM for advice.

DESCRIBE YOUR CHARACTER

Enter your character's physical description as you perceive it to be; age, gender, height, weight, eyes, hair, skin, handedness, and you can even draw a sketch of your character if you want to.

GAMEPLAY

DICE

ROUNDING FRACTIONS

In general if you are dividing a number and end up with a fraction, round down, even if the fraction is one-half or larger.

ADVANTAGE AND DISADVANTAGE

Sometimes, a character has advantage or disadvantage when making attack rolls, ability checks, or saving throws.

- To make a roll with advantage, roll two d20s and only use the highest number rolled.
- To make a roll with disadvantage, roll two d20s and only use the lower of the two numbers.
- They do not stack. If you advantage from two different sources, you still only roll two d20s.
- They cancel each other out. If you have both advantage and disadvantage, only roll one d20.
- Advantage and disadvantage never apply to damage rolls.

LUCK

Every PC has a special resource called Luck. You use Luck to influence the result of any check.

GAINING LUCK

When you create your character, start with 0 Luck. You gain Luck in the following ways:

- Once per turn, when you fail to hit with an attack roll or fail a check, gain 1 Luck.
- The GM can award 1 Luck as a reward for a clever idea, excellent roleplaying, or pursuing an interesting - rather than optimal - choice.
- The GM can award any amount of Luck to one or more PCs for surviving difficult encounters or achieving story goals.

LOSING LUCK

You can have a maximum of 5 Luck at one time. If you already have 5 Luck and gain more, you must immediately roll 1d4 and reset your Luck total to the number rolled.

SPENDING LUCK

You spend Luck to add a 1-for-1 bonus to any check you make. For example, if you have 4 Luck, and roll a 13 on the die, you can spend 2 Luck to make your result a 15 (leaving you with 2 Luck for later).

Alternatively, immediately after you make a check, you can spend 3 Luck to reroll a d20 used for the check.

Luck can't stop a critical miss on a 1 or create a critical hit by adding up to 20. Note that Luck gained from a failed attack or check can't be used to enhance the same roll that generated the Luck - you only accrue Luck after you officially fail the roll!

PROFICIENCIES

A character gains proficiency with various pieces of equipment from their class and background. There are three categories of equipment proficiency:

Armor: If you have proficiency with a type of armor, when wearing armor of that type you calculate your armor class (AC) as indicated on the Armor table, unless some other rule or feature of the game specifies otherwise.

Weapons: Anyone can wield a weapon, but proficiency makes you better at wielding it. If you have proficiency with a weapon, you add your PB to attack rolls you make with it.

Other Items: If you have proficiency with a tool, or any other item, you can add your PB to any ability check you make that uses it. Depending on the situation, your GM may allow you to instead make the ability check with advantage, or allow you to succeed without a check. If you are not proficient with an item, the GM may require you to make the check with disadvantage.

CONTESTS

Sometimes one character's or monster's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a magic ring that has fallen on the floor.

This situation also applies when one of them is trying to prevent the other one from accomplishing a goal - for example, when a monster tries to force open a door that an adventurer is holding closed. In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring off the floor, neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

HELP

Sometimes two or more characters team up to attempt a task. The character who's leading the effort - or the one with the highest ability modifier - can make an ability check with advantage, reflecting the help provided by the other characters.

A character can only provide help if the task is one that he or she could attempt alone. For example, trying to open a lock requires proficiency with thieves' tools, so a character who lacks that proficiency can't help another character in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

GROUP CHECKS

When several individuals try to accomplish something as a group, the GM might ask for a group check. In this case, characters who are skilled at a task help cover for those who aren't.

To make a group check, each member of the group makes the ability check separately. If at least half the members succeed (round up), the whole group succeeds. Otherwise, the group fails.

Group checks don't come up often, and they're most useful when all characters succeed or fail as a group. For example, when adventurers navigate a swamp, the GM might call for a WIS group check to see if the whole party can avoid quicksand and sinkholes. If at least half the group succeeds, the successful characters guide their companions out of danger. Otherwise, the group stumbles into a hazard.

LIGHT AND VISION

Some adventuring tasks - such as noticing danger, hitting an enemy, and targeting certain spells - are affected by sight, so effects that obscure vision can hinder you, as explained below.

LIGHT

The presence or absence of light determines the category of illumination in an area, as defined below.

Bright Light: Bright light lets most creatures see normally.

Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim Light: Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between bright light and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A full moon might bathe the land in dim light.

Darkness: Darkness creates a heavily obscured area.

OBSCURED AREAS

An area might be lightly or heavily obscured. In a lightly obscured area - such as an area with dim light, patchy fog, or moderate foliage - you have disadvantage on wisdom checks that rely on sight.

A heavily obscured area - such as an area with darkness, heavy fog, or dense foliage - is opaque. You can't see while there.

LIGHT SOURCES

Lamp: A lamp burns oil as fuel to cast bright light in a 15-foot radius and dim light for an additional 30 feet.

Lantern, Bullseye: This lantern burns oil as fuel to cast bright light in a 60-foot cone and dim light for an additional 60 feet.

Lantern, Hooded: A hooded lantern burns oil as fuel to cast bright light in a 30-foot radius and dim light for an additional 30 feet. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius, or raise it again.

Torch: A torch burns for 1 hour, casting bright light in a 20-foot radius and dim light for an additional 20 feet. When you take the attack action, you can attack with the torch, using it as a light melee weapon. On a hit, the target takes 1 fire damage.

SPECIAL SENSES

Some creatures have special senses that help them perceive things in certain situations.

Blindsight: If you have blindsight, you can see within a specific range without relying on physical sight. Within that range, you can see anything that isn't behind total cover even if you have the blinded condition or are in darkness. Moreover, in that range, you can see something that has the invisible condition.

Darkvision: If you have darkvision, you can see in dim light within a specified range as if it were bright light and in darkness within that range as if it were dim light. You discern colors in that darkness only as shades of gray.

Keensense: A creature with keensense can precisely perceive its surroundings using some other sense than vision. Creatures without vision, such as morlocks and gelatinous cubes, typically have this special sense, as do creatures with echolocation or other extraordinary sense, such as bats and true dragons. If a creature has no other form of sensing, it has a parenthetical note to this effect, indicating that the radius of its keensense defines the maximum range of its perception.

Tremorsense: creature with tremorsense can pinpoint the

location of creatures and moving objects within a specific range, provided that the creature with tremorsense and anything it is detecting are both in contact with the same surface (such as the ground, a wall, or a ceiling) or the same liquid.

Tremorsense can't detect creatures or objects in the air.

Truesight: A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the creature can see into the ethereal plane within the same range.

TRACKING TIME

In situations where keeping track of the passage of time is important, the GM determines the time a task requires. The GM might use a different time scale depending on the context of the situation at hand.

Minutes: In a dungeon environment, the adventurers' movement happens on a scale of minutes. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

Hours: In a city or wilderness, a scale of hours is often more appropriate. Adventurers eager to reach the lonely tower at the heart of the forest hurry across those fifteen miles in just under four hours' time.

Days: For long journeys, a scale of days works best. Following the road between cities the adventurers spend four uneventful days before a goblin ambush interrupts their journey.

Rounds: In combat and other fast-paced situations, the game relies on rounds, a 6-second span of time.

MOVEMENT

DIFFICULT TERRAIN

You move at half speed in difficult terrain - moving 1 foot in difficult terrain costs 2 feet of speed.

CLIMBING, SWIMMING, AND CRAWLING

While climbing, crawling or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain).

At the GM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength check. Similarly, gaining any distance in rough water might require a successful Strength check.

LONG JUMP

When you make a long jump, you can cover a number of feet up to half your walking speed if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only a quarter of your walking speed. Either way, each foot you clear on the jump costs 1 foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your GM's option, you must succeed on a DC 10 Strength check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity check to land on your feet. Otherwise, you land prone.

HIGH JUMP

When you make a high jump, you leap into the air a number of feet equal to 3 + your STR if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs 1 foot of movement. At the GM's discretion, you might be able to make a STR check to jump higher than you normally can.

FALLING

A creature that falls takes 1d6 damage at the end of the fall for every 10 feet it fell, to a maximum of 20d6. When the creature lands, it has the Prone condition unless it avoids taking any damage from the fall.

A creature that falls into water or another liquid can use its Reaction to make a DC 15 STR or DEX check to hit the surface head or feet first. On a successful check, any damage resulting from the fall is halved.



HIDING

You can attempt to make yourself difficult to detect by some creatures. You cannot hide from a creature that can see you.

WHEN YOU ARE HIDDEN

You are hidden from a creature when the creature that you are hiding from is unaware of your location.

There are three possibilities:

- 1) You are hidden if the creature you are hiding from is unable to determine your location by sight, hearing, smell or any other sense it possesses. An example would be when you move to a position behind total cover, such as behind a tree or a barrel and try to remain unseen and unheard.
- 2) You are hidden if the creature you are hiding from doesn't notice you. An example would be that they are distracted or simply looking the other way (determined by the GM). You might attempt to both quickly and silently sneak up from behind.
- 3) You are hidden if the creature you are hiding from can't distinguish you from others. For example, you may be trying to blend in with the crowd, or you might be attempting to hide while disguised as (or transformed into) a sheep in a flock of sheep.

BENEFITS FROM BEING HIDDEN

- If you are hidden from all your opponents before the first round of combat you will surprise them and get a free round to attack them before they can react. (You are no longer hidden after you attack.)
- On all targeted attacks against you, the attacker must first identify where he thinks you are located. The attack will automatically miss if you are not in that 5 foot area. The attack is made with disadvantage, even if you are not in the targeted area. The GM will just tell the attacker if his attack hit or missed.
- If you are hidden you make attacks with advantage if you can see the target. However, you will no longer be hidden if the attack hits or misses.

WHEN YOU CAN HIDE

The GM determines when conditions are right for making a hide check, including but not limited to the following examples.

- You can attempt to hide from one or more creatures if they do not currently see you clearly or perceive your location by any special senses they might have such as darkvision, blindsight, tremorsense, or truesight.
- You can attempt to hide when the creature you are trying to hide from is distracted or looking away from your location, as determined by the GM.

HOW TO HIDE.

During combat, hiding takes your action. You don't have to be in combat to hide.

You can indicate one or more specific creatures that you are attempting to hide from, otherwise it is assumed that you are trying to hide from your foes. You may be hidden from some creatures and not others.

Make a Hide check (DEX + your PB).

Make a note of the results of that check to be used later.

HOW YOU ARE DISCOVERED.

- Until you are discovered or you stop hiding, the hide check you made is contested by a WIS check of any creature that might notice you or that actively searches for signs of your presence. You are discovered and no longer hidden from creatures that win the contest.
- Once one foe notices you, you will no longer be hidden to any others that it alerts to your presence.
- You are no longer hidden from a creature when you move to a location where it can now see you. However, the first attack you make against that creature on that turn is made with advantage.
- You are no longer hidden from a creature that can hear you if you make noise.
- You are no longer hidden from a creature that can hear you if you speak louder than a whisper or speak to cast a spell.
- You are no longer hidden if you make an attack of any kind if it hits or misses.

EXHAUSTION

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels.

Exhaustion Levels: This condition is cumulative. Each time you receive it, you gain 1 Exhaustion level. You die if your Exhaustion level is 6.

d20 Checks Affected: When you make a d20 check, the roll is reduced by 2 times your Exhaustion level.

Speed Reduced: Your Speed is reduced by a number of feet equal to 5 times your Exhaustion level.

Removing Exhaustion Levels: Finishing a Long Rest removes 1 of your Exhaustion levels. When your Exhaustion level reaches 0, the condition ends.

RESISTANCE AND VULNERABILITY

Some creatures and objects have resistance or vulnerability to certain damage types. If you have resistance to a damage type, damage of that type is halved against you (round down). If you have vulnerability to a damage type, damage of that type is doubled against you. For example, if you have resistance to cold damage, such damage is halved against you, and if you have vulnerability to fire damage, such damage is doubled against you.

NO STACKING

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if you have resistance to necrotic damage as well as resistance to all damage, necrotic damage is reduced by half against you.

ORDER OF APPLICATION

Modifiers to damage are applied in the following order: adjustments such as bonuses, penalties, or multipliers are applied first; resistance is applied second; and vulnerability is applied third.

For example, a creature has resistance to all damage and

vulnerability to fire damage, and it's within a magical aura that reduces all damage by 5. If it takes 28 fire damage, the damage is first reduced by 5 (to 23), then halved for the creature's resistance (and rounded down to 11), then doubled for its vulnerability (to 22).

IMMUNITY

Some creatures and objects have Immunity to certain damage types and conditions. Immunity to a damage type means you don't take damage of that type, and Immunity to a condition means you aren't affected by it.

DAMAGE AND HEALING

Injury and death are frequent threats.

DAMAGE

HIT POINTS

Hit Points represent durability and the will to live. Creatures with more Hit Points are more difficult to kill. Your Hit Point maximum is the number of Hit Points you have when uninjured. Your current Hit Points can be any number from that maximum down to 0, which is the lowest Hit Points can go.

Whenever you take damage, subtract it from your Hit Points. Hit Point loss has no effect on your capabilities until you reach 0 Hit Points.

DAMAGE ROLLS

Each weapon, spell, and damaging monster ability specifies the damage it deals. You roll the damage dice, add any modifiers, and deal the damage to your target. If there's a penalty to the damage, it's possible to deal 0 damage but not negative damage.

When attacking with a weapon, you add your ability modifier - the same modifier used for the attack roll - to the damage roll. A spell tells you which dice to roll for damage and whether to add any modifiers. Unless a rule says otherwise, you don't add your ability modifier to a fixed damage amount that doesn't use a roll, such as the damage of a Blowgun.

CRITICAL HITS

When you score a critical hit, you deal extra damage. Roll the attack's damage dice twice, add them together, and add any relevant modifiers as normal.

For example, if you score a critical hit with a dagger, roll 2d4 for the damage rather than 1d4, and add your relevant ability modifier. If the attack involves other damage dice, such as from the rogue's sneak attack feature, you also roll those dice twice.

SAVING THROWS

When your character reacts to a situation, the GM may have you make a saving throw. For instance, if your character steps on a pressure plate on the floor the GM might have you "Make a dexterity saving throw." You will roll a die to determine how well your character reacts. To make the saving throw you roll 1d20. You add your ability modifier (DEX in this example) and your PB to the number rolled on the die. You succeed on the check if the total equals or exceeds the difficulty class (DC) that the GM has assigned to the threat.

DAMAGE AGAINST MULTIPLE TARGETS

When a damaging effect forces two or more targets to make saving throws against it at the same time, roll the damage once for all the targets. For example, when a wizard casts fireball, the spell's damage is rolled once and applied to all creatures caught in the blast.

DAMAGE TYPES

Attacks and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as Resistance, rely on the types. The Damage Types table offers examples to help a GM assign a type to a new effect.

Damage Types	
Type	Examples
Acid	Corrosive liquids, digestive enzymes
Bludgeoning	Blunt objects, constriction, falling
Cold	Freezing water, icy blasts
Fire	Flames, unbearable heat
Force	Pure magical energy
Lightning	Electricity
Necrotic	Life-draining energy
Piercing	Fangs, puncturing objects
Poison	Toxic gas, venom
Psychic	Mind-rending energy
Radiant	Holy energy, searing radiation
Slashing	Claws, cutting objects
Thunder	Concussive sound

HEALING

Hit Points can be restored by magic, such as the cure wounds spell or a healing potion, or by a short or long rest.

When you receive healing, add the restored hit points to your current hit points. Your hit points can't exceed your hit point maximum, so any hit points regained in excess of the maximum are lost.

For example, if you receive 8 hit points of healing and have 14 hit points and a hit point maximum of 20, you regain 6 hit points, not 8.

RESTING

Adventurers can't spend every hour adventuring. They need rest. Any creature can take hour-long Short Rests in the midst of a day and an 8-hour Long Rest to end it. Regaining Hit Points is one of the main benefits of a rest.

SHORT REST

A Short Rest is a 1-hour period of downtime, during which a creature does nothing more strenuous than reading, talking, eating, or standing watch. To benefit from a Short Rest, you must have at least 1 Hit Point.

Benefits of a Short Rest: When you finish the rest, you regain 1/2 your lost Hit Points.

Interrupting the Rest: A Short Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell
- Taking any damage

An interrupted Short Rest confers no benefits.

LONG REST

A Long Rest is a period of extended downtime - at least 8 hours - available to any creature. During a Long Rest, you sleep for at least 6 hours (or 4 hours in a trance for Elves) and perform no more than 2 hours of light activity, such as reading, talking, eating, or standing watch.

During sleep, you have the Unconscious condition. You may take no more than one long rest a day.

Benefits of a Long Rest: To start a Long Rest, you must have at least 1 Hit Point. When you finish the rest, you gain the following benefits:

Regain All HP: You regain all lost Hit Points. If your Hit Point maximum was reduced, it returns to normal.

Regain Lost Spells: You regain the ability to cast any spell you lost to a serious failure on a spellcheck.

Replace Forgotten Spells: You can replace any spell you forget because of a critical failure on a spellcheck with a different spell of the same tier from your spell list.

Ability Modifiers Restored: If any of your ability modifiers were reduced, they return to normal.

Exhaustion Reduced: If you have the Exhaustion condition, its level decreases by 1.

Interrupting the Rest: A Long Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell
- Taking any damage
- 1 hour of walking or other physical exertion
- If you rested at least 1 hour before the interruption, you gain the benefits of a Short Rest.
- You can resume a Long Rest immediately after an interruption. If you do so, the rest requires 1 additional hour per interruption to finish.

DEATH AND DYING

When a creature drops to 0 Hit Points, it either dies outright or falls unconscious, as explained below.

INSTANT DEATH

Here are the main ways a creature can die instantly.

Monster Death: A monster dies the instant it drops to 0 hit points, although a GM can ignore this rule for an individual monster and treat it like a character.

Massive Damage: When damage reduces a character to 0 hit points and damage remains, the character dies if the remainder equals or exceeds their hit point maximum.

For example, if your character has a hit point maximum of 12, currently has 6 hit points, and takes 18 damage, the character drops to 0 hit points, but 12 damage remains. The character then dies, since 12 equals their hit point

maximum.

CHARACTER DEMISE

If your character dies, others might find a magical way to revive your character, such as with the Raise Dead spell. Or talk with the GM about making a new character to join the group.

YOUR CHARACTER AT 0 HIT POINTS

If you reach 0 hit points and you don't die instantly, you are unconscious until you regain any hit points, and you must now make death saving throws.

DEATH SAVING THROWS

Whenever you start your turn with 0 hit points, you are unconscious and dying. A dying creature makes a death saving throw on its turn; no other action, movement, or activity. There are no modifiers to this roll.

Death Saving Throw	
1d20	Roll Result
20	You regain 1 hit point.
10-19	Mark 1 success.
2-9	Mark 1 failure.
1	Mark 2 failures.

On the 3rd failure, your character dies.

On the 3rd success, your character stabilizes. A stabilized creature is unconscious, has 0 Hit Points, and does not roll death saving throws. Successes and failures reset as soon as a dying creature stabilizes.

On gaining 1 or more hit points: You become conscious and no longer roll death saving throws. You are still prone.

Damage at 0 hit points: If you take any damage while you have 0 hit points, you mark 1 death saving throw failure. If the damage is from a critical hit, you mark 2 failures instead. If the damage equals or exceeds your hit point maximum, you die.

STABILIZING A CHARACTER

You can give first aid to try to stabilize a dying creature with 0 Hit Points. On a successful DC 10 WIS check the target becomes stable.

A Stable creature doesn't make Death Saving Throws even though it has 0 Hit Points, but it still has the Unconscious condition. If the creature takes damage, it stops being Stable and starts making Death Saving Throws again. A Stable creature that isn't healed regains 1 Hit Point after 1d4 hours.

LEVEL UP (ADVANCING LEVELS)

Your character starts at level 1 and advances to the next level at the end of each adventure (or whenever the GM decides you have reached a milestone). Each time you advance to the next level you roll 1d8 and add your DEX modifier. Add that total to your current and maximum hit points.

You also receive additional new features depending upon your class.

COMBAT



Combat takes place in a series of rounds. Each combatant gets one turn in each round.

SURPRISE ROUND

The GM determines if any creatures are unaware of others. Those with surprise take one turn before the combat initiative roll.

INITIATIVE

For each creature in the combat, roll 1d20 and add the character's DEX. This is the creature's initiative for this combat; the creature with the highest initiative takes its turn first, followed by the creature with the next highest initiative, etc.

The GM may choose to only roll once and assign the same initiative to all of the monsters.

If two creatures have the same initiative, they can choose who goes first.

Optional Initiative order: For faster combat sessions the player with the highest initiative goes first and play continues clockwise around the table.

YOUR TURN

On your turn, you can **move** and take an **action**.

MOVE

On your turn, you can move a distance equal to your Speed or less. Or twice that distance if you choose to not take an action. You can decide not to move. Your movement can include climbing, crawling, jumping, and swimming. These different modes of movement can be combined with your regular movement, or they can constitute your entire move.

However you're moving with your Speed, you deduct the distance of each part of your move from it until it is used up or until you are done moving, whichever comes first.

A character's Speed (also called walking speed) is determined during character creation. A monster's Speed is noted in the monster's stat block.

DIFFICULT TERRAIN

Combatants are often slowed down by difficult terrain. Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot, even if multiple things in a space count as difficult terrain.

CLIMBING, CRAWLING, AND SWIMMING

Every foot of movement when climbing, crawling or swimming costs 1 extra foot.

BREAKING UP YOUR MOVE

You can break up your move, using some of its movement before and after any action you take on the same turn. For example, if you have a Speed of 30 feet, you could go 10 feet, take an action, and then go 20 feet.

DROPPING PRONE

On your turn, you can give drop to a prone position or get up from prone without using an action or any of your speed, but you can't do so if your speed is 0.

CREATURE SIZE

A creature belongs to a size category, which determines the width of the square space the creature occupies on a map, as shown on the Creature Size and Space table. That table lists the sizes from smallest (Tiny) to largest (Gargantuan). A creature's space is the area that it effectively controls in combat and the area it needs to fight effectively.

A character's size is determined by species, and a monster's size is specified in the monster's stat block.

Creature Size and Space		
Size	Space (Feet)	Space (Squares)
Tiny	2½ by 2½ feet	4 per square
Small	5 by 5 feet	1 square
Medium	5 by 5 feet	1 square
Large	10 by 10 feet	4 squares (2 by 2)
Huge	15 by 15 feet	9 squares (3 by 3)
Gargantuan	20 by 20 feet	16 squares (4 by 4)

MOVING AROUND OTHER CREATURES

A space containing a dead or incapacitated creature is treated as unoccupied, difficult terrain.

During your move, you can pass through the space of an ally, a tiny creature, or a creature that is two sizes larger or smaller than you.

Another creature's space is difficult terrain for you unless that creature is tiny or your ally.

You can't willingly end a move in a space occupied by another creature.

TAKE AN ACTION

Your action can be anything that your character can do, or attempt to do, that would normally take no more than 6 seconds. The most common actions to take during combat are the attack action and the magic action. Any other thing, other than something "Free to do" (see below), that you may choose to do on your turn will be your action for this turn.

ATTACK ACTION

Whether you strike with a Melee weapon, fire a Ranged weapon, or make an unarmed attack, an attack has the following structure:

1: Choose a Target. Pick a target within your attack's range: a creature, an object, or a location.

2: Determine Modifiers. The GM determines whether the target has Cover (see the next section) and whether you have Advantage or Disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.

3: Resolve the Attack. Make the attack roll. On a hit, you roll damage unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

THE ATTACK ROLL

An attack roll determines whether an attack hits a target. Roll 1d20 and add applicable modifiers. An attack roll hits if the total equals or exceeds the target's Armor Class.

Ability Modifier: The Attack Roll Abilities table shows which ability modifier to use for different types of attack rolls.

Attack Roll Abilities	
Ability	Attack Type
Strength	Melee attack with a weapon or an Unarmed Strike
Dexterity	Ranged attack with a weapon

Natural 20: When you roll 1d20 and that die stops on a 20, that is called "rolling a natural 20." When your attack roll is a natural 20, no modifiers are applied to the roll, it always hits and you double the number of dice you roll for damage. Note that rolling a natural 20 on any other ability check is not an automatic success.

Natural 1: Rolling a natural 1 on an attack always misses. A natural 1 on any other ability check is not an automatic failure and you can add your modifiers (if any) as usual.

CHARACTER PROFICIENCY BONUS (PB)

Your PB is equal to 1/2 your character's level, rounded up. You add your PB to your attack roll when you attack using a weapon you have proficiency with.

ARMOR CLASS (AC)

A creature's Armor Class represents how well the creature avoids being wounded in combat. The AC of a character is determined at character creation, whereas the AC of a monster appears in its stat block.

Calculating Armor Class

Unarmored AC: 10 + DEX

Light Armor AC: *Padded* or *Leather Armor* 11 + DEX, *Studded Leather Armor* 12 + DEX

Medium Armor AC: *Hide Armor* 12 + DEX (max +2), *Chain Shirt* 13 + DEX (max +2), *Scale Mail* or *Breastplate* 14 + DEX (max +2), *Half Plate* 15 + DEX (max +2)

Heavy Armor AC: *Ring Mail* 14, *Chain Mail* 16, *Splint Armor* 17, *Plate Armor* 18

Shield: After calculating your unarmored or armored AC, welding a shield in one hand adds +2 to that AC.

COVER

Walls, trees, creatures, and other obstacles can provide cover, making a target more difficult to harm.

As detailed in the cover table, there are three degrees of cover, each of which gives a different benefit to a target.

A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

Cover		
Degree	Benefit to Target	Offered By ...
Half	+2 bonus to AC and Dexterity saving throws	Another creature or an object that covers at least half of the target
Three-Quarters	+5 bonus to AC and Dexterity saving throws	An object that covers at least three-quarters of the target
Total	Can't be targeted directly	An object that covers the whole target

RANGED ATTACKS

When you make a ranged attack, you fire a bow, hurl an axe, or otherwise send projectiles to strike a foe at a distance.

RANGE

You can make ranged attacks only against targets within a specified range.

Some ranged attacks, such as those made with a longbow, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond long range.

RANGED ATTACKS IN CLOSE COMBAT

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack roll with a weapon, or some other means, you have disadvantage on the roll if you are within 5 feet of an enemy who can see you.

MELEE ATTACKS

A melee attack allows you to attack a target within your reach. A melee attack typically uses a hand-held weapon or an unarmed strike. Many monsters make melee attacks with claws, teeth, or other body parts. A few spells also involve melee attacks.

Reach

A creature has a 5-foot reach and can thus attack targets within 5 feet when making a melee attack. Certain creatures have melee attacks with a reach greater than 5 feet, as noted in their descriptions.

KNOCKING OUT A CREATURE

When you would reduce a creature to 0 hit points with a melee attack, you can instead reduce the creature to 1 hit point. The creature is then unconscious and starts a short rest.

The creature remains unconscious until it regains any hit points or until someone uses an action to administer first aid to it, which requires a successful DC 10 WIS check.

MAGIC ACTION

Cast a spell, use a magic item, drink a potion, or use a magical feature.

Refer to "SECTION 5: Magic."

FREE TO DO

The following things are free to do during your turn:

Speaking: You can speak, or communicate however you are able. Doing so uses neither your action nor your move. Extended communication, such as a detailed explanation of something or an attempt to persuade a foe, requires an action.

Do Something Quick: You can interact with one object or feature of the environment for free, during either your move or action. For example, you could open a door during your move as you stride toward a foe.

Other things: You can also do small, parallel tasks on your turn, such as dropping prone, standing up, or dropping something. This doesn't typically use your action.

MOUNTED COMBAT

A willing creature that is at least one size larger than a rider and that has an appropriate anatomy can serve as a mount, using the following rules.

Mounting and Dismounting: During your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your Speed (round down). For example, if your Speed is 30 feet, you spend 15 feet of movement to mount a horse.

Controlling a Mount: You can control a mount only if it has been trained to accept a rider. Domesticated horses, mules, and similar creatures have such training.

The Initiative of a controlled mount changes to match yours when you mount it. It moves on your turn as you direct it. It can't take an attack action, but can move twice if it doesn't take any other action. A controlled mount can move and act even on the turn that you mount it.

In contrast, an independent mount - one that lets you ride but ignores your control - retains its place in the Initiative order and moves and acts as it likes.

Falling Off: If an effect is about to move your mount against its will while you're on it, you must make a DC 10 DEX save or fall off, landing prone in an unoccupied space within 5 feet of the mount. While mounted, you must make the same check if you or the mount are knocked prone.

UNDERWATER COMBAT

A fight underwater follows these rules.

SWIMMING

Speed When Swimming: Unless you have a swim speed, your movement speed is halved.

Swimming in Light Armor: Requires a DC 10 Strength check each round. Failure means you have a speed of 0 for that round.

Swimming in Medium Armor: Requires a DC 15 Strength check each round. Failure means you have a speed of 0 for that round and you sink 10 feet.

Swimming in Heavy Armor: Requires a DC 20 Strength check each round. Failure means you have a speed of 0 for that round and you sink 20 feet.

SWIMMING TO EXHAUSTION

You must make a DC 10 CON save each hour that you are swimming or you gain one level of exhaustion. The check is made every half hour if wearing medium armor or every 15 minutes if wearing heavy armor.

DROWNING

- You can hold your breath for a number of minutes equal to 1 plus your CON (minimum of 30 seconds) before suffocation begins. When you run out of breath or you are choking, you gain 1 Exhaustion level at the end of each of your turns. When you can breathe again, you remove all levels of Exhaustion you gained from suffocating.
- When drowning, you cannot regain hit points or be stabilized until you are once again able to breathe.
- When you are hit, you must make a DC 12 CON save or lose an additional 30 seconds from the time you can continue to hold your breath. If it was a critical hit, you must instead make a DC 20 CON save or lose your breath and fall unconscious.

IMPEDED WEAPONS

When making a melee attack roll with a weapon underwater, a creature that lacks a swim speed has disadvantage on the attack roll unless the weapon deals piercing damage.

A ranged attack roll with a weapon underwater automatically misses a target beyond the weapon's normal range, and the attack roll has disadvantage against a target within normal range.

FIRE RESISTANCE

Anything underwater has resistance to fire damage.

MAGIC

Potent energies permeate the multiverse, and magic is the manipulation of those energies to change reality. Those who can harness such energies are called spellcasters, who are categorized into groups based on the source of their power.

ARCANE SOURCE

Arcane casters draw power from measurable forces that govern material reality. An Arcane caster can use a precise combination of words, gestures, and materials to ignite a roaring flame or link two distant locations.

DIVINE SOURCE

Divine casters draw power from the connectivity between beings. A Divine caster can imbue a dying creature with the will to live, channel a god's wrath into a fierce storm, or restore withered crops to a starving community.

CASTING A SPELL

When you cast a spell, you invoke magic to cause an effect.

- Casting a spell takes your action.
- To cast an **Arcane** spell you know, make a spellcheck by rolling 1d20 + your **INT** modifier.
- To cast a **Divine** spell you know, make a spellcheck by rolling 1d20 + your **WIS** modifier.
- The DC to successfully cast a spell is 10 + the spell's tier.

RESULTS OF YOUR SPELLCHECK

Success: If you succeed on your spellcheck, the spell takes effect.

Critical Success: If the spell is not a cantrip and you roll a natural 20 on your spellcheck, you may double one of the spell's numerical effects. This remains in effect on a concentration spell until your first concentration check.

Failure: If you fail your spellcheck, the spell does not take effect.

Serious Failure: If your spellcheck was more than 5 points below the DC, you can't cast it again until you complete a long rest. For example, if you attempt to cast a tier 4 spell (DC 14) and your spellcheck was 9 or lower, it is a serious failure. Serious failures don't affect cantrips or tier 1 spells.

Critical Failure: If you roll a natural 1 on your spellcheck you forget this spell (it is removed from your list of known spells). Critical failures don't affect cantrips or tier 1 spells.

Replacing Forgotten Spells: When you forget a spell because of a critical failure on a spellcheck you can no longer cast that spell. After a long rest you can replace it with a different spell of the same tier from your spell list. On advancing to the next level you may choose to re-learn the forgotten spell as one of the new spells you get at your new level.

Target's Spell Saves:

If the spell requires the target to make a save, the DC for the save is the spellcheck you made to cast the spell.

SPELL LISTS

DIVINE SPELLS

CANTRIPS (0 TIER)

Guidance
Light
Mending
Resistance
Sacred Flame
Spare the Dying
Thaumaturgy

1ST TIER

Bane
Bless
Command
Create or Destroy Water
Cure Wounds
Detect Poison and Disease
Guiding Bolt
Healing Word
Inflict Wounds
Purify Food and Drink
Sanctuary
Shield from Fiends & Undead
Shield of Faith
Turn Undead

2ND TIER

Aid
Augury
Blindness/Deafness
Calm Emotions
Continual Flame
Gentle Repose
Hold Person
Lesser Restoration
Prayer of Healing
Protection from Poison
Silence
Spiritual Weapon
Warding Bond
Zone of Truth

3RD TIER

Beacon of Hope
Bestow Curse
Create Food and Water
Daylight
Mass Healing Word
Meld into Stone
Protection from Energy
Remove Curse
Revivify
Sending
Speak with Dead
Spirit Guardians
Tongues
Water Walk

4TH TIER

Banishment
Control Water
Death Ward
Freedom of Movement
Guardian of Faith
Locate Creature

5TH TIER

Commune
Contagion
Dispel Evil Fiends & Undead
Flame Strike
Heal
Geas
Greater Restoration
Insect Plague
Legend Lore
Mass Cure Wounds
Planar Binding
Raise Dead

ARCANE SPELLS

CANTRIPS (0 TIER)

Acid Splash
Chill Touch
Dancing Lights
Fire Bolt
Mage Hand
Message
Minor Illusion
Poison Spray
Prestidigitation
Ray of Frost
Shocking Grasp
True Strike

1ST TIER

Alarm
Burning Hands
Charm Person
Color Spray
Comprehend Languages
Detect Magic
Disguise Self
Expeditious Retreat
False Life
Feather Fall
Find Familiar
Floating Disk Fog Cloud
Grease
Hideous Laughter
Identify
Illusory Script
Longstrider

Mage Armor
Magic Missile
Shield
Silent Image
Sleep
Thunderwave
Unseen Servant

2ND TIER

Acid Arrow
Alter Self
Arcane Lock
Blur
Darkness
Darkvision
Detect Thoughts
Enlarge/Reduce
Flaming Sphere
Gust of Wind
Invisibility
Knock
Levitate
Locate Object
Magic Weapon
Mirror Image
Misty Step
Ray of Enfeeblement
Rope Trick
Scorching Ray
See Invisibility
Shatter
Spider Climb
Suggestion
Web

3RD TIER

Blink
Clairvoyance
Counterspell
Dispel Magic
Fear
Fireball
Fly
Gaseous Form
Glyph of Warding
Haste
Hypnotic Pattern
Lightning Bolt
Magic Circle
Major Image
Nondetection
Phantom Steed
Sleet Storm
Slow
Stinking Cloud
Tiny Hut
Vampiric Touch
Water Breathing

4TH TIER

Arcane Eye
Black Tentacles
Blight
Confusion
Dimension Door
Fabricate
Faithful Hound
Fire Shield
Greater Invisibility
Ice Storm
Phantasmal Killer
Polymorph
Private Sanctum
Resilient Sphere
Secret Chest
Stone Shape
Stoneskin
Wall of Fire

5TH TIER

Cloudkill
Cold
Contact Other Plane
Creation
Dominate Person
Dream
Hold Monster
Mislead
Modify Memory
Passwall
Scrying
Seeming
Telekinesis
Telepathic Bond
Teleportation Circle
Wall of Force
Wall of Stone

ELEMENTS OF A SPELL

SPELL TIERS

Spells are classified according to their tiers, which range from 0 to 5. The higher a spell's tier, the more energy it requires to cast and the stronger its effect.

CANTRIPS

A cantrip is a tier 0 spell. It will either fail or succeed on the spellcheck. Its numerical effects aren't increased on a critical success, and it can be re-cast at will regardless of the result of the spellcheck. Repeated practice has fixed the spell in the caster's mind and infused the caster with the magic needed to produce the effect over and over.

RANGE

Range determines at what distance you can deliver the spell's effects.

Self: A range of "self" means you can only target yourself with the spell.

Touch: A range of "touch" means you must be touching the target to deliver the spell's effects.

DURATION

Duration is how long the spell effects last. Spells can have an instant effect or last for several turns, rounds, or longer. See Concentration (below) for spells with a duration of "concentration".

OVERLAPPING EFFECTS

Ongoing effects of the same spell on the same target do not combine. The spell with the most powerful effect takes precedence, such as the spell with the longer remaining duration.

CONCENTRATION

Some spells last for a listed amount of time so long as you maintain your concentration. While concentrating on a spell you can't cast another concentration spell. You can end a concentration spell at any time.

To maintain concentration, make a spellcheck at the start of your turn as if you were casting that spell. If you take damage or become distracted while concentrating (due to falling, for example), you must immediately make a spellcheck to maintain concentration.

Success: The spell remains in effect until your next concentration check. Treat a critical success as a standard success.

Failure: The spell ends. Treat a serious or critical failure as a standard failure.

SPELL EFFECTS

TARGET

A typical spell requires you to pick one or more targets to be affected by the spell's magic. A spell tells you whether the spell targets creatures, objects, or a point of origin for an area of effect.

Unless a spell has a perceptible effect, a creature might not know it was targeted by a spell at all. An effect like crackling lightning is obvious, but a more subtle effect, such as an attempt to read a creature's thoughts, typically goes unnoticed unless a spell says otherwise.

A Clear Path to the Target: To target something, you must have a clear path to it, so it can't be behind total cover.

If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you and the point, the point of origin appears on the side of that obstruction nearest to you.

Targeting Yourself: If a spell targets a creature that you select, you can choose yourself unless the spell says otherwise. For example, some spells specify that the target must be hostile to you or specifically a creature other than you. If you are in the area of effect of a spell you cast, you can target yourself.

SPELL SAVES

Many spells specify that a target can make a save to avoid some or all of a spell's effects. The spell specifies the ability the target uses for the save, such as DEX or WIS, and what happens on a success or failure.

The DC to resist a spell or some effect of a spell, is equal to the spellcheck you made to cast the spell, including any bonuses.

DISPELLING SPELLS

You can take an action to dispel any spell that you have cast before the spell duration has expired. And, most spells end if the caster of the spell dies.



SELL DESCRIPTIONS

ACID ARROW

Tier 2, Arcane

Duration: Instantaneous

Range: 90 feet

You conjure a corrosive bolt that hits one foe, dealing 4d4 acid damage and 2d4 acid damage at the end of its next turn.

ACID SPLASH

Cantrip, Arcane

Duration: Instantaneous

Range: 60 feet

You create a bubble of acid that hits one foe, or two that are within 5 feet of each other, dealing 1d6 acid damage.

AID

Tier 2, Divine

Duration: Instantaneous

Range: 30 feet

You heal 3 allies 5 hit points each.

ALARM

Tier 1, Arcane

Duration: 8 hours

Range: touch

You touch one object, such as a door threshold, setting a magical alarm on it. If any creature you do not designate while casting the spell touches or crosses past the object, a magical bell sounds in your head.

ALTER SELF

Tier 2, Arcane

Duration: Concentration, up to 1 hour

Range: Self

You magically change your appearance or physical form, gaining one feature that modifies your existing anatomy.

For example, you can grow functional gills on your neck or bear claws on your fingers. This spell can't grow wings or limbs.

ARCANE EYE

Tier 4, Arcane

Duration: Concentration, up to 1 hour

Range: 30 feet

You conjure an invisible, grape-sized eye within range. You can see through the eye. It can see in the dark out to 30 feet, fly 30 feet on your turn, and squeeze through openings as narrow as a keyhole.

ARCANE LOCK

Tier 2, Arcane

Duration: Until dispelled

Range: Touch

You touch a closed door, chest, or other object, and it becomes locked. You and the creatures you designate can open the object normally. Otherwise, it is impassable until it is broken or the

spell is dispelled or suppressed. Casting knock on the object suppresses arcane lock for 10 minutes.

While affected by this spell, the object is more difficult to break; the DC to break it increases by 10.

AUGURY

Tier 2, Divine

Duration: Instantaneous

Range: Self

Once between long rests, by casting inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen.

Ask the GM one question about a specific course of action that you plan to take within the next 30 minutes. The GM says whether the action will lead to "weal" or "woe."

BANE

Tier 1, Divine

Duration: Concentration, up to 1 minute

Range: 30 feet

Up to three creatures that you select that you can see within range must make a CHA save.

Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll 1d4 and subtract the number rolled from the attack roll or saving throw.

BANISHMENT

Tier 4, Divine

Duration: Concentration, up to 1 minute

Range: 60 feet

One creature that you can see within range must make a CHA save or be banished to another plane of existence for the duration.

If native to the plane of existence you're on, it is sent, incapacitated, to a harmless demiplane and reappears in the space it left, or in the nearest unoccupied space if that space is occupied, when the spell ends.

If native to a different plane, the target returns to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left, or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

BEACON OF HOPE

Tier 3, Divine

Duration: Concentration, up to 1 minute

Range: 30 feet

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on WIS saves and death saving throws, and regains the maximum number of hit points possible from any healing.

BESTOW CURSE

Tier 3, Divine

Duration: Concentration, up to 1 minute

Range: Touch

You touch a creature, and it must succeed on a WIS save or become cursed for the duration. Choose from the following options:

- Choose one ability. It has disadvantage on ability checks and saves made with that ability modifier.
- It has disadvantage on attack rolls against you.
- It must make a WIS save at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- Your attacks and spells deal an extra 1d8 necrotic damage to it.

A remove curse spell ends this effect.

BLACK TENTACLES

Tier 4, Arcane

Duration: Concentration, up to 1 minute

Range: 90 feet

Squirming, ebony tentacles fill a 20 foot square on ground that you can see within range. The ground in the area becomes difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, it must make a DEX save or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage.

A creature restrained by the tentacles can use its action to make a STR or DEX save (its choice) to free itself.

BLESS

Tier 1, Divine

Duration: Concentration, up to 1 minute

Range: 30 feet

Choose up to three creatures within range. They can add 1d4 to all attack rolls or a saving throws for the duration of the spell.

BLIGHT

Tier 4, Arcane

Duration: Instantaneous

Range: 30 feet

Necromantic energy washes over a creature that you select that you can see within range, draining moisture and vitality from it. The target must make a CON save. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs.

If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it.

If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

BLINDNESS/DEAFNESS

Tier 2, Divine

Duration: Concentration

Range: 30 feet

You utter a divine censure, one creature you can see in range makes a WIS save or is blinded or deafened for the duration.

BLINK

Tier 3, Arcane

Duration: 1 minute

Range: Self

Roll 1d20 at the end of each of your turns for the duration. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the ethereal plane (the spell fails if you were already on that plane).

If you are on the ethereal plane at the start of your next turn or when the spell ends, you return to an unoccupied space of your choice that you can see within 10 feet of where you were.

While on the ethereal plane, you can see and hear the plane you originated from for up to 60 feet in shades of gray. You can only affect and be affected by other creatures on the ethereal plane. Creatures that aren't there can't perceive you or interact with you, unless they have a special ability to do so.

BLUR

Tier 2, Arcane

Duration: Concentration, up to 1 minute

Range: Self

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you.

An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

BURNING HANDS

Tier 1, Arcane

Duration: Instantaneous

Range: Self

You spread your fingers unleashing a circle of flame that roars out to 15 feet around where you stand.

Creatures within the area of effect must make a DEX save or take 3d6 damage, and flammable objects that aren't being worn or carried catch fire.



CALM EMOTIONS

Tier 2, Divine

Duration: Concentration, up to 1 minute

Range: 60 feet

Each humanoid in a 30 foot cube centered on a point you choose within range must make a CHA save; a creature can choose to fail this save if it wishes. If a creature fails its save, choose one of the following two effects.

- 1: You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.
- 2: You can make a target indifferent about creatures that you select that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, it becomes hostile again, unless the GM rules otherwise.

CHARM PERSON

Tier 1, Arcane

Duration: 1 hour

Range: 30 feet

One humanoid within range must make a WIS save or regard you as a friend for the duration.

The spell ends if you or your allies do anything to hurt it. The target knows you magically enchanted it after the spell ends.

CHILL TOUCH

Cantrip, Arcane

Duration: Concentration

Range: 1 round

You create a ghostly, skeletal hand in the space of a creature within range. The target must make a DEX save or take 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

This spell's damage increases by 1d8 when you reach 5th level (2d8).

CLAIRVOYANCE

Tier 3, Arcane

Duration: Concentration, up to 10 minutes

Range: 1 mile

You create an invisible sensor within range in a location you can describe. You could not for example, describe the location as "where the dragon Abraxus is located". It must be either a location familiar to you or in an obvious location (such as behind a door, around a corner, or in a specific grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with.

You can both hear and see through the sensor.

A creature that can see the sensor (such as a creature benefiting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.

CLOUDKILL

Tier 5, Arcane

Duration: Concentration, up to 10 minutes

Range: 120 feet

A putrid cloud of yellow poison fills a 30 foot cube within range. It spreads around corners.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a CON save. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one.

COLD

Tier 5, Arcane

Duration: Instantaneous

Range: Self

A blast of cold air erupts from your hands. Each creature that you select within 60 feet of you must make a CON save. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one.

A creature killed by this spell becomes a frozen statue until it thaws.

COLOR SPRAY

Tier 1, Arcane

Duration: 1 round

Range: Self

A dazzling array of flashing, colored light springs from your hand. Creatures that you select that can see you within 15 feet of you must make a WIS save or be blinded until the spell ends.

COMMAND

Tier 1, Divine

Duration: 1 round

Range: 60 feet

You issue a verbal command to one creature in range who can understand you. The command must be one word, such as "kneel." The target makes a WIS save or follows the command on its next turn.

The spell has no effect if the creature is undead, if it doesn't understand your language, or if your command is directly harmful to it.

COMMUNE

Tier 5, Divine

Duration: 1 minute

Range: Self

You seek your god's counsel. Ask the GM up to three yes or no questions. The GM truthfully answers "yes" or "no" to each. If you cast this spell more than once in 24 hours, treat a failed spellcheck for it as a serious failure instead.

COMPREHEND LANGUAGES

Tier 1, Arcane

Duration: 1 hour

Range: Self

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

CONFUSION

Tier 4, Arcane

Duration: Concentration, up to 1 minute

Range: 90 feet

Each creature in a 10 foot cube centered on a point you choose within range must succeed on a WIS save when you cast this spell or be affected by it.

An affected target can't take reactions and must roll 1d10 at the start of each of its turns to determine its behavior for that turn.

d10	Behavior
1	The creature uses all its movement to move in a random direction. To determine the direction, roll 1d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2–6	The creature doesn't move or take actions this turn.
7–8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9–10	The creature can act and move normally.

CONTACT OTHER PLANE

Tier 5, Arcane

Duration: 1 minute

Range: Self

You mentally contact a demigod, the spirit of a long dead sage, or some other mysterious entity from another plane. Contacting this extra planar intelligence can strain or even break your mind.

When you make your spellcheck to cast this spell, on a failure you take 6d6 psychic damage and are insane until you finish a long rest.

While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A greater restoration spell cast on you ends this effect.

On successfully casting this spell, you can ask the entity up to five questions. You must ask your questions before the spell ends. The GM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one word answer would be misleading, the GM might instead offer a short phrase as an answer.

CONTAGION

Tier 5, Divine

Duration: 7 days

Range: 5 feet

Your presence inflicts disease. Select a creature within your reach. The creature must make a CON save or becomes infected with a disease of your choice from any of the ones described below.

At the end of each of the target's turns, it must make another CON save. After failing three of these saving throws (counting the first one), the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends.

Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

Blinding Sickness: Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on WIS checks and saves and is blinded.

Filth Fever: A raging fever sweeps through the creature's body. The creature has disadvantage on STR checks, saves, and attack rolls that use Strength.

Flesh Rot: The creature's flesh decays. The creature has disadvantage on CHA checks and is vulnerable to all damage.

Mindfire: The creature's mind becomes feverish. The creature has disadvantage on INT checks and saves, and the creature behaves as if under the effects of the confusion spell during combat.

Seizure: The creature is overcome with shaking. The creature has disadvantage on DEX checks and saves, and attack rolls that use Dexterity.

Slimy Doom: The creature begins to bleed uncontrollably. The creature has disadvantage on CON checks and saves. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

CONTINUAL FLAME

Tier 2, Divine

Duration: Until dispelled

Range: Touch

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered or hidden but not smothered or quenched.

CONTROL WATER

Tier 4, Divine

Duration: Concentration, up to 10 minutes

Range: 300 feet

You move and shape water. You can cause a section of water that is a cube up to 100 feet on a side to change shape, defy gravity, and/or flow in a different direction.

COUNTERSPELL

Tier 3, Arcane

Duration: Instantaneous

Range: 60 feet

When you see a creature within 60 feet of you casting a spell, you can attempt to interrupt its casting. Before the creature's spell takes effect, make your spellcheck and if the creature is casting a spell of 3rd tier or lower, its spell fails and has no effect. If it is a spell of 4th tier or higher and if your spellcheck would have beat a DC of 10 + the tier of that spell, the creature's spell fails and has no effect.

You can interrupt another creature's turn to cast counterspell and still cast a different spell on your turn this round whether it is before or after the other creatures turn. You can cast no more than one counterspell in a round.

CREATE FOOD AND WATER

Tier 3, Divine

Duration: Instantaneous

Range: 30 feet

You create 45 pounds of food (15 gear slots) and 30 gallons of water (30 gear slots) on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

CREATE OR DESTROY WATER

Tier 1, Divine

Duration: Instantaneous

Range: 30 feet

You either create or destroy water.

Create Water: You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30 foot cube within range, extinguishing exposed flames in the area.

Destroy Water: You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30 foot cube within range.

CREATION

Tier 5, Arcane

Duration: Special

Range: 30 feet

You pull wisps of shadow material from the Shadowfell to create a nonliving object of vegetable matter within range: soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5 foot cube, and the object must be of a form and material that you have seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration.

Material	Duration
Vegetable matter	1 day
Stone, metal or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes

CURE WOUNDS

Tier 1, Divine

Duration: Instantaneous

Range: Touch

A creature you touch regains a number of hit points equal to 1d8 + your WIS. This spell has no effect on undead or constructs.

DANCING LIGHTS

Cantrip, Arcane

Duration: Concentration, up to 1 minute

Range: 120 feet

You create up to four torch sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10 foot radius.

As an action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

DARKNESS

Tier 2, Arcane

Duration: Concentration, up to 10 minutes

Range: 60 feet

Magical darkness spreads from a point you choose within range to fill a 20 foot cube for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 2nd tier or lower, the spell that created the light is dispelled.

DARKVISION

Tier 2, Arcane

Duration: 8 hours

Range: Touch

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.

DAYLIGHT

Tier 3, Divine

Duration: 1 hour

Range: 60 feet

A light spreads out from a point you choose within range, 60 feet bright light and dim light for an additional 60 feet.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

DEATH WARD

Tier 4, Divine

Duration: 8 hours

Range: Touch

The first time the target of this spell would drop to 0 HP as a result of taking damage, the target instead drops to 1 HP, and the spell ends.

If the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends.

After casting this spell, you can't cast it again until after a long rest.

DETECT MAGIC

Tier 1, Arcane

Duration: Concentration, up to 10 minutes

Range: Self

You can sense the presence of magic within 30 feet of you. If you detect magic in the area you can, as an action, detect a faint aura around any visible creature or object in the area that bears magic.

The spell is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DETECT POISON AND DISEASE

Tier 1, Divine

Duration: Concentration, up to 10 minutes

Range: Self

For the duration, you can sense the presence and location of poisons and diseases within 30 feet of you. This spell also detects the presence of creatures affected by an ongoing poison or disease, creatures that deal poison damage, and creatures that can infect other creatures with a disease, such as ghouls and mummies. You also identify the kind of poison, creature, or disease in each case.

The spell is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DETECT THOUGHTS

Tier 2, Arcane

Duration: Concentration, up to 1 minute

Range: 30 feet

You peer into the mind of one creature you can see within range. Each round, you learn the target's immediate thoughts.

On its turn, the target makes a WIS save vs. your last spellcheck. If the target succeeds, it notices your presence in its mind and the spell ends.

DIMENSION DOOR

Tier 4, Arcane

Duration: Instantaneous

Range: 500 feet

You teleport yourself and up to one other willing creature to any point you can see within range.

DISGUISE SELF

Tier 1, Arcane

Duration: 1 hour

Range: Self

You make yourself - including your clothing, armor, weapons, and other belongings on your person - look different for the duration. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an INT check against your last spellcheck.

DISPEL EVIL FIENDS & UNDEAD

Tier 5, Divine

Duration: Concentration, up to 1 minute

Range: Self

Fiends, and undead have disadvantage on attack rolls against you. You can end the spell early by using either of the following special functions.

Break Enchantment: As an action, you touch a creature you can reach that is charmed, frightened, or possessed by a fiend or undead. The creature you touch is no longer charmed, frightened, or possessed by such creatures.

Dismissal: As an action, make a melee spell attack against a fiend or undead you can reach. On a hit, you attempt to drive the creature back to its home plane. The creature must succeed on a CHA save or be sent back to its home plane (if it isn't there already) or a different plane deemed appropriate by the GM.

DISPEL MAGIC

Tier 3, Arcane

Duration: Instantaneous

Range: 120 feet

End one spell of 3rd tier or lower that affects one creature, object, or magical effect you can see in range.

This will end a spell of 4th tier or higher if your spellcheck would have beat a DC of 10 + the tier of that spell.

DOMINATE PERSON

Tier 5, Arcane

Duration: Concentration, up to 1 minute

Range: 60 feet

A humanoid that you can see within range must make WIS save or be charmed for the duration. It has advantage on the save if you or your allies are fighting it.

While charmed, you can telepathically issue commands to the creature which it does its best to obey. You can specify a simple action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature receives no further direction it defends itself.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose.

Each time the target takes damage, it makes a new WIS save to end the spell

DREAM

Tier 5, Arcane

Duration: 8 hours

Range: Special

Choose a creature known to you, on the same plane of existence as you, as the target of this spell. Creatures that don't sleep, such as elves, can't be contacted by this spell. You or a willing creature you touch enters a trance state, acting as a messenger. While in the trance, the messenger is aware of its surroundings but can't take actions or move.

The messenger knows if the target is awake and can either end the spell or wait for the target to fall asleep.

The messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the spell. The messenger can shape the environment of the dream, creating landscapes, objects, and other images. The messenger can end the spell early. The target recalls the dream perfectly upon waking.

You can make the messenger appear terrifying to the target. If you do, the messenger can deliver a message of no more than ten words and then the target must make a WIS save. On a failed save, echoes of a phantasmal monstrosity spawn a nightmare that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In addition, when the target wakes up, it takes 3d6 psychic damage.

If you have a body part, lock of hair, clipping from a nail, or similar portion of the target's body, the target makes its save with disadvantage.

Once you cast this spell, you can't do so again until you complete a long rest.

ENLARGE/REDUCE

Tier 2, Arcane

Duration: Concentration, up to 1 minute

Range: 30 feet

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a CON save. On a success, the spell has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

Enlarge: The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category - from medium to large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on STR checks and STR saves. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage.

Reduce: The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category - from Medium to Small, for example. Until the spell ends, the target also has disadvantage on STR checks and STR saves. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

EXPEDITIOUS RETREAT

Tier 1, Arcane

Duration: Concentration, up to 1 minute

Range: Self

This spell allows you to move at an incredible pace. For the duration of this spell, your speed is doubled.

FABRICATE

Tier 4, Arcane

Duration: 1 minute

Range: 120 feet

This spell can't target creatures or magic items.

You turn a Large or smaller collection of raw materials into a finished work. For example, you convert a pile of bricks or rocks into a bridge. The finished work converts back to raw materials when the spell ends.

FAITHFUL HOUND

Tier 4, Arcane

Duration: 8 hours

Range: 30 feet

You conjure a phantom watchdog in an unoccupied space that you can see within range, where it remains for the duration, until you dismiss it as an action, or until you move more than 100 feet away from it.

The hound is invisible to all creatures except you and can't be harmed. When a small or larger creature comes within 30 feet of it without first speaking the password that you specify when you cast this spell, the hound starts barking loudly. The hound sees invisible creatures and can see into the ethereal plane. It ignores illusions.

At the start of each of your turns, the hound attempts to bite one creature within 5 feet of it that is hostile to you. The hound's attack bonus is equal to your spellcasting ability modifier + your PB. On a hit, it deals 4d8 piercing damage.

FALSE LIFE

Tier 1, Arcane

Duration: 1 hour

Range: Self

You bolster yourself with a touch of the same necromantic powers used to preserve the dead. Your number of hit points and your hit point maximum is increased by 1d4 + 4 for the duration.

FEAR

Tier 3, Arcane

Duration: Concentration, up to 1 minute

Range: Self

You project a phantasmal image of a creature's worst fears. Each creature that you select within 30-feet of you must make a WIS save or drop whatever it is holding and become frightened of you for the duration.

While frightened by this spell, a creature must make 2 moves away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a WIS save, ending the effect on itself on a success.

FEATHER FALL

Tier 1, Arcane

Duration: Instantaneous

Range: Self

You may make an attempt to cast this spell when you fall. Your rate of descent slows so that you land safely on your feet.

FIND FAMILIAR

Tier 1, Arcane

Duration: Instantaneous

Range: 10 feet

You gain the service of a familiar, a spirit that takes one of the following beast forms you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, seahorse, spider, or weasel. Upon completion of the ritual, your familiar appears in an unoccupied space within 10 feet of you. The familiar has the statistics of the chosen form, though it is considered a Celestial, Fey, or Fiend (your choice) rather than a Beast for any relevant spells or effects.

Communicating with Your Familiar: While your familiar is on the same plane of existence as you, it can magically convey what it sees or senses to you, and you can communicate with it telepathically.

Controlling Your Familiar: Your familiar acts independently of you, but it always obeys your commands.

In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you to do so, and it must use its action to deliver the spell when you cast it. If the spell requires an attack roll, you use your spell attack modifier for the roll.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your

summons. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

Destroying Your Familiar: If a familiar drops to 0 HP, it disappears, leaving behind no physical form. It reappears after you cast this spell again. Alternatively, you can use an action to dismiss your familiar forever. When you do so, the next time you cast this spell, a different familiar of your choosing is summoned.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose a form from the familiars list. Your familiar transforms into the chosen creature.

FIRE BOLT

Cantrip, Arcane

Duration: Instantaneous

Range: 120 feet

You hurl a mote of fire at a creature or object within range. The target makes a DEX save or takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10).

FIRE SHIELD

Tier 4, Arcane

Duration: 10 minutes

Range: Self

Thin and wispy flames wreath your body for the duration, shedding bright light in a 10 foot radius and dim light for an additional 10 feet.

The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d8 fire damage from a warm shield, or 2d8 cold damage from a cold shield.

FIREBALL

Tier 3, Arcane

Duration: Instantaneous

Range: 150 feet

You hurl a small flame that erupts into a fiery blast. All creatures in a 30 foot cube around where the flame lands must make a DEX save. A target takes 8d6 fire damage on a failed save, or half as much damage on a success.

FLAME STRIKE

Tier 5, Divine

Duration: Instantaneous

Range: 60 feet

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10-foot-square, 40-foot-high column centered on a point within range must make a DEX save. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much damage on a success.

FLAMING SPHERE

Tier 2, Arcane

Duration: Concentration, up to 1 minute

Range: 80 feet

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a DEX save. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As an action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the save against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

FLOATING DISK

Tier 1, Arcane

Duration: 1 minute

Range: 30 feet

You create a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick that floats 3 feet above the ground with a concave center. It can carry up to 20 gear slots. It hovers at waist level and automatically stays within 20 feet of you. It can't cross over drop-offs or pits taller than a human.

FOG CLOUD

Tier 1, Arcane

Duration: Concentration, up to 1 hour

Range: 120 feet

You create a 15-foot-cube sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

FLY

Tier 3, Arcane

Duration: Concentration, up to 10 minutes

Range: Touch

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

FREEDOM OF MOVEMENT

Tier 4, Divine

Duration: 1 hour

Range: Touch

You touch a willing creature. For the duration, 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.

GASEOUS FORM

Tier 3, Arcane

Duration: Concentration, up to an hour

Range: Touch

You, or a willing creature you touch, along with everything it's wearing and carrying, transform into a cloud of smoke for the duration.

The target has a flying speed of 10 feet and pass through any gap that smoke could.

The target can't talk, manipulate objects, attack or cast spells while in this form.

GEAS

Tier 5, Divine

Duration: 30 days

Range: 60 feet

You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a WIS save or become charmed by you for the duration. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the spell.

You can issue any command you choose. However, should you issue a command that would result in certain death, the spell ends.

You can end the spell early by using an action to dismiss it. A remove curse, or greater restoration spell also ends it.

GENTLE REPOSE

Tier 2, Divine

Duration: 10 days

Range: Touch

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become Undead. The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as raise dead.

GLYPH OF warding

Tier 3, Arcane

Duration: Until dispelled or triggered

Range: Touch

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly invisible and requires a successful INT check against your last spellcheck to be found.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph

is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight) or creature kind (for example, the ward could be set to affect Aberrations or Drow). You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

When you inscribe the glyph, choose explosive runes or a spell glyph.

Explosive Runes: When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a DEX save. On a failure, a creature takes 5d8 acid, cold, fire, lightning, or thunder damage (your choice when you create the glyph), or half as much damage on a success.

Spell Glyph: You can store a known spell of 3rd circle or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area to be stored. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

GREASE

Tier 1, Arcane

Duration: 1 minute

Range: 60 feet

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a DEX save or fall prone. A creature that enters the area or ends its turn there must also succeed on a DEX save or fall prone.

GREATER INVISIBILITY

Tier 4, Arcane

Duration: Concentration, up to 1 minute

Range: Touch

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

GREATER RESTORATION

Tier 5, Divine

Duration: Instantaneous

Range: Touch

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one or end one of the following effects on the target:

- One effect that charmed or petrified the target
- One curse, including the target's attunement to a cursed

magic item

- Any reduction to one of the target's ability modifiers
- One effect reducing the target's hit point maximum

GUARDIAN OF FAITH

Tier 4, Divine

Duration: 8 hours

Range: 30 feet

A Large spectral guardian appears and hovers for the duration in an unoccupied space of your choice that you can see within range. The guardian occupies that space and is indistinct except for a gleaming sword and shield emblazoned with the symbol of your faith.

Any creature hostile to you that moves to a space within 10 feet of the guardian for the first time on a turn must succeed on a DEX save. The creature takes 20 radiant damage on a failed save, or half as much damage on a successful one. The guardian vanishes when it has dealt a total of 60 damage.

GUIDANCE

Cantrip, Divine

Duration: Concentration, up to 1 minute

Range: Touch

You touch one willing creature. Once before the spell ends, the target can roll 1d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

GUIDING BOLT

Tier 1, Divine

Duration: 1 round

Range: 120 feet

A flash of light streaks toward a creature of your choice within range. The target must make a DEX save or take 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

GUST OF WIND

Tier 2, Arcane

Duration: Concentration, up to 1 minute

Range: Self

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a STR save or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As an action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

HASTE

Tier 3, Arcane

Duration: Concentration, up to 1 minute

Range: 30 feet

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, and it has advantage on DEX saves.

When the spell ends, the target can't move or take an action until after its next turn, as a wave of lethargy sweeps over it.

HEAL

Tier 5, Divine

Duration: Instantaneous

Range: Touch

Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 HP. This spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on Constructs or Undead.

You cannot cast this spell again until you complete a short or long rest.

HEALING WORD

Tier 1, Divine

Duration: Instantaneous

Range: 60 feet

A creature that you select that you can see within range regains hit points equal to 1d4 + your WIS. This spell has no effect on undead or constructs.

HIDEOUS LAUGHTER

Tier 1, Arcane

Duration: Concentration, up to 1 minute

Range: 30 feet

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a WIS save or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an INT of -4 or lower isn't affected by this spell.

At the end of each of its turns and each time it takes damage, the target can make another WIS save, ending the spell on a success. The target has advantage on the save if the spell it will cause it damage.

HOLD MONSTER

Tier 5, Arcane

Duration: Concentration, up to 1 minute

Range: 90 feet

A creature you can see within range makes a WIS save or is paralyzed. This spell has no effect on undead. The target can make another WIS save at the start of its turn to end the spell.

HOLD PERSON

Tier 2, Divine

Duration: Concentration, up to 1 minute

Range: 60 feet

A humanoid you can see within range makes a WIS save or is

paralyzed. The target can make another WIS save at the start of each of its turns to end the spell.

HYPNOTIC PATTERN

Tier 3, Arcane

Duration: Concentration, up to 1 minute

Range: 120 feet

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a WIS save. On a failure, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.

The spell ends for an affected creature if it takes any damage or if someone uses an action to shake the creature.

ICE STORM

Tier 4, Arcane

Duration: Instantaneous

Range: 300 feet

A hail of rock-hard ice pounds to the ground in a 15-foot-square, 40-foot-high column centered on a point within range. Each creature in the column must make a DEX save. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

Hailstones turn the storm's area into difficult terrain until the end of your next turn.

IDENTIFY

Tier 1, Arcane

Duration: 1 minute

Range: Touch

You choose one object that you must touch throughout the duration of the spell. If it is a magic item or some other magic-imbuéd object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the duration, you learn what spells, if any, are currently affecting it.

ILLUSORY SCRIPT

Tier 1, Arcane

Duration: 10 days

Range: Touch

You imbue a potent illusion on something you have written on a sheet of parchment, paper, or some other suitable writing material that lasts for the duration.

To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know.

If the spell is dispelled, the original script and the illusion both disappear.

A creature with truesight can read the hidden message.

INFLECT WOUNDS

Tier 1, Divine

Duration: Instantaneous

Range: 5 feet

Make a spellcheck targeting a creature you can reach. If successful, the target must make a DEX save or take 3d10 necrotic damage.

INSECT PLAGUE

Tier 5, Divine

Duration: Concentration, up to 10 minutes

Range: 300 feet

Swarming, biting locusts fill a 15-foot-cube centered on a point you choose within range. The cube spreads around corners. The cube remains for the duration, and its area is lightly obscured. The cube's area is difficult terrain.

When the area appears, each creature in it must make a CON save. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this save when it enters the spell's area for the first time on a turn or ends its turn there.

INVISIBILITY

Tier 2, Arcane

Duration: Concentration, up to 1 hour

Range: Touch

A creature you touch and anything it is wearing or carrying becomes invisible for the spell's duration. The spell ends if the target attacks or casts a spell.

KNOCK

Tier 2, Arcane

Duration: Instantaneous

Range: 60 feet

A door, window, gate, chest, or portal you can see within range instantly opens, defeating all mundane or magical locks and barriers. If the object has multiple locks, only one of them is unlocked.

This spell creates a loud knock audible to all within earshot.

LEGEND LORE

Tier 5, Divine

Duration: Instantaneous

Range: Self

Name or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is.

The information you learn is accurate but might be couched in figurative language. For example, if you have a mysterious magic axe on hand, the spell might yield this information: "Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of the evil ones. Only a true Child of Stone, lover and beloved of the dwarven gods, may awaken the true powers of the axe, and only with the sacred word Rudnoss on the lips."

LESSER RESTORATION

Tier 2, Divine

Duration: Instantaneous

Range: Touch

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

LEVITATE

Tier 2, Arcane

Duration: Concentration, up to 10 minutes

Range: 60 feet

One creature or object that you select within range that you can see that weighs up to 500 pounds rises vertically, up to 20 feet. An unwilling creature that makes a CON save is unaffected.

The target can push against solid objects to move horizontally.

You can move the target up or down on your turn by up to 20 feet. 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.

LIGHT

Cantrip, Divine

Duration: 2 hour

Range: Touch

One object you touch glows with bright, heatless light, illuminating bright light in a 20-foot radius and dim light for an additional 20 feet.

Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must make a DEX save to avoid the spell.

LIGHTNING BOLT

Tier 3, Arcane

Duration: Instantaneous

Range: Self

You shoot a blue-white ray of lightning from your hands, hitting all creatures in a straight line out to 100 feet.

Each creature in the line must make a DEX save. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried.



LOCATE CREATURE

Tier 4, Divine

Duration: Concentration, up to an hour

Range: Self

Describe or name a creature that is familiar to you. You sense the direction to the creature's location within 1,000 feet of you and 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.

LOCATE OBJECT

Tier 2, Arcane

Duration: Concentration, up to 10 minutes

Range: Self

Describe or name an object that is familiar to you. You sense the direction to the object's location within 1,000 feet of you and know the direction of its movement.

The spell can locate a specific object known to you, as long as you have seen it up close - within 30 feet - at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

LONGSTRIDER

Tier 1, Arcane

Duration: 1 hour

Range: Touch

You touch a creature. Its speed increases by 10 feet and its jump distance is tripled until the spell ends.

MAGE ARMOR

Tier 1, Arcane

Duration: 8 hours

Range: Touch

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 DEX. The spell ends if the target dons armor or if you dismiss the spell as an action.

MAGE HAND

Cantrip, Arcane

Duration: 1 minute

Range: 30 feet

A spectral, floating hand appears at a point you choose within range that lasts for the duration. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. Examples: Manipulate an object. Open an unlocked door. Stow or retrieve an item from an open container. or Pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

It can't attack, activate magic items, or carry over 10 pounds.

MAGIC CIRCLE

Tier 3, Arcane

Duration: 1 hour

Range: 10 feet

You create a 30 foot cube of magical energy centered on a point on the ground that you can see within range. A circle of glowing runes appear on floor inside the cube.

Choose one or more of the following types of creatures:

celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways:

- The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a CHA save.
- The creature has disadvantage on attack rolls against targets within the cylinder.
- Targets within the cylinder can't be charmed, frightened, or possessed by the creature.

When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

MAGIC MISSILE

Tier 1, Arcane

Duration: Instantaneous

Range: 120 feet

You create three glowing darts of magical force. Each dart hits a creature that you select that you can see within range. Each dart deals the same amount of damage (only roll once) 1d4 + 1 force damage. The darts all strike simultaneously, and multiple darts can hit the same creature.

MAGIC WEAPON

Tier 2, Arcane

Duration: Concentration, up to 1 hour

Range: Touch

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

MAJOR IMAGE

Tier 3, Arcane

Duration: Concentration, up to 10 minutes

Range: 120 feet

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature.

As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for

example.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful INT check against your last spellcheck. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

MASS CURE WOUNDS

Tier 5, Divine

Duration: Instantaneous

Range: 60 feet

All creatures that you select within range regain hit points equal to 3d8 + your WIS. This spell has no effect on undead or constructs.

MASS HEALING WORD

Tier 3, Divine

Duration: Instantaneous

Range: 60 feet

As you call out words of restoration, up to six creatures of your choice that you can see within range regain hit points equal to 1d4 + your WIS. Spell has no effect on Constructs or Undead.

MELD INTO STONE

Tier 3, Divine

Duration: 8 hours

Range: Touch

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with it for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any WIS checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. Otherwise, you can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

MENDING

Cantrip, Divine

Duration: Instantaneous

Range: Touch

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. If this spell is used to repair an object with hit points, it can restore up to 1 HP per casting but can't raise an object's hit points to more than half its hit point maximum.

This spell can cosmetically repair a magic item or construct, but the spell can't restore magic or hit points to such targets.

MESSAGE

Cantrip, Arcane

Duration: 1 round

Range: 120 feet

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

MINOR ILLUSION

Cantrip, Arcane

Duration: 1 minute

Range: 30 feet

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object, such as a chair, muddy footprints, or a small chest, it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect.

Physical interaction with the image reveals it to be an illusion because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful INT check against your last spellcheck. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

MIRROR IMAGE

Tier 2, Arcane

Duration: 1 minute

Range: Self

You create three illusory duplicates of yourself. The duplicates surround you and mimic you. Each time a creature attacks you, if the attack would have hit you it misses instead and causes one of the duplicates to evaporate. If all of the illusions have disappeared, the spell ends.

MISLEAD

Tier 5, Arcane

Duration: Concentration, up to 1 hour

Range: Self

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a spell.

You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose.

You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as an action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

MISTY STEP

Tier 2, Arcane

Duration: Instantaneous

Range: Self

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

MODIFY MEMORY

Tier 5, Arcane

Duration: Concentration, up to 1 minute

Range: 30 feet

While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the spell ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the spell ends.

An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The GM might deem a modified memory too nonsensical to affect a creature in a significant manner.

A remove curse or greater restoration spell cast on the target restores the creature's true memory.

NONDETECTION

Tier 3, Arcane

Duration: 8 hours

Range: Touch

For the duration, you hide a target that you touch from divination magic. The target can be a willing creature, place, or object no larger than 10 feet in any dimension. The target can't be targeted by any divination magic or perceived through magical scrying sensors.

PASSWALL

Tier 5, Arcane

Duration: 1 hour

Range: 30 feet

A tunnel of your height opens in a barrier you touch and lasts for the duration. The passage can be up to 20 feet in length and must be in a straight line.

When the opening disappears, any creatures or objects still in the tunnel are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

PHANTASMAL KILLER

Tier 4, Arcane

Duration: Concentration, up to 1 minute

Range: 120 feet

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a WIS save or become frightened of you for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a WIS save or take 4d10 psychic damage. On a successful save, the spell ends.

PHANTOM STEED

Tier 3, Arcane

Duration: 1 hour

Range: 30 feet

A large, quasi-real, horse-like creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is ever more than 10 feet away from the steed.

For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it, if the steed takes any damage, or if you use this spell to summon a different steed.

PLANAR BINDING

Tier 5, Divine

Duration: 24 hours

Range: 60 feet

You must spend a minimum of 10 minutes explaining to a Celestial, an Elemental, a Fey, or a Fiend exactly what you want it to do. The creature must be within range for this entire time. Typically, the creature is first summoned into the center of an inverted magic circle. When you have finished with your request you can make your spellcheck to attempt to cast this spell and bind the creature.

A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the spell ends.

POISON SPRAY

Cantrip, Arcane

Duration: Instantaneous

Range: 10 feet

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a CON save or take 1d12 poison damage. This spell's damage increases by 1d12 when you reach 5th level (2d12).

POLYMORPH

Tier 4, Arcane

Duration: Concentration, up to 1 hour

Range: 60 feet

You transform a creature you can see within range into another natural creature you choose of equal or smaller size, and of equal or lower CR or level. Any gear the target carries melds into its new form and it can't benefit from any of it.

An unwilling creature must make a WIS save to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points.

The target gains the creature's physical stats and features, but it retains its non-physical stats and features.

The target assumes the hit points of its new form.

When it reverts to its normal form, it returns to its prior hit points. If it goes to 0 hit points, it reverts back and any excess damage carries over to its normal form.

The creature is limited by its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

PRAYER OF HEALING

Tier 2, Divine

Duration: Instantaneous

Range: 30 feet

You can attempt this spell directly after 10 minutes spent in prayer to your deity. Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + your WIS. This spell has no effect on constructs or undead.

Once you cast this spell, you can't do so again until you complete a long rest.

PRESTIDIGITATION

Cantrip, Arcane

Duration: Up to 1 hour

Range: 10 feet

This spell is a minor trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.

- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

PRIVATE SANCTUM

Tier 4, Arcane

Duration: 24 hours

Range: 120 feet

You spend 10 minutes casting this spell that makes an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration or until you use an action to dismiss it.

When you cast the spell, you decide what sort of security the spell provides, choosing any or all of the following properties:

- Sounds can't pass through the barrier at the edge of the warded area.
- The barrier of the warded area appears dark and foggy, preventing vision (including darkvision) through it.
- Sensors created by divination spells can't appear inside the protected area or pass through the barrier at its perimeter.
- Creatures in the area can't be targeted by divination spells.
- Nothing can teleport into or out of the warded area.
- Planar travel is blocked within the warded area.

Casting this spell on the same spot every day for a year makes this effect permanent.

If you attempt to cast this spell a second time while the first casting is active, the effects of the first spell immediately end.

PROTECTION FROM ENERGY

Tier 3, Divine

Duration: Concentration, up to 1 hour

Range: Touch

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

PROTECTION FROM POISON

Tier 2, Divine

Duration: 1 hour

Range: Touch

You touch a creature. If it 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 saves against being poisoned, and it has resistance to poison damage.

PURIFY FOOD AND DRINK

Tier 1, Divine

Duration: Instantaneous

Range: 10 feet

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

RAISE DEAD

Tier 5, Divine

Duration: Instantaneous

Range: Touch

After praying over a dead creature's body for one hour, you touch it and return it to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 HP.

This spell also neutralizes any poisons and cures nonmagical diseases that affected the creature at the time it died. This spell doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the creature returns to life. The spell can't return an undead creature to life. This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival - its head, for instance - the spell automatically fails.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saves, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

RAY OF ENFEEBLEMENT

Tier 2, Arcane

Duration: Concentration, up to 1 minute

Range: 60 feet

A beam of enervating energy springs from your finger toward a creature within range. The target must make a CON save or the creature deals only half damage with attacks that use STR until the spell ends. At the end of each of the target's turns, it can make a CON save. On a success, the spell ends.

RAY OF FROST

Cantrip, Arcane

Duration: Instantaneous

Range: 60 feet

A frigid beam of blue-white light streaks toward a creature within range. The target makes a DEX save or it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8).

REMOVE CURSE

Tier 3, Divine

Duration: Instantaneous

Range: Touch

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

RESILIENT SPHERE

Tier 4, Arcane

Duration: Concentration, up to 1 minute

Range: 30 feet

A sphere of shimmering force encloses a creature or object of large size or smaller within range. An unwilling creature must make a DEX save or the creature is enclosed for the duration. Nothing - not physical objects, energy, or other spell effects - can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it.

The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures.

A disintegrate spell targeting the globe destroys it without harming anything inside it.

RESISTANCE

Cantrip, Divine

Duration: Concentration, up to 1 minute

Range: Touch

You touch one willing creature. Once before the spell ends, the target can roll 1d4 and add the number rolled to one save of its choice. It can roll the die before or after making the save. The spell then ends.

REVIVIFY

Tier 3, Divine

Duration: Instantaneous

Range: Touch

You touch a creature that has died within the last minute. That creature returns to life with 1 HP. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

ROPE TRICK

Tier 2, Arcane

Duration: 1 hour

Range: Touch

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends.

The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space.

Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope. Anything inside the extradimensional space falls to the ground when the spell ends.

SACRED FLAME

Cantrip, Divine

Duration: Instantaneous

Range: 60 feet

Flame-like radiance descends on a creature that you can see within range. The target must make a DEX save or take 1d8 radiant damage. The target gains no benefit from cover for this save.

The spell's damage increases by 1d8 when you reach 5th level (2d8).

SANCTUARY

Tier 1, Divine

Duration: 1 minute

Range: 30 feet

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a WIS save. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

SCORCHING RAY

Tier 2, Arcane

Duration: Instantaneous

Range: 120 feet

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. For each ray, the target must make a CON save or take 2d6 fire damage.

SCRYING

Tier 5, Arcane

Duration: Concentration, up to 10 minutes

Range: Self

For the spell's duration, you can see and hear a creature or location you choose that is on the same plane. The spellcheck is made with disadvantage if you try to scry on a creature or location that is unfamiliar to you.

Each round, creatures you view may make a WIS save. On a success, they become aware of your magical observation.

SECRET CHEST

Tier 4, Arcane

Duration: Instantaneous

Range: Touch

You hide a chest and all its contents on the ethereal plane. You must touch the chest and a tiny replica made from the same materials worth at least 50 gp. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet).

While the chest remains on the ethereal plane, you can use an action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the ethereal plane by using an action and touching both the chest and the replica.

After 60 days, there is a cumulative 5 percent chance per day that the spell's effect ends. This effect ends if you cast this spell again, if the smaller replica chest is destroyed, or if you choose

to end the spell as an action. If the spell ends and the larger chest is on the ethereal plane, it is irretrievably lost.

If you attempt to cast this spell while a chest from a previous casting is still active, the spell fails.

SEE INVISIBILITY

Tier 2, Arcane

Duration: 1 hour

Range: Self

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the ethereal plane.

Ethereal creatures and objects appear ghostly and translucent.

SEEMING

Tier 5, Arcane

Duration: 8 hours

Range: 30 feet

This spell allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a CHA save to be unaffected by this spell.

The spell disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

A creature can use its action to inspect a target and make an INT check against your last spellcheck. If it succeeds, it becomes aware that the target is disguised.

SENDING

Tier 3, Divine

Duration: 1 round

Range: Unlimited

You send a brief, mental message to any creature with whom you are familiar who is on the same plane.

SHATTER

Tier 2, Arcane

Duration: Instantaneous

Range: 60 feet

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 15-foot-cube centered on that point must make a CON save. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a success. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this save.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

SHIELD

Tier 1, Arcane

Duration: 1 round

Range: Self

When you are hit by an attack or by a dart from a magic missile spell you can interrupt that attack and cast this spell without taking an action. An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from darts created by the magic missile spell.

SHIELD FROM FIENDS & UNDEAD

Tier 1, Divine

Duration: Concentration, up to 10 minutes

Range: Touch

Until the spell ends, one willing creature you touch is protected against fiends, and undead. Creatures of those types have disadvantage on attack rolls against the target and can't be charmed, frightened, or possessed by them. If already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

SHIELD OF FAITH

Tier 1, Divine

Duration: Concentration, up to 10 minutes

Range: 60 feet

A shimmering field appears and surrounds a creature that you select within range, granting it a +2 bonus to AC for the duration.

SHOCKING GRASP

Cantrip, Arcane

Duration: Instantaneous

Range: Touch

Lightning springs from your hand to deliver a shock to a creature you touch. You have advantage on the spellcheck if the target is wearing metal armor. The target makes a DEX save or takes 1d8 lightning damage.

The spell's damage increases by 1d8 when you reach 5th level (2d8).

SILENCE

Tier 2, Divine

Duration: Concentration, up to 10 minutes

Range: 120 feet

You magically mute sound in a 30 foot cube within the spell's range. Creatures inside the area are deafened, and any sounds they create cannot be heard.

SILENT IMAGE

Tier 1, Arcane

Duration: Concentration, up to 10 minutes

Range: 60 feet

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful INT check against your against your last spellcheck. If a creature discerns the illusion for what it is, the creature can see through the image.

SLEEP

Tier 1, Arcane

Duration: 1 minute

Range: 90 feet

You weave a lulling spell that fills a 30 foot cube within the spell's range. Creatures in the cube that are CR 2 or less make a CON save or fall into a deep sleep.

Vigorous shaking or being injured wakes them.

SLEET STORM

Tier 3, Arcane

Duration: Concentration, up to 1 minute

Range: 150 feet

Until the spell ends, freezing rain and sleet fall in a 60 foot cube centered on a point you choose within range. The area is heavily obscured, and exposed flames are doused.

The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a DEX save. On a failed save, it falls prone.

If a creature is concentrating on a spell within this area, the creature must make a successful CON save or lose concentration.

SLOW

Tier 3, Arcane

Duration: Concentration, up to 1 minute

Range: 120 feet

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a WIS save or be affected by this spell for the duration. An affected target's speed is halved, it takes a -2 penalty to AC and DEX saves. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell, roll 1d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn.

A creature affected by this spell makes another WIS save at the end of its turn, ending the effect on itself on a success.

SPARE THE DYING

Cantrip, Divine

Duration: Instantaneous

Range: 10 feet

You touch a living creature that has 0 HP. The creature becomes stable. This spell has no effect on constructs or undead.

SPEAK WITH DEAD

Tier 3, Divine

Duration: 10 minutes

Range: 10 feet

A dead body within range answers your questions. The corpse must still have a mouth and can't be undead. The spell fails if the corpse was the target of this spell within the last 10 days.

Until the spell ends, you can ask the corpse up to five yes or no questions (one at a time). The corpse knows only what it knew in life, including the languages it knew. The corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy.

SPIDER CLIMB

Tier 2, Arcane

Duration: Concentration, up to 1 hour

Range: Touch

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

SPIRIT GUARDIANS

Tier 3, Divine

Duration: Concentration, up to 10 minutes

Range: Self

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a WIS save. On a failure, the creature takes 3d8 radiant damage or 3d8 necrotic damage, or half as much damage on a success.

SPIRITUAL WEAPON

Tier 2, Divine

Duration: Instantaneous

Range: 60 feet

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. The weapon can take any form you choose. On the turn that you cast the spell, you can make a melee attack (using your WIS instead of your STR) against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your WIS.

As an action on each of your subsequent turns, you can move the weapon up to 20 feet to another point within range and repeat the attack against a creature within 5 feet of it.

STINKING CLOUD

Tier 3, Arcane

Duration: Concentration, up to 1 minute

Range: 90 feet

You create a 30 foot cube of yellow, nauseating gas centered on a point within range. 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 CON save. 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 save.

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.

STONE SHAPE

Tier 4, Arcane

Duration: Instantaneous

Range: Touch

You touch a stone object of medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. For example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

STONESKIN

Tier 4, Arcane

Duration: Concentration, up to 1 hour

Range: Touch

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to bludgeoning, piercing, and slashing damage.

SUGGESTION

Tier 2, Arcane

Duration: Concentration, up to 8 hours

Range: 30 feet

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, immolate itself, or do some other obviously harmful act ends the spell.

The target must make a WIS save. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed.

If you or any of your companions damage the target, the spell ends.

TELEKINESIS

Tier 5, Arcane

Duration: Concentration, up to 10 minutes

Range: 60 feet

You gain the ability to magically move huge or smaller creatures or objects weighing under 1,000 lb. that aren't being worn or carried up to 30 feet each round in any direction, including upward but not beyond the range of this spell. When you cast the spell, and as your action each round for the duration, you can affect one creature or object that you can see within range.

A creature can make a STR save to resist the spell. Failing the save, the creature is restrained as well as moved. A creature lifted upward is suspended in mid-air. If the creature succeeds in the save, it cannot be affected by the spell again, and it can repeat the save at the end of each of its turns.

You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

TELEPATHIC BOND

Tier 5, Arcane

Duration: 1 hour

Range: 30 feet

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration. Creatures with an INT of -4 or lower aren't affected by this spell. Until the spell ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance, though it can't extend to other planes of existence.

TELEPORTATION CIRCLE

Tier 5, Arcane

Duration: 1 round

Range: 10 feet

As you cast the spell, you draw a 10-foot-diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied.

Many major temples, guilds, and other important places have permanent teleportation circles inscribed somewhere within their confines. Each such circle includes a unique sigil sequence - a string of magical runes arranged in a particular pattern. When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations on the Material Plane, determined by the GM. You can learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 minute.

You can create a permanent teleportation circle by casting this spell in the same location every day for one year. You need not use the circle to teleport when you cast the spell in this way.

THAUMATURGY

Cantrip, Divine

Duration: Up to 1 minute

Range: 30 feet

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

THUNDERWAVE

Tier 1, Arcane

Duration: Instantaneous

Range: Self

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a CON save. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

TINY HUT

Tier 3, Arcane

Duration: 8 hours

Range: Self

You attempt to cast this spell immediately after spending 10 minutes reciting the incantation. A 10-foot-radius, immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area.

Nine creatures of medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the spell ends, you can command the interior to become dimly lit or dark. The dome is an opaque color of your choice from the outside, but it is transparent from the inside.

TONGUES

Tier 3, Divine

Duration: 1 hour

Range: Touch

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

TRUE STRIKE

Cantrip, Arcane

Duration: Concentration, up to 1 round

Range: 30 feet

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

TURN UNDEAD

Tier 1, Divine

Duration: Instantaneous

Range: 30 feet

Presenting your holy symbol, any undead creature within range must make a WIS save. On a fail, it flees from you for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It will move twice each turn, only using an action if needs to escape from an effect that prevents it from moving. If there's nowhere to move, the creature will use its action to try to avoid damage.

If you are level 5 or higher, if the creature fails its save and is CR 1/2 or lower, it is instantly destroyed.

If you are level 8 or higher, if the creature fails its save and is CR 1 or lower, it is instantly destroyed.

UNSEEN SERVANT

Tier 2, Arcane

Duration: 1 hour

Range: 60 feet

At the end of reciting an incantation which takes 10 minutes, this spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 HP, a STR of -4, and it can't attack. If it drops to 0 HP, the spell ends.

Once on each of your turns as an action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

If you cast this spell again while a servant created by the first casting is still active, the servant created from the first casting is immediately destroyed.

VAMPIRIC TOUCH

Tier 3, Arcane

Duration: Concentration, up to 1 minute

Range: Self

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make an unarmed attack against a creature within your reach. Use your INT rather than your STR to make the melee attack. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

WALL OF FIRE

Tier 4, Arcane

Duration: Concentration, up to 1 minute

Range: 120 feet

You create a wall of fire on a solid surface within range. You can make the wall in a line up to 60 feet long, 20 feet high, and 1 foot thick or in a 20 foot cube 1 foot thick (without a top or bottom side). The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a DEX save. A creature takes 5d8 fire damage on a failed save, or half as much damage on a successful one.

One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 5 feet of that side or inside the wall. A creature takes the same damage when it enters within 5 feet for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

WALL OF FORCE

Tier 5, Arcane

Duration: Concentration, up to 10 minutes

Range: 120 feet

You lift your hands, conjuring a transparent wall of force within the spell's range. The thin wall must be contiguous and can cover a 20 foot cube. Or it can be made of up to ten 10 foot by 10 foot panels. Nothing on the same plane, or the ethereal plane, can physically pass through the wall.



WALL OF STONE

Tier 5, Arcane

Duration: Concentration, up to 10 minutes

Range: 120 feet

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice).

If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a DEX save. On a success, it can move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports.

You can crudely shape the wall to create crenellations, battlements, and so on.

The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 HP per inch of thickness. Reducing a panel to 0 HP destroys it and might cause connected panels to collapse at the GM's discretion.

The wall disappears when the spell ends.

WARDING BOND

Tier 2, Divine

Duration: 1 hour

Range: Touch

This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saves, and it has resistance to all damage. However, each time it takes damage, you take the same amount of damage.

The spell ends if you drop to 0 HP or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as an action.

WATER BREATHING

Tier 3, Arcane

Duration: 24 hours

Range: 30 feet

This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

WATER WALK

Tier 3, Divine

Duration: 1 hour

Range: 30 feet

This spell grants the ability to move across any liquid surface - water, acid, mud, snow, quicksand, or lava - as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration.

If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.

WEB

Tier 2, Arcane

Duration: Concentration, up to 1 hour

Range: 60 feet

You create a 20 foot cube of sticky, dense spider web within the spell's range. If the webs aren't anchored between two solid masses (such as walls or trees) they will be layered over a flat surface to a depth of 5 feet.

The webs are difficult terrain and lightly obscure their area. A creature stuck in the web is restrained and must make a STR save to free itself.

The webs are flammable. Any 5 foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

ZONE OF TRUTH

Tier 2, Divine

Duration: 10 minutes

Range: 60 feet

You create a magical zone that guards against deception in a 15-foot-cube centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a CHA save. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its save.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.



APPENDIX A - CONDITIONS

A creature can be affected by any of the following conditions, possibly even several conditions at once.

The common use of the word will indicate one of these conditions. For example, if a spell or other situation says “The creature falls prone,” that indicates that the creature has the Prone condition.

BLINDED

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against a blinded creature that relies on sight to detect others have advantage, and a blinded creature's attack rolls have disadvantage if they require sight to detect their foe.

CHARMED

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

DEAFENED

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

FRIGHTENED

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

GRAPPLED

- A grappled creature's speed becomes 0, and it can't increase.
- A grappled creature has disadvantage on attack rolls against any target other than the grappler.
- The grappler can drag or carry a grappled creature when it moves, but every foot of movement costs it 1 extra foot unless the grappled creature is tiny or two or more sizes smaller than it.

INCAPACITATED

- An incapacitated creature can't take actions or speak.

INVISIBLE

- An invisible creature is impossible to see without the aid of magic or a special sense. A creature with the invisible condition can always attempt to hide and has advantage on DEX checks to do so. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls that rely on sight against an invisible creature have disadvantage, and an invisible creature's attack rolls have advantage against creatures it can see.

PARALYZED

- A paralyzed creature can't take actions, speak or move.
- The creature's speed is 0 and can't increase.

- The creature automatically fails strength and dexterity checks.
- Attack rolls against a paralyzed creature have advantage.
- Any attack that hits a paralyzed creature is a critical hit if the attacker is within 5 feet of the creature.

PETRIFIED

- A petrified creature is transformed, along with any nonmagical objects it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature can't take actions, speak, or move, and is unaware of its surroundings.
- The creature's speed is 0 and can't increase.
- Attack rolls against a petrified creature have advantage.
- The creature automatically fails strength and dexterity checks.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

POISONED

- A poisoned creature has disadvantage on attack rolls and ability checks.

PRONE

- A prone creature's only movement options are to crawl or to spend an amount of movement equal to half its speed (round down) to right itself and thereby end the condition. If its speed is 0, it can't right itself.
- It has disadvantage on attack rolls. An attack roll against it has advantage if the attacker is within 5 feet of it. Otherwise, that attack roll has disadvantage.

RESTRAINED

- A restrained creature's speed becomes 0, and it can't increase.
- Attack rolls against a restrained creature have advantage, and a restrained creature's attack rolls have disadvantage.
- The creature has disadvantage on dexterity checks.

STUNNED

- A stunned creature can't take actions, and can speak only falteringly.
- The creature automatically fails strength and dexterity checks.
- Attack rolls against a stunned creature have advantage.

UNCONSCIOUS

- An unconscious creature can't take actions or speak, has the prone condition, and drops whatever they're holding.
- When this condition ends, they remain prone.
- The creature's speed is 0 and can't increase.
- Attack rolls against an unconscious creature have advantage.
- They automatically fail strength and dexterity saving throws.
- Any attack roll that hits the unconscious creature is a critical hit if the attacker is within 5 feet of it.
- They are unaware of their surroundings.

APPENDIX B - MONSTERS

Statistics a player character might need for many creatures (when buying a horse or casting the find familiar spell for example) are presented here for your convenience.

ELEMENTS OF A STAT BLOCK

Elements that aren't mentioned here, such as armor class (AC) and Hit Points (HP), are the same for monsters as they are for player characters.

CHALLENGE RATING (CR)

A creature's challenge rating (CR) tells you how great a threat the creature is. An appropriately equipped and well-rested party of four adventurers should be able to defeat a creature with a CR equal to its level without suffering any deaths. Creatures that are significantly weaker than 1st-level characters have a challenge rating lower than 1. Creatures with a challenge rating of 0 are insignificant except in large numbers.

TYPE

A creature's type speaks to its fundamental nature. Certain spells, magic items, class features, and other effects interact in special ways with creatures of a particular type. For example, an arrow of dragon slaying deals extra damage to creatures of the Dragon type, such as red dragons, dragon turtles, and wyverns. Here is an overview of each of the creature types.

Aberrations are utterly alien beings.

Beasts are living creatures of the natural world.

Celestials dwell in higher realms outside of measurable or material reality.

Constructs are made, not born.

Dragons are large, reptilian creatures of ancient origin and tremendous power.

Elementals are creatures born of raw elemental forces.

Fey are magical creatures closely tied to the forces of nature.

Fiends dwell in lower realms outside of measurable or material reality.

Giants are enormous, powerful beings that tower over most creatures.

Humanoids are usually bipedal and often warm-blooded, including humans and a prodigious variety of other lineages.

Monstrosities are frightening, abnormal, unnatural creatures that are almost never benign.

Oozes are gelatinous predators typically without fixed forms.

Plants are vegetable creatures, not ordinary flora.

Undead are creatures that have previously died and been brought to a state of nightmarish undeath through necromantic magic, curses, or divine intervention.

TRAITS

Traits are a creature's special characteristics that are likely to be relevant in combat. These are often passive features the creature has, such as the ability to breathe underwater or increased Stealth in particular types of terrain. In a stat block, traits appear after a creature's ability modifiers but before any actions.

ACTIONS

When a creature takes its action, it can choose from the options in the Actions section of its stat block or use an action available to all creatures.

Multiattack

A creature that can make multiple attacks on its turn has the Multiattack action.

Bonus Actions

Some creatures can take additional actions on their turn. If a creature can do something special as a bonus action, that information is contained here. If a creature has no special bonus action, this section is absent.

Reactions

Some creatures can do something special as an instant response to a trigger of some kind, which can occur on the creature's turn or on someone else's.

When a creature takes a reaction, it can't take another one until the start of its next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

When a creature has a reaction, the action and the trigger that can cause it is contained here. If a creature has no special reaction, this section is absent.

Limited Usage

Some traits or actions have restrictions on the number of times they can be used. Common examples:

X/Day: This means a special ability can be used a limited number of times in a day, where "X" is a number (often 1 or 3). The creature must finish a long rest to regain expended uses. For example, "1/Day" means a special ability can be used once and then the creature must finish a long rest to use it again.

Recharge X–Y: This means a creature can use a special ability once. Afterward, the ability has a random chance of recharging during each round of combat. "X" and "Y" are values on a d6 (often 5 and 6). At the start of each of the creature's turns, roll 1d6. If the result is in the range of numbers in the recharge notation, the creature regains the use of the special ability. The ability also recharges when the creature finishes a short or long rest. For example, "Recharge 5–6" means a creature can use the special ability once. Then, at the start of the creature's turn, it regains the use of that ability if it rolls a 5 or 6 on a d6.

Recharge after a Short or Long Rest: This means that a creature can use a special ability once and then must finish a short or long rest to use it again.

MONSTERS

BAT CR 0

Tiny Beast

Armor Class 11

Hit Points 8

Speed 5 ft., fly 30 ft.

Vulnerable deafened

Resistant blinded

Senses keensense 60 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+1	−1	−4	+1	−3

Echolocation. The bat can't use its keensense while deafened.

Heightened Hearing. The bat's Perception is 16 when perceiving by hearing.

ACTIONS

Bite. *Melee Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage.

BEAR, BLACK CR 1/2

Medium Beast

Armor Class 11 (natural armor)

Hit Points 25

Speed 40 ft., climb 30 ft.

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+0	+2	−4	+1	−2

Heightened Smell. The bear's Perception is 18 when perceiving by smell.

ACTIONS

Multiattack. The bear makes one Bite Attack and one Claws attack.

Bite. *Melee Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

BEAR, BROWN CR 1

Large Beast

Armor Class 11 (natural armor)

Hit Points 44

Speed 40 ft., climb 30 ft.

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
+4	+0	+3	−4	+1	−2

Heightened Smell. The bear's Perception is 18 when perceiving by smell.

ACTIONS

Multiattack. The brown bear makes one Bite attack and one Claws attack. If both attacks hit one creature, the target is grappled (escape DC 14). The bear can grapple only one creature at a time.

Bite. *Melee Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

BOAR CR 1/4

Medium Beast

Armor Class 11 (natural armor)

Hit Points 15

Speed 40 ft.

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	−4	−1	−3

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a Tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 12 STR save or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 4 damage or less that would reduce it to 0 HP, it is reduced to 1 HP instead.

ACTIONS

Tusk. *Melee Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

CAT CR 0

Tiny Beast

Armor Class 11

Hit Points 8

Speed 40 ft., climb 30 ft.

Senses darkvision 30 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+1	+0	−4	+1	−2

Heightened Smell. The cat's Perception is 18 when perceiving by smell.

ACTIONS

Claws. *Melee Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage.

BONUS ACTIONS

Charming Mewl. The cat emits a soft, high-pitched meow at a creature it can see within 10 feet of it. The target must succeed on a DC 11 CHA save or be charmed until the end of its next turn. If a creature's save is successful or the effect ends for it, the creature is immune to the cat's Charming Mewl for the next 24 hours.

CRAB CR 0

Tiny Beast

Armor Class 11 (natural armor)

Hit Points 9

Speed 20 ft., swim 20 ft.

Vulnerable bludgeoning

Resistant slashing

Senses keensense 30 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+0	+0	−5	−1	−4

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. *Melee Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage, and the crab attaches to the target. While attached, the crab can't attack, and at the start of each of the crab's turns, the target takes 2 (1d4) bludgeoning damage. The attached crab moves with the target whenever the target moves, requiring none of the crab's movement. It can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach the crab.

CROCODILE CR 1/2

Large Beast

Armor Class 12 (natural armor)

Hit Points 25

Speed 20 ft., swim 30 ft.

Resistant charmed

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	−4	+0	−3

Hold Breath. The crocodile can hold its breath for 15 minutes.

ACTIONS

Bite. *Melee Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't Bite another target.

Death Roll. One creature grappled by the crocodile must make a DC 12 STR save, taking 5 (2d4) slashing damage on a failed save, or half as much damage on a successful one.

EAGLE, GIANT CR 1

Large Beast

Armor Class 13

Hit Points 40

Speed 10 ft., fly 80 ft.

Vulnerable blinded

Senses —

Languages Giant Eagle, understands Common and Auran but can't speak them

STR	DEX	CON	INT	WIS	CHA
+3	+3	+1	−1	+2	+0

Heightened Sight. The eagle's Perception is 19 when perceiving by sight.

Seabird. The eagle can swim up to 40 feet on its turn, but it must start and end its movement either flying or on a solid surface, such as a ship or beach. If it is swimming at the end of its turn, it must succeed on a DC 11 CON save or it immediately begins to sink and suffocate. A suffocating eagle must succeed on a DC 13 STR check to fly out of the substance where it is sinking.

ACTIONS

Multiattack. The eagle makes one Beak attack and one Talons attack.

Beak. *Melee Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Talons. *Melee Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, and the target is grappled (escape DC 13) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained, and the eagle can't use its Talons on another target.

FROG CR 0

Tiny Beast

Armor Class 10

Hit Points 9

Speed 20 ft., swim 20 ft.

Resistant grappled

Senses darkvision 30 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
−5	+0	−1	−5	−1	−4

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

ACTIONS

Bite. *Melee Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage.

HAWK CR 0

Tiny Beast

Armor Class 11

Hit Points 7

Speed 10 ft., fly 60 ft.

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
−3	+1	−1	−4	+2	−2

Heightened Sight. The hawk's Perception is 19 when perceiving by sight.

ACTIONS

Talons. *Melee Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

HORSE, RIDING CR 1/4

Large Beast

Armor Class 10

Hit Points 15

Speed 60 ft.

Vulnerable frightened

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+0	+1	-4	+0	-2

Easy Gait. The horse's steps are smooth and steady. A creature riding the horse has advantage on saves against exhaustion.

ACTIONS

Hooves. *Melee Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

HORSE, WAR CR 1/2

Large Beast

Armor Class 15 (scale mail barding)

Hit Points 22

Speed 60 ft.

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
+4	+1	+1	-4	+1	-2

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a Hooves attack on the same turn, that target must succeed on a DC 14 STR save or be knocked prone. If the target is prone, the horse can make another Hooves attack against it as a bonus action.

ACTIONS

Hooves. *Melee Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

REACTIONS

Trained Shift. If the horse's rider is subjected to an effect that would knock it prone or dismount it, the horse can shift its body to assist the rider. The rider has advantage on the check or save to avoid the effect.

LION CR 1

Large Beast

Armor Class 12

Hit Points 42

Speed 50 ft.

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+2	+1	-4	+1	-1

Heightened Smell. The lion's Perception is 18 when perceiving by smell.

Pack Tactics. The lion has advantage on attack rolls against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a Claws attack on the same turn, that target must succeed on a DC 13 STR save or be knocked

prone. If the target is prone, the lion can make one Bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

ACTIONS

Multiattack. The lion makes one Bite attack and one Claws attack.

Bite. *Melee Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Claws. *Melee Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

BONUS ACTIONS

Rattling Roar (Recharge 4–6). The lion releases a bone-shaking roar. Each creature within 15 feet of the lion must succeed on a DC 13 CON save or have disadvantage on attack rolls until the end of its next turn.

LIZARD CR 0

Tiny Beast

Armor Class 10

Hit Points 9

Speed 20 ft., climb 20 ft.

Senses darkvision 30 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
-4	+0	+0	-5	-1	-4

ACTIONS

Bite. *Melee Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage.

REACTIONS

Detach Tail (5 HP or Fewer, Recharges after a Short or Long Rest). When the lizard takes damage, it can detach its tail, reducing the damage by 2 (1d4), and immediately move up to its speed.

MASTIFF CR 1/8

Medium Beast

Armor Class 12

Hit Points 9

Speed 40 ft.

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	-4	+1	-2

Heightened Hearing and Smell. The mastiff's Perception is 16 when perceiving by hearing or smell.

ACTIONS

Bite. *Melee Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 STR save or be knocked prone.

REACTIONS

Protect Friend. When a friendly Humanoid the mastiff can see is hit by an attack from a creature within 5 feet of the mastiff, the mastiff can make one Bite attack against that attacking creature.

MULE CR 1/8

Medium Beast

Armor Class 10

Hit Points 10

Speed 40 ft.

Resistant exhaustion, prone

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	−4	+0	−3

Beast of Burden. The mule is considered to be a large animal for the purpose of determining its carrying capacity.

ACTIONS

Hooves. *Melee Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

OCTOPUS CR 0

Small Beast

Armor Class 11

Hit Points 8

Speed 5 ft., swim 30 ft.

Senses darkvision 30 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
−3	+1	+0	−4	+0	−3

Hold Breath. While out of water, the octopus can hold its breath for 30 minutes.

Underwater Camouflage. The octopus's Stealth is 18 while underwater.

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Tentacles. *Melee Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage, and the target is grappled (escape DC 11), if it is a Medium or smaller creature. Until this grapple ends, the octopus can't use its Tentacles on another target.

REACTIONS

Ink Dash (Recharge 6). When a creature the octopus can see deals damage to it, the octopus can release a 5-foot-radius cloud of ink all around itself, if it is underwater. The area is heavily obscured until the end of the octopus's next turn, although a significant current can disperse the ink. Then, the octopus can swim up to its swimming speed. If it does so, it immediately releases any creature it is grappling.

OWL CR 0

Tiny Beast

Armor Class 11

Hit Points 8

Speed 5 ft., fly 60 ft.

Senses darkvision 120 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+1	−1	−4	+1	−2

Heightened Hearing and Sight. The owl's Perception is 18 when perceiving by hearing or sight.

Quiet Wings. The owl's Stealth is 18 while flying.

ACTIONS

Talons. *Melee Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage.

PANTHER CR 1/4

Medium Beast

Armor Class 12

Hit Points 15

Speed 50 ft., climb 40 ft.

Senses darkvision 60 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+2	+0	−4	+2	−2

Heightened Smell. The panther's Perception is 19 when perceiving by smell.

Pounce. If the panther moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 12 STR save or be knocked prone. If the target is prone, the panther can make one Bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

BONUS ACTIONS

Stealthy Hunter. The panther can attempt to hide Hide.

PSEUDODRAGON CR 1/4

Tiny Dragon

Armor Class 13 (natural armor)

Hit Points 12

Speed 15 ft., fly 60 ft.

Resistant poison | poisoned

Senses darkvision 60 ft., keensense 10 ft.

Languages understands Common and Draconic but can't speak

STR	DEX	CON	INT	WIS	CHA
−2	+2	+1	+0	+3	+0

Heightened Senses. The pseudodragon's Perception is 18 when perceiving by sight, hearing, or smell.

Magic Resistance. The pseudodragon has advantage on saves against spells and other magical effects.

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Bite. *Melee Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sting. *Melee Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) poison damage, and the target must succeed on a DC 11 CON save or be poisoned for 1 hour. If the creature fails the save by 5 or more, it falls

unconscious while poisoned in this way, or until it takes damage or another creature uses an action to shake it awake.

Puff of Smoke (1/Day). The pseudodragon exhales a cloud of smoke in a 10-foot-radius sphere centered on itself. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

QUASIT CR 1

Tiny Fiend (Demon)

Armor Class 13

Hit Points 35

Speed 40 ft.

Resistant Demonic Resilience

Immune Demonic Resilience

Senses darkvision 120 ft.

Languages Abyssal, Common

STR	DEX	CON	INT	WIS	CHA
−3	+5	+0	−2	+0	+0

Demonic Resilience. The quasit is resistant to cold, fire, and lightning damage. In addition, it is immune to poison damage and to the poisoned condition.

Magic Resistance. The quasit has advantage on saving throws against spells and other magical effects.

ACTIONS

Claws (True Form Only). *Melee Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or take 5 (2d4) poison damage and be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Slam (Beast Form Only). *Melee Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning, piercing, or slashing damage (based on the type of damage dealt by the Beast form's primary attack, such as Bite).

Invisibility (True Form Only). The quasit magically turns invisible until it attacks, uses Scare, or uses Change Shape, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.

BONUS ACTIONS

Change Shape. The quasit magically transforms into a Medium or smaller Beast that has a CR no higher than its own or back into its true form, which is a Fiend. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its true form if it dies.

Scare (1/Day; True Form Only). One creature of the quasit's choice within 20 feet of it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

QUIPPER CR 0

Tiny Beast (fish)

Armor Class 10

Hit Points 8

Speed 0 ft., swim 40 ft.

Senses darkvision 60 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+0	+0	−5	−2	−4

Blood Frenzy. The quipper has advantage on melee attack rolls against any creature that doesn't have all its HP.

Heightened Smell. The quipper's Perception is 13 when perceiving by smell.

Water Breathing. The quipper can breathe only underwater.

ACTIONS

Bite. *Melee Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage.

RAT CR 0

Tiny Beast

Armor Class 11

Hit Points 8

Speed 40 ft.

Senses darkvision 30 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
−3	+0	+1	−3	+1	−3

Heightened Smell. The rat's Perception is 18 when perceiving by smell.

ACTIONS

Bite. *Melee Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage.

RAVEN CR 0

Tiny Beast

Armor Class 11

Hit Points 8

Speed 10 ft., fly 50 ft.

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+1	−1	−3	+1	+0

Carriion Sense. The raven can pinpoint, by scent, the location of carrion, dead creatures, and Undead without the Incorporeal Movement trait within 60 feet of it.

Mimicry. The raven can mimic simple sounds it has heard, such as a chord of a flute melody, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 WIS check.

Recollection. The raven knows up to 20 words in any language it has heard and can repeat those words in the voices it heard them, using its Mimicry trait.

ACTIONS

Beak. *Melee Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

SEAHORSE CR 0

Tiny Beast

Armor Class 11 (natural armor)

Hit Points 9

Speed 0 ft., swim 20 ft.

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
−5	+0	−1	−5	+0	−4

Underwater Camouflage. The seahorse's Stealth is 17 while underwater.

Water Breathing. The seahorse can breathe only underwater.

ACTIONS

Ram. *Melee Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

SHARK, REEF CR 1/2

Medium Beast

Armor Class 12 (natural armor)

Hit Points 27

Speed 0 ft., swim 40 ft.

Senses keensense 30 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	−5	+0	−3

Blood Sense. The shark can pinpoint, by scent, the location of creatures that don't have all of their HP within 60 feet of it and can sense the general direction of such creatures within 1 mile of it.

Electrical Sensitivity. Whenever the shark takes lightning damage, it must succeed on a DC 11 CON save or be incapacitated until the end of its next turn.

Pack Tactics. The shark has advantage on attack rolls against a creature if at least one of the shark's allies is within 5 feet of the creature and the ally isn't incapacitated.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

BONUS ACTIONS

Stealthy Hunter. The shark attempts to Hide.

SNAKE, CONSTRICTOR CR 1/4

Large Beast

Armor Class 12

Hit Points 15

Speed 30 ft., swim 30 ft.

Senses keensense 10 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+2	+1	−5	+0	−4

ACTIONS

Bite. *Melee Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Constrict. *Melee Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled

(escape DC 12), if it is a Large or smaller creature. Until this grapple ends, the creature is restrained, and the snake can't Constrict another target.

BONUS ACTIONS

Crush. One creature grappled by the snake must succeed on a DC 12 STR or take 4 (1d8) bludgeoning damage and begin suffocating. The creature continues suffocating until the grapple ends.

SNAKE, POISONOUS CR 1/8

Tiny Beast

Armor Class 11

Hit Points 9

Speed 30 ft., swim 30 ft.

Resistant poison | poisoned

Senses keensense 10 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+1	+0	−5	+0	−4

ACTIONS

Bite. *Melee Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 10 CON save or take 2 (1d4) poison damage.

REACTIONS

Reflexive Nip. When a creature the snake can see hits it with a melee attack while within 5 feet of it, the snake can make a quick nip at the creature. The attacker must succeed on a DC 10 CON save or be poisoned until the end of its next turn.

SPIDER CR 0

Tiny Beast

Armor Class 12 (natural armor)

Hit Points 8

Speed 20 ft., climb 20 ft.

Senses darkvision 30 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+0	−1	−5	+0	−4

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage, and the target must succeed on a DC 9 CON save or take 2 (1d4) poison damage.

BONUS ACTIONS

Web Shot (Recharge 4–6). The spider launches a gob of webbing at one creature it can see within 15 feet of it. The target must succeed on a DC 9 DEX save or have its speed reduced by 10 feet. A creature can take an action to remove the webbing, ending the effect.

SPIDER, GIANT CR 1

Large Beast

Armor Class 15 (natural armor)

Hit Points 40

Speed 30 ft., climb 30 ft.

Senses keensense 10 ft., darkvision 60 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+3	+1	−4	+0	−3

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 13 CON save, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 HP, the target is stable but poisoned for 1 hour, even after regaining HP, and is paralyzed while poisoned in this way.

BONUS ACTIONS

Web (Recharge 4–6). The spider launches a gob of webbing at one creature it can see within 30 feet of it. The target must succeed on a DC 12 DEX save or be restrained. A creature, including the restrained target, can take its action to free the target from the webbing by succeeding on a DC 12 STR check. The webbing can also be attacked and destroyed (AC 10; HP 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

SPRITE CR 1/4

Tiny Fey

Armor Class 14 (leather armor)

Hit Points 13

Speed 10 ft., fly 40 ft.

Resistant Fey Resilience

Senses —

Languages Common, Elvish, Sylvan

STR	DEX	CON	INT	WIS	CHA
−4	+3	+0	+2	+1	+0

Fey Resilience. The sprite is resistant to the charmed and unconscious conditions.

Speak with Beasts and Plants. The sprite can communicate with Beasts and Plants as if they shared a language.

ACTIONS

Shortsword. *Melee Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 CON save or be poisoned for 1 minute. If the save fails by 5 or more, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

BONUS ACTIONS

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 13 CHA save, the sprite also knows if the creature has malign intentions or intends to commit malevolent acts within the next hour. Celestials, Fiends, and Undead automatically fail the save.

TIGER CR 1

Large Beast

Armor Class 12

Hit Points 38

Speed 40 ft.

Senses darkvision 60 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	−4	+1	−1

Heightened Smell. The tiger's Perception is 18 when perceiving by smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a Claws attack on the same turn, that target must succeed on a DC 13 STR save or be knocked prone. If the target is prone, the tiger can make one Bite attack against it as a bonus action.

ACTIONS

Multiaction. The tiger makes one Bite attack and one Claws attack. If both attacks hit one creature, the target must succeed on a DC 13 CON save at the start of its next turn or lose 5 (2d4) HP, as the wound continues bleeding.

Bite. *Melee Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Claws. *Melee Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

WEASEL CR 0

Tiny Beast

Armor Class 11

Hit Points 8

Speed 30 ft.

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+1	−1	−4	+1	−4

Heightened Hearing and Smell. The weasel's Perception is 18 when perceiving by hearing or smell.

ACTIONS

Bite. *Melee Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage. Instead of dealing damage, the weasel can steal one item the target is wearing or carrying, provided the item weighs no more than 5 pounds, can fit in one hand, isn't a weapon, and isn't wrapped around or firmly attached to the target. For example, a weasel could steal a hat or belt pouch but not a creature's shirt or armor.

WOLF CR 1/4

Medium Beast

Armor Class 13 (natural armor)

Hit Points 14

Speed 40 ft.

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	−4	+1	−2

Heightened Hearing and Smell. The wolf's Perception is 16 while perceiving by hearing or smell.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 STR save or be knocked prone.

WOLF, DIRE CR 1

Large Beast

Armor Class 14 (natural armor)

Hit Points 40

Speed 50 ft.

Resistant frightened

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	−4	+1	−2

Heightened Hearing and Smell. The wolf's Perception is 18 when perceiving by hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 STR save or be knocked prone.

BONUS ACTIONS

Hungry Growl. The wolf stares down and growls at one creature it can see within 30 feet of it. The target must succeed on a DC 13 WIS save or be frightened until the end of its next turn. The wolf has advantage on the next attack roll it makes against the frightened creature.

ZOMBIE CR 1/4

Medium Undead

Armor Class 8

Hit Points 16

Speed 20 ft.

Immune Undead Resilience

Senses darkvision 60 ft.

Languages understands the languages it knew in life but can't speak

STR	DEX	CON	INT	WIS	CHA
+2	−2	+3	−4	+0	−3

Undead Fortitude. If damage reduces the zombie to 0 HP, it must make a CON save with a DC equal to 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 HP instead.

Undead Nature. The zombie doesn't require air, food, drink, or sleep.

Undead Resilience. The zombie is immune to poison damage, to exhaustion, and to the poisoned condition.

ACTIONS

Slam. *Melee Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. The target is grappled (escape DC 12) if it is a Medium or smaller creature, and the zombie doesn't already have a creature grappled.

BONUS ACTIONS

Rotten Hold. The zombie gnaws idly on the creature grappled by it. The target must succeed on a DC 12 CON save or take 2 (1d4) poison damage. A Humanoid slain by this bonus action rises 24 hours later as a zombie, unless the Humanoid is restored to life or its body is destroyed.

APPENDIX C - CONVERTING ADVENTURES

I have always enjoyed playing published adventures (we used to call them modules.). If you are like me, you may have a collection of these that you are looking forward to running again, or some for the first time. Most of them I have collected over the past 10 years and are written for D&D 5E.

The main things you need to know when using an adventure written for a different role playing game (RPG) can be found in the Legal information located at the front of this book.

Most of the monsters in Bold Against Monsters (BAM) are taken (with only minor modifications) from Tales of the Valient (as provided in Black Flag Roleplaying Reference Document v0.2).

Many of the other features in BAM are taken directly from there and from the Fifth Edition of Dungeons and Dragons (as provided the System Reference Documents 5.1 and 5.2) and from ShadowDark RPG.

CONVERTING D&D 5E ADVENTURES TO BOLD AGAINST MONSTERS

The rules in BAM keep the character levels and power very close to those in the D&D fifth edition Player's Handbook. If you play using BAM, you can use published 5th edition adventures for character levels 10 or lower with little or no modifications. You should be able to use everything without change except what is listed here.

Player Characters (PCs): No change needed. BAM PCs are just as hard to kill, and do as much damage as 5E PCs. They can only do one attack action per round, but where 5E characters may be able to do multiple attacks, BAM PCs do more damage. And, BAM magic spells do as much damage as 5E spells at the same levels.

Monsters: You can use any monster's stat block included in the adventure unmodified. Just remember that BAM ignores the ability score and only uses the ability modifier. If it refers you to another book (such as the 2014 D&D Monster Manuel) you can use that book, or substitute a similar monster found in the 2025 D&D Monster Manuel, or in the Tales of the Valiant Monster Vault.

Treasure: You can use the treasure in the adventure unmodified, except for spellbooks. BAM wizards don't use spellbooks, but they can learn arcane spells from spell scrolls. It is recommended that you substitute 2d4 spell scrolls (of spells any wizards in the group could learn) for any spellbook the characters may find. Any other magic items should be OK.

Party Composition: It is more important for party survival in BAM than in D&D to have a balanced party. The wizards can't wear armor or fight very effectively with weapons and fighters can't cast spells.





Bold Against Monsters

Player Character Record

CHARACTER NAME

Player:

Campaign:

Character Creation Date:

Ability
ModifierLuck ☐ ☐ ☐ ☐**HIT POINTS**

MAX

Damage

Exhaustion

d20	Speed
Level	Checks
<input type="checkbox"/> 1 - 2	- 5 ft.
<input type="checkbox"/> 2 - 4	- 10 ft.
<input type="checkbox"/> 3 - 6	- 15 ft.
<input type="checkbox"/> 4 - 8	- 20 ft.
<input type="checkbox"/> 5 - 10	- 25 ft.
<input type="checkbox"/> 6	Death

LevelProficiency
Bonus (PB)**Death Saves**Pass ☐ ☐ ☐
Fail ☐ ☐ ☐**Ancestry**

Ability Increase:

Alignment:

Size:

Speed:

Languages:

Other Ancestry Features:

Class

Weapon Training:

Armor Training:

Other Class Features:

Proficiencies:**BACKGROUND**

Item Proficiency:

Skill Proficiency:

Background Description:

ARMOR CLASS

Armor

 + +

BASE DEX

Shield

 +

BASE MAGIC

**Feats:**

WEAPON	REACH	DAMAGE
<input type="radio"/> Proficient	or RANGE	TYPE
P. B.		
<input type="text"/>		
STR or DEX		
<input type="text"/>		
MAGIC		
<input type="text"/>		
MISC.		
<input type="text"/>		
DAMAGE DICE		
<input type="text"/>		
ATTACK BONUS		
<input type="text"/>		
DAMAGE		
<input type="text"/>		

AMMO ☐

WEAPON	REACH	DAMAGE
<input type="radio"/> Proficient	or RANGE	TYPE
P. B.		
<input type="text"/>		
STR or DEX		
<input type="text"/>		
MAGIC		
<input type="text"/>		
MISC.		
<input type="text"/>		
DAMAGE DICE		
<input type="text"/>		
ATTACK BONUS		
<input type="text"/>		
DAMAGE		
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AMMO ☐

WEAPON	REACH	DAMAGE
<input type="radio"/> Proficient	or RANGE	TYPE
P. B.		
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STR or DEX		
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MAGIC		
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MISC.		
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DAMAGE DICE		
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ATTACK BONUS		
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DAMAGE		
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AMMO ☐

WEAPON	REACH	DAMAGE
<input type="radio"/> Proficient	or RANGE	TYPE
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STR or DEX		
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ATTACK BONUS		
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AMMO ☐

WEAPON	REACH	DAMAGE
<input type="radio"/> Proficient	or RANGE	TYPE
P. B.		
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STR or DEX		
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MAGIC		
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MISC.		
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DAMAGE DICE		
<input type="text"/>		
ATTACK BONUS		
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DAMAGE		
<input type="text"/>		

AMMO ☐**Deity****GEAR SLOTS**

1		13	
2		14	
3		15	
4		16	
5		17	
6		18	
7		19	
8		20	
9		21	
10		22	
11		23	
12		24	

Free to Carry**COINS**

CP

SP

GP

PP

Total # of Coins

Age

Gender

Height

Weight

Eyes

Hair

Skin

Handedness

Physical Description

CHARACTER SKETCH