



Chronicles of Waterdeep

Player Handbook for D&D 5E in SL

V1.09

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Introduction

D&D 5E for SL is a combat system intended to translate **Dungeons & Dragons 5E** (referred to as D&D from here on in this document) into **Second Life (SL)** using a **1d20-based HUD** (Heads Up Display) in the **Chronicles of Waterdeep City (CoWC)** roleplay sim. As a result, a lot of this content will be based upon the D&D handbooks using their Open Gaming License (OGL). We are inspired by the setting and mechanics of D&D, but it is not intended to infringe upon or replace their content.

It is our intention to create an inspired version of D&D that may function as a vehicle for paragraph roleplay in SL. It is our desire to create a perfectly balanced game system, but we are aware that this will not be possible at first attempt. There are professional teams of game designers that fail at this, and it would be sheer arrogance to think we could instantly achieve better. That said, we will strive to update and address concerns as rapidly as we can. As a result, all designs are subject to potential change in the future.

As much as we would love to use the exact D&D gaming system, there are certain realities and limitations that we are faced with when attempting to port D&D into SL roleplay. Some of these restrictions are as follows:

1. D&D uses a grid system- SL does not easily restrict or control avatar movement.
2. SL has a very basic distance system that uses meters instead of feet.
3. SL has a viewable chat range limit of 20m.
4. Paragraph roleplay in SL has certain etiquette and rules in place that most players are already familiar with.
5. HUDs in SL have some strict limitations (script size, memory usage).
6. Our scripter is hard at work to bring all of our content to life, and updates will be consistent as we update and refine our system. Some mechanics or features may be trimmed or tweaked for the sake of the greater good.

Roles

Player Character (PC)

A player who inhabits the world as an actor, to build a narrative with other players and the help of DMs. A PC is responsible for being familiar with the rules and mechanics of the system, and for working with other players out of character to achieve a friendly, cooperative experience. The goal of playing as a PC is not to win, but to act and live as your character would to craft a story.

Example scenario: *the players stand before two doorways.*

Player A: */me approached the doorway on the left boldly and reached for the knob, brazenly turning it in an attempt to pull it wide open.*

Player B: */me observed as Player A went straight for the left door and decided to act more cautiously. She paced about the door on the right and appraised the frame, searching for the tell-tale signs of a wire or recently disturbed dust: anything that might indicate a trap.*

Dungeon Master (DM)

A player who has taken on the role of a storyteller and referee. The DM is responsible for the hazards, difficulties and challenges that lie ahead of the other players. A player might inquire on a path or direction, but it is up to the DM to provide the story or mechanical component to that decision.

Example scenario: *the players stand before two doorways. Player A wants to enter the left doorway. Player B wants to search the right door for any traps.*

DM: *Player A, you reach for the doorknob and turn it as though to enter the room. As the door springs open, you discover a repeating pattern of brickwork; its a false door and leads nowhere.*

DM: *Player B, please make a Perception check to see if you can spot any traps.*

Non-Player Character (NPC)

A player who has taken on the role of a background or story character. An NPC is responsible for livening up the world, enhancing the backdrop and sometimes guiding the other players on their quest. A PC might follow a quest, a DM might provide the mechanics and guide the narrative but it is up to the NPC to request the PC's assistance.

Character Creation

Character creation is very important, it will literally define your avatar's life and gives you the player the joy of picking from a wide array of customizations to tailor your play experience. Both this written guide and the HUD should assist you to make this process as painless as possible.

1. Choose a Race

Pick 1 of the available races.

2. Choose a Class

Pick 1 of the available classes.

3. Determine Ability Scores

Spend 27 points across the 6 ability scores.

4. Choose a Background

Pick 1 of the available backgrounds.

5. Define your Alignment

Pick 1 of the 9 alignments.

6. Understand your Equipment

Read the equipment section for your class.

Congratulations, you've created a character and you're ready for Waterdeep! If that didn't help, each step is further defined in greater detail below.

1. Choose a Race

There are 22 races available for players to pick from in our system. Those options may expand in the future, but for now we ask that you pick one from the list below to create your character. There are also a set of approved subraces for each, but please be aware that unlike D&D, they come with no mechanical difference to the primary race. It is a purely aesthetic and/or narrative decision if you decide to pick a subrace.

Races of Man

Human

Medium humanoid

Ability Score Bonus: +1 all Ability Scores

Max SL Height: 6ft - 7ft

Appearance: Standard medieval fantasy human appearance.

Known Languages: Common, +3 choices

Humans are the most common race in the world, yet they are also the most varied with many different ethnicities and cultures. Waterdeep has representation from every human ethnicity including; Calishites, Chondathans, Damarans, Illuskans, Mulans, Rashemi and Tethyrians. There is no limit to the potential range of personalities, alignments and professions for humanity. They are capable of producing half-bred offspring with most other species.

Tieflings

Medium humanoid

Max SL Height: 6ft - 7ft

Appearance: Standard medieval fantasy human appearance. Must have some visual elements of demonic ancestry. Cannot have wings and cannot fly.

Known Languages: Common, Infernal, +2 choices

Tieflings are derived from human bloodlines, and in the broadest possible sense, they still look human. However, their infernal heritage has left a clear imprint on their appearance, such as their array of skin tones and other devilish traits. They have large horns that take any of a variety of shapes: some have curling horns like a ram, others have straight and tall horns like a gazelle's, and some spiral upward like an antelopes'. Their expected lifespan is hardly greater than that of a standard human, and they may similarly be of any alignment.

Pick a subrace variant from the list below.

Tiefling (Asmodeus Legacy)

Same size, category and misc. details as Tiefling

Ability Score Bonus: +2 CHA, +1 INT

Racial Traits: Darkvision, Fire Resistance, may cast Thaumaturgy cantrip

Tiefling (Baalzebul Legacy)

Same size, category and misc. details as Tiefling

Ability Score Bonus: +2 CHA, +1 INT

Racial Traits: Darkvision, Fire Resistance, may cast Prestidigitation cantrip

Tiefling (Dispater Legacy)

Same size, category and misc. details as Tiefling

Ability Score Bonus: +2 CHA, +1 DEX

Racial Traits: Darkvision, Fire Resistance, may cast Thaumaturgy cantrip

Tiefling (Fierna Legacy)

Same size, category and misc. details as Tiefling

Ability Score Bonus: +2 CHA, +1 WIS

Racial Traits: Darkvision, Fire Resistance, may cast Friends cantrip

Tiefling (Glasya Legacy)

Same size, category and misc. details as Tiefling

Ability Score Bonus: +2 CHA, +1 DEX

Racial Traits: Darkvision, Fire Resistance, may cast Illusion cantrip

Tiefling (Levistus Legacy)

Same size, category and misc. details as Tiefling

Ability Score Bonus: +2 CHA, +1 CON

Racial Traits: Darkvision, Fire Resistance, may cast Ray of Frost cantrip

Tiefling (Mammon Legacy)

Same size, category and misc. details as Tiefling

Ability Score Bonus: +2 CHA, +1 INT

Racial Traits: Darkvision, Fire Resistance, may cast Illusion cantrip

Tiefling (Mephistopheles Legacy)

Same size, category and misc. details as Tiefling

Ability Score Bonus: +2 CHA, +1 INT

Racial Traits: Darkvision, Fire Resistance, may cast Mage Hand cantrip

Aasimar

Medium humanoid

Max SL Height: 6ft - 7.5ft

Appearance: Standard medieval fantasy human appearance. Must have some visual elements of celestial ancestry. Cannot have wings and cannot fly.

Known Languages: Common, Celestial, +2 choices

The **Aasimar** are descended from humans with a touch of power from celestial beings such as angels and other good aligned Outsiders. They generally appear as glorious humans with lustrous hair, flawless skin, and piercing eyes. Often, they attempt to pass as humans to right wrongs and defend goodness on the Material Plane without drawing undue attention to their celestial heritage. Due to their heritage they are often good, but not exclusively so, and have a potential lifespan nearly twice that of a standard human.

Pick a subrace variant from the list below.

Aasimar (Fallen)

Same size, category and misc. details as Aasimar

Ability Score Bonus: +2 CHA, +1 STR

Racial Traits: Darkvision, Healing Hands, Necrotic Resistance, Radiant Resistance, may cast Light cantrip

Aasimar (Protector)

Same size, category and misc. details as Aasimar

Ability Score Bonus: +2 CHA, +1 WIS

Racial Traits: Darkvision, Healing Hands, Necrotic Resistance, Radiant Resistance, may cast Light cantrip

Aasimar (Scourge)

Same size, category and misc. details as Aasimar

Ability Score Bonus: +2 CHA, +1 CON

Racial Traits: Darkvision, Healing Hands, Necrotic Resistance, Radiant Resistance, may cast Light cantrip

Half-orc

Medium humanoid

Ability Score Bonus: +2 STR, +1 CON

Racial Traits: Relentless Endurance, Savage Attacks, Menacing

Max SL Height: 6.5ft - 7.5ft

Appearance: Standard medieval fantasy human appearance. Must have a jutting jaw and tusks. May inherit orcish traits such as; grayish to greenish skin, prominent teeth, sloping forehead, or short pointed ears.

Known Languages: Common, Orc, +2 choices

Half-orcs are bulky, tall humanoids born of human and orc ancestry. They have grayish to greenish skin, jutting jaws, prominent teeth, a sloping forehead, and coarse body hair that is most commonly black. Half-orcs are often short-tempered, sullen, and impatient. However, they are often more cunning than their orcish ancestors, and physically stronger than their human counterpart. They are commonly prejudiced against in human and orcish societies, though for different reasons.

Goliath

Large humanoid

Ability Score Bonus: +2 STR, +1 CON

Racial Traits: Natural Athlete, Stone's Endurance, Powerful Build, Cold Resistance

Max SL Height: 8ft - 9ft

Appearance: Standard medieval fantasy human appearance. Gray or brown skin stone-like skin, dark vertical symmetrical markings. Bald. Or dark hair (female only).

Approved Variants: Cloudborn Goliath, Fireborn Goliath, Frostborn Goliath, Hillborn Goliath, Stoneborn Goliath, Stormborn Goliath

Known Languages: Common, Giant, +2 choices

The **Goliaths'** massive bodies look as if they are carved from a mountain stone and give them great physical power. Gray, or brown, stone-line skin covers their bodies and they have blue or green eyes. Males are bald, while females have dark hair. Often goliaths have dark vertically symmetrical patches and markings of cultural significance. They are typically fearless, competitive, and prideful, without being arrogant or cocky. Trust, honor, and tradition are common traits.

Races of Fey

Elf

Medium humanoid

Max SL Height: 6ft - 7ft

Elves are magical people of otherworldly grace, living in the world but not entirely part of it. Elves love nature and magic, art and artistry, music and poetry, and the good things of the world. With their unearthly grace and fine features, elves appear hauntingly beautiful to humans and members of many other races. Elves have no facial and little body hair. With an expected lifespan several times the length of an average human, they are creatures of the long view, and events that would resolve themselves in less than 10 years are not generally of great concern.

Pick a subrace variant from the list below.

Elf (Wood)

Medium humanoid

Ability Score Bonus: +2 DEX, +1 WIS

Racial Traits: Darkvision, Fey Ancestry, Keen Senses, Trance, Elven Weapon Training, Fleet of Foot

Appearance: Standard medieval fantasy elf appearance. Long pointed ears. Coppery skinned. Green, brown or hazel eyes. Black, brown, blonde or copper red hair.

Known Languages: Common, Elvish, +2 choices

Elf (High)

Medium humanoid

Ability Score Bonus: +2 DEX, +1 INT

Racial Traits: Darkvision, Fey Ancestry, Keen Senses, Trance, Elven Weapon Training, may cast Prestidigitation cantrip

Appearance: Standard medieval fantasy elf appearance. Long pointed ears. Pale or dark skinned. Green, gold, blue or violet eyes.

Approved Variants: Moon Elf, Sun Elf, Star Elf.

Known Languages: Common, Elvish, +2 choices

Elf (Drow)

Medium humanoid

Ability Score Bonus: +2 DEX, +1 CHA

Racial Traits: Darkvision, Fey Ancestry, Keen Senses, Sunlight Sensitivity, Trance, Drow Weapon Training, may cast Dancing Lights cantrip

Appearance: Standard medieval fantasy elf appearance. Long pointed ears. Dark skin. White, pale yellow, silver or copper hair.

Restriction: Must have an evil alignment.

Known Languages: Common, Undercommon, Elvish, +1 choices

Drow are a subterranean subrace of elves; with shorter, slimmer, dark-skinned (see the palette) humanoids with long, pointed ears. Their hair is always stark white, pale yellow or more rarely, silver or copper. They commonly have red eyes, or pale in shades of lilac, silver and blue. They are typically evil, decadent, hedonistic, deceptive and ambitious. From birth, a drow is taught that all other races are beneath them and as a result they are often violent, sadistic and arrogant.



Drow Colour Palette

Half-elf

Medium humanoid

Max SL Height: 6ft - 7ft

Approved Subraces: High Elf Descent, Wood Elf Descent, Moon Elf Descent, Sun Elf Descent, Star Elf Descent

Half-elves are lithe, shorter humanoids born of human and elven ancestry. They have a wide variety of complexions, with similar to elven facial features except they can grow facial hair. Half-elven ears are of similar size to humans, yet pointed on the end. They are typically passionate, durable and confident. Unlike other half-breeds, half-elves are commonly admired and respected by civil societies.

Half-elf (High)

Same size, category and misc. details as Half-elf

Appearance: Standard medieval fantasy human or elf appearance. Short pointed ears.

Ability Score Bonus: +2 CHA, +1 to any 2 other Ability Scores

Racial Traits: Darkvision, Fey Ancestry, Elven Weapon Training

Known Languages: Common, Elvish, +2 choices

Half-elf (Wood)

Same size, category and misc. details as Half-elf

Appearance: Standard medieval fantasy human or elf appearance. Short pointed ears.

Ability Score Bonus: +2 CHA, +1 to any 2 other Ability Scores

Racial Traits: Darkvision, Fey Ancestry, Skill Versatility

Known Languages: Common, Elvish, +2 choices

Half-elf (Drow)

Medium humanoid

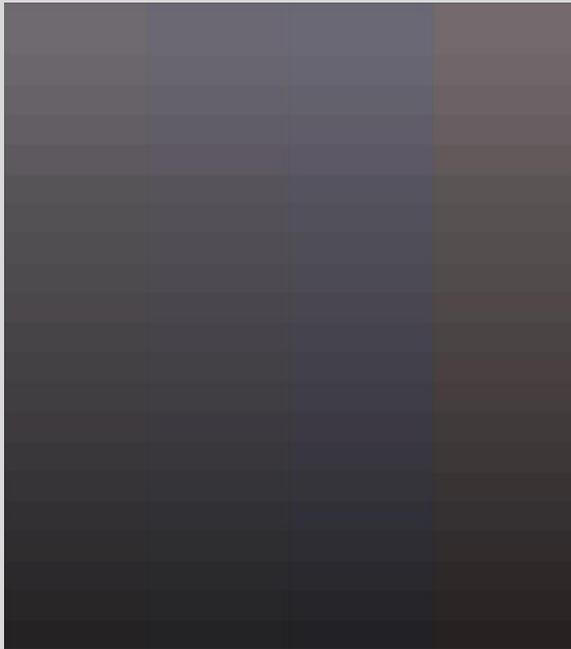
Ability Score Bonus: +2 CHA, +1 to any 2 other Ability Scores

Racial Traits: Darkvision, Fey Ancestry, Drow Weapon Training

Appearance: Standard medieval fantasy human or elf appearance with dusky skin tones, silver or white hair. Short pointed ears.

Known Languages: Common, Undercommon, Elvish, +1 choices

Half-Drow are lithe, shorter humanoids born of human and elven ancestors. They have dusky skin (see the palette), silver or white hair, and a broad range of eye colors. Their eyes are most commonly human coloured. They are known for their darkvision, and are generally disliked by both humans and drow alike for different reasons.



Half-drow Colour Palette

Races of Shortfolk

Dwarf

Medium humanoid

Max SL Height: 4ft - 5.5ft

Dwarves are very short, yet stocky humanoids. They have the same wide variety of skin, eye and hair colours as humans. The most common eye colours are hazel, blue, brown and green. The males often grow thick facial hair, and the females often grow sideburns or may choose to shave their facial hair off. They are often seen as gruff, difficult to like or as skilled craftspeople or barterers. They are typically strong, hardy and dependable.

Pick a subrace variant from the list below.

Dwarf (Mountain)

Same size, category and misc. details as Dwarf

Appearance: Standard medieval fantasy dwarf appearance. Commonly have beards.

Ability Score Bonus: +2 CON, +2 STR

Racial Traits: Darkvision, Poison & Poisoned Resistance, Dwarven Combat Training, Stonecunning

Approved Variants: Azerblood Dwarf

Known Languages: Common, Dwarvish, +2 choices

Dwarf (Hill)

Same size, category and misc. details as Dwarf

Appearance: Standard medieval fantasy dwarf appearance. Commonly have beards.

Ability Score Bonus: +2 CON, +1 WIS

Racial Traits: Darkvision, Poison & Poisoned Resistance, Dwarven Combat Training, Stonecunning, Dwarven Toughness

Approved Variants: Inugaakalikurit Dwarf, Wild Dwarf

Known Languages: Common, Dwarvish, +2 choices

Dwarf (Duergar)

Medium humanoid

Ability Score Bonus: +2 CON, +1 STR

Racial Traits: Darkvision, Sunlight Sensitivity, Poison & Poisoned Resistance, Duergar Resilience, may cast Enlarge/Reduce spell (may only Enlarge self, once per long rest) at 3rd level

Appearance: Standard medieval fantasy dwarf appearance. Dark skin. Bald. Dark eyes. Commonly have beards.

Known Languages: Common, Undercommon, Dwarvish, +1 choice

Duergar are a subterranean subrace of dwarves; they are very short, yet stocky humanoids. They are very similar to dwarves, except they have dark skin (from dull gray to jet black) and the females cannot grow beards. They are typically evil, pessimistic, cynical and bitter. They show no mercy to their foes and take great pleasure in the pain of others.

Halfling

Small humanoid

Max SL Height: 3ft - 5ft

Halflings are extremely short and slim humanoids with a similar build to humans. They commonly have beards or sideburns, with dark hair and eyes, and the same range of skin complexions as humans. They are typically quick, dexterous, courageous and have big personalities. They are commonly known for their joyful, friendly and pleasant personalities.

Pick a subrace variant from the list below.

Halfling (Ghostwise)

Same size, category and misc. details as Halfling

Appearance: Standard medieval fantasy human appearance.

Ability Score Bonus: +2 DEX, +1 WIS

Racial Traits: Lucky, Fear Resistance, may cast Message cantrip

Known Languages: Common, Halfling, +2 choices

Halfling (Lightfoot)

Same size, category and misc. details as Halfling

Appearance: Standard medieval fantasy human appearance.

Ability Score Bonus: +2 DEX, +1 CHA

Racial Traits: Lucky, Fear Resistance, Naturally Stealthy

Approved Variants: Tallfellow Halfling

Known Languages: Common, Halfling, +2 choices

Halfling (Lotusden)

Same size, category and misc. details as Halfling

Appearance: Standard medieval fantasy human appearance.

Ability Score Bonus: +2 DEX, +1 WIS

Racial Traits: Lucky, Fear Resistance, may cast Druidcraft cantrip

Known Languages: Common, Halfling, +2 choices

Halfling (Stout)

Same size, category and misc. details as Halfling

Appearance: Standard medieval fantasy human appearance.

Ability Score Bonus: +2 DEX, +1 CON

Racial Traits: Lucky, Fear Resistance, Poison & Poisoned Resistance
Known Languages: Common, Halfling, +2 choices

Gnome

Small humanoid

Max SL Height: 3ft - 5ft

Gnomes are extremely short and slim humanoids with a similar build to elves with long, pointed ears. Though they are similar to elves with their ears and high-cheekbones, they can grow beards. They are typically curious, charming and sneaky. They are commonly known for their illusory magic, eccentric humor and tinkering.

Pick a subrace variant from the list below.

Gnome (Deep)

Same size, category and misc. details as Gnome

Appearance: Standard medieval fantasy elf appearance. Dark skin. Bald. Dark eyes. Commonly beardless.

Ability Score Bonus: +2 INT, +1 DEX

Racial Traits: Darkvision, Gnomish Cunning, Artificer's Lore

Known Languages: Common, Undercommon, Gnomish, +1 choices

Gnome (Forest)

Same size, category and misc. details as Gnome

Appearance: Standard medieval fantasy elf appearance.

Ability Score Bonus: +2 INT, +1 DEX

Racial Traits: Darkvision, Gnomish Cunning, may cast Illusion cantrip, may cast Speak With Plants & Animals (only for small animals) cantrip

Approved Variants: Whisper Gnome

Known Languages: Common, Gnomish, +2 choices

Gnome (Mark of Scribing)

Same size, category and misc. details as Gnome

Appearance: Standard medieval fantasy elf appearance.

Ability Score Bonus: +2 INT, +1 CHA

Racial Traits: Darkvision, Gnomish Cunning, Gifted Scribe, may cast Message cantrip

Known Languages: Common, Gnomish, +2 choices

Gnome (Rock)

Same size, category and misc. details as Gnome

Appearance: Standard medieval fantasy elf appearance.

Ability Score Bonus: +2 INT, +1 CON

Racial Traits: Darkvision, Gnomish Cunning, Artificer's Lore, may cast Message cantrip

Approved Variants: Imago Gnome

Known Languages: Common, Gnomish, +2 choices

Races of Beast

Tabaxi

Medium humanoid

Ability Score Bonus: +2 DEX, +1 CHA

Racial Traits: Darkvision, Cat's Talents, Claws, Fleet of Foot
Max SL Height: 6ft - 7.5ft
Appearance: Feline medieval fantasy appearance.
Approved Variants: Pridehead Tabaxi, Stripehead Tabaxi
Restriction: Appearance requires approval. (JOMO approved)
Known Languages: Common, +3 choices

Tabaxi are tall, slender, feline humanoids. Their bodies are often covered in spotted or striped fur which ranged from light yellow to brownish red. Their eyes are often slit-pupiled and are usually green or yellow. They are reclusive, fast runners, well-balanced and have an acute sense of smell. They do not care for wealth but they do have a fascination for the stories behind ancient artifacts, relics and magic items

Leonin

Medium humanoid

Ability Score Bonus: +2 CON, +1 STR
Racial Traits: Darkvision, Daunting Roar, Hunter's Instincts, Claws
Max SL Height: 6.5ft - 8ft
Appearance: Lion-like medieval fantasy appearance.
Restriction: Appearance requires approval. (JOMO approved)
Known Languages: Common, +3 choices

Leonin are tall lion-like humanoids that move with a boldness that suggests their physical might. Tawny fur covers leonine bodies, and some grow thick manes ranging in shades from gold to black. While their hands prove as nimble as those of other humanoids, leonine have retractable feline claws, which they can extend instantly. This, along with their ability to produce bone-shaking roars, gives most leonine an air that readily shifts between regal and fearsome.

Minotaur

Large humanoid

Ability Score Bonus: +2 STR, +1 CON
Racial Traits: Horns, Goring Rush, Imposing Presence, Labyrinthine Recall
Max SL Height: 7ft - 9ft
Appearance: Minotaur medieval fantasy appearance.
Approved Variants: Sea Reaver Minotaur, Abyssal Minotaur, Minorothe Minotaur
Restriction: Appearance requires approval. (JOMO approved)
Known Languages: Common, Minotaur, +2 choices

The **Minotaur** are barrel-chested humanoids with heads resembling those of bulls. Their horns range in size from about 1 foot long to great curling weapons easily three times that length. Thick hair extends down their necks and powerful backs, and some have long patches of hair on their chins and cheeks. Their legs end in heavy, cloven hooves, and they have long, tufted tails. They're known for venting their outrage through violence, but they aren't generally quick to anger.

Lizardfolk

Medium humanoid

Ability Score Bonus: +2 CON, +1 WIS
Racial Traits: Bite, Natural Armor, Hungry Jaws, Hold Breath, Hunter's Lore
Max SL Height: 6ft - 7.5ft
Appearance: Reptilian medieval fantasy appearance.
Approved Variants: Poison Dusk Lizardfolk, Blackscale Lizardfolk
Restriction: Appearance requires approval. (JOMO approved)

Known Languages: Common, Draconic, +2 choices

Lizardfolk are tall, powerfully-built reptilian humanoids. Their bodies are often covered in scales that vary from dark green to shades of brown and gray. They are hairless, with non-prehensile muscular tails, with sharp claws and teeth. They are hunters who rely on strength and the weight of numbers. They are known for being dangerous when provoked, and have a more savage culture, which often leads them to finding it difficult to fit into civilized societies.

Kobold

Small humanoid

Ability Score Bonus: +2 DEX, -2 STR

Racial Traits: Darkvision, Sunlight Sensitivity, Pack Tactics, Grovel, Cower & Beg

Max SL Height: 3ft - 4.5ft

Appearance: Reptilian medieval fantasy appearance.

Approved Variants: Dragonwrought Kobold (no wings), Lickspittle Kobold, Pitstalker Kobold

Restriction: Appearance requires approval. (Roaring Beast and TGOR approved)

Known Languages: Common, Draconic, +2 choices

Kobolds are small craven reptilian humanoids. They make up for their physical ineptitude with a cleverness for trap making and tunneling. They have scaly skin, digitigrade legs, horns on their head, rat-like tails, and clawed fingers. Their skin is reddish brown and black or green (or the same chromatic pattern as the dragon they follow), with burnt orange to red colored eyes. Known for their hatred of gnomes and pranks due to the trick played upon Kurtulmak. They often worship evil dragons as demigods and serve them as minions and toadies.

Races of Greenskins

Goblin

Small humanoid

Ability Score Bonus: +2 DEX, +1 CON

Racial Traits: Darkvision, Nimble Escape, Fury of the Small

Max SL Height: 3ft - 4.5ft

Appearance: Green, yellow, orange or red skin. Black or gray hair. Red or yellow eyes.

Approved Variants: Hoardshine Goblin, Monkey Goblin, Mountain Goblin, Wolfraid Goblin

Known Languages: Common, Goblin, +2 choices

Whether sniveling in fear, cackling with mad laughter, or snarling in a fury, **Goblins** are wretched and inconsequential. In their own minds, though, they are content to lurk in the shadows and even prefer them. They are entitled to some credit for their tenacity, agility, crafty ingenuity, and dumb luck, all of which has enabled them to survive. Goblin skin color may vary between shades of red, orange, yellow, or green. They are known for their short temper. Most goblins are also bald, but a few boast shocks of red or black hair. Their mouths are full of sharp, crooked teeth.

Hobgoblin

Medium humanoid

Ability Score Bonus: +2 CON, +1 INT

Racial Traits: Darkvision, Saving Face, Martial Weapon Training

Max SL Height: 7ft - 8ft

Appearance: Grayish, orange or red skin. Pupiless yellow or orange eyes. Long pointed ears. Flat faces, sloped foreheads and prominent jaws.

Approved Variants: Brightnose Hobgoblin, Sunscorch Hobgoblin

Known Languages: Common, Goblin, +2 choices

Hobgoblins are large humanoids. They have long pointed ears, flat faces, sloped foreheads, and prominent jaws. Their skin is a grayish, orange or red color and their eyes are pupiless shades of yellow or orange. They are stronger, smarter and more menacing than their goblin cousins. It is known that they are commonly evil creatures, who are prone to violence and cruelty. Unlike other goblinoids, they are well-disciplined and form militaristic communities. They are always prejudiced against by civil society.

Orc

Medium humanoid

Ability Score Bonus: +2 STR, +1 CON, -2 INT

Racial Traits: Darkvision, Menacing, Natural Athlete, Aggressive, Powerful Build

Max SL Height: 7ft - 8ft

Appearance: Green or gray skin. Short pointed ears. Jutting lower jaw with tusks.

Approved Variants: Gray Orc, Mountain Orc, Orog Orc, Neo-Orog Orc

Known Languages: Common, Orc, +2 choices

Orcs are large, muscular humanoids. They have grayish to green skin, stooped postures, short pointed ears, sloped foreheads and jutting lower jaws with tusks. To the common folks of the world orcs are savages, with short tempers, that can tear any ordinary person to pieces. However, orcs know better. Many orcs are excellent at getting fast results, since they are creatures of action, not thought. Yet there are exceptions to this, such as the famed King Obould, who obtained results through planning and insight.

Racial Features

The abilities described below are primarily acquired through your race.

Aggressive

As a **Bonus Action**, you can move into **Close Range** (within 3m) of a hostile creature that you can see or hear. You must end this movement closer to the targeted enemy than when your turn started.

Artificer's Lore

Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Bite

Your bite is a natural weapon, which you can use to make an **Unarmed Attack Action**. If you hit with it, you instead deal 1d6 damage + your Strength modifier.

Cat's Talents

You gain proficiency with the Perception and Stealth skills.

Claws

Your claws are natural weapons, which you can use to make **Unarmed Attack Action**. If you hit with them, you instead deal an 1d4 damage + your Strength modifier (or whichever is higher from another ability.)

(Condition) Immunity

You cannot have this condition applied to you. (Example; you are hit by a Sleep spell while you have Unconscious Immunity: you would ignore the Unconscious condition.)

(Condition) Resistance

If a creature has resistance to a condition type, you gain advantage when making saving throws against an effect that would apply that condition. (Example: you are hit by Cause Fear while you have Fear Resistance: you would roll your saving throw with advantage.)

(Damage) Resistance

If a creature or an object has resistance to a damage type, damage of that type is halved against it. (Example: you are hit by fire damage while you have Fire Resistance: that damage would be halved.)

(Damage) Vulnerability

If a creature or an object has vulnerability to a damage type, damage of that type is doubled against it. (Example: you are hit by fire damage while you have Fire Vulnerability: that damage would be doubled.)

Darkvision

You have superior vision in dark and dim conditions. You can see in dim light as though it were bright light, and in darkness as though it were dim light. You can't discern color in darkness, only shades of gray.

Daunting Roar

As a **Bonus Action**, you can let out an especially menacing roar. Non-**deafened** creatures of your choice within 6m of you must succeed on a Wisdom saving throw or become **frightened** of you until the end of your next turn. The DC of the save equals 8 + your proficiency bonus + your Constitution modifier. Once you use this trait, you can't use it again until you finish a short or long rest.

Drow Weapon Training

You have proficiency with rapiers, shortswords and hand crossbows.

Duergar Resilience

You have advantage on saving throws against illusions and against being charmed or paralyzed.

Dwarven Toughness

Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Dwarven Combat Training

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

Elven Weapon Training

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

Fey Ancestry

You have advantage on Saving Throws against being charmed, and magic can't put you to sleep.

Fleet of Foot

You may gain an additional **Movement Action** once per short or long rest. (This does not cost a **Standard Bonus** or **Bonus Action**.)

Fury of the Small

When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage is 1d + your level. (Example: at level 5 it would be 1d5.) Once you use this trait, you can't use it again until you finish a short or long rest.

Gifted Scribe

Whenever you make an Intelligence (History) check related to the creation or study or paperwork, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Grovel, Cower, and Beg

As a **Standard Action** on your turn, you can cower pathetically to distract those nearby. Until the end of your next turn, target any number of creatures you can see within 10m of you; everyone else gains advantage on all attack rolls against those creatures. (This excludes yourself.) Once you use this trait, you can't use it again until you finish a short or long rest.

Gnome Cunning

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Goring Rush

If you move from **Far Range** (outside 3m) to **Close Range** (within 3m) of a target, your next Unarmed Attack against that target in the same turn does an additional 1d6 physical damage. The target then must make a Strength saving throw against a DC

of 8 + your proficiency bonus + your Strength ability modifier. If they fail, they are knocked prone.

Healing Hands

As a **Standard Action**, once per long rest, you can touch a creature within **Close Range** (within 3m) and cause it to regain a number of hit points equal to your level.

Hold Breath

You can hold your breath for up to 15 minutes at a time.

Hungry Jaws

You can throw yourself into a vicious feeding frenzy. As a **Bonus Action**, you can make a special attack with your bite attack (1d6 + Strength modifier attack). If the attack hits, it deals its normal damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier. Once you use this trait, you can't use it again until you finish a short or long rest.

Hunter's Instincts

You gain proficiency with one of the following skills of your choice: Athletics, Intimidation, Perception or Survival.

Hunter's Lore

You gain proficiency with two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth or Survival.

Horns

Your horn is a natural weapon, which you can use to make **Unarmed Attack Action**. If you hit with it, you instead deal 1d6 damage + your Strength modifier (or whichever is higher from another ability.)

Imposing Presence

You have proficiency in one of the following skills of your choice: Intimidation or Persuasion.

Keen Senses

You gain proficiency with the Perception skill.

Labyrinthine Recall

You can perfectly recall any path you have traveled.

Lucky

Whenever you roll a 1 on the d20, you must reroll the die and use the new roll.

Martial Weapon Training

You have proficiency with martial weapons.

Menacing

You gain proficiency with the Intimidation skill.

Natural Athlete

You gain proficiency with the Athletics skill.

Natural Armor

You have tough scales that repel harm. When you aren't wearing armor, your Armor Class is 13 + your Dexterity modifier. (A shield does not count as armor for this purpose.)

Naturally Stealthy

You gain proficiency with the Stealth skill.

Nimble Escape

You may **Hide** or **Disengage** as a **Bonus Action** on your turn.

Nimble

Whenever you make a Dexterity (Acrobatics) check involving creatures of a larger size, you are considered proficient in the Acrobatics skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Pack Tactics

You have advantage on an attack roll against a creature if at least one of your non-incapacitated allies is within **Close Range** (within 3m) of that creature.

Powerful Build

You have advantage on lifting objects with Athletics checks, and on the **Grapple** action.

Relentless Endurance

When you are reduced to 0 Hit Points but not killed outright, you can drop to 1 hit point instead. Once you use this trait, you can't use it again until you finish a short or long rest.

Savage Attacks

When you score a critical hit with a melee weapon attack, you can roll the weapon's critical damage twice and take the higher number. (For example, if you critically hit with a dagger: you would normally roll 2d + STR or DEX once for a critical hit. Now you would roll 2d4 + STR or DEX twice, and take the higher result.)

Saving Face

If you miss with an attack roll or fail an ability check or a saving throw, you can gain a bonus to the roll equal to the number of PCs you can see within 20m of you (maximum bonus of +5). Once you use this trait, you can't use it again until you finish a short or long rest.

Skill Versatility

You gain proficiency in two skills of your choice.

Stone's Endurance

You can focus yourself to shrug off injury. When you take damage, you can use your **Reaction** to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. Once you use this trait, you can't use it again until you finish a short or long rest.

Sunlight Sensitivity

You have poor vision above ground in natural daylight. While in direct sunlight or interacting with a creature in direct sunlight, you roll disadvantage on attack rolls and Wisdom (Perception) checks. (This is the responsibility of the player to enforce on themselves if they so desire, but it is otherwise not strictly enforced unless by a DM.)

Stonecunning

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Trance

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

2. Choose a Class

There are 13 classes available for players to pick from in our system. Those options may expand in the future, but for now we ask that you pick one from the list below to create your character.

Artificer (Battle Smith)

Starting HP	Level-up HP			
8 + CON modifier	5 + CON modifier			
Skill Proficiencies		Saving Throws Proficiencies	Weapon Proficiencies	Armor Proficiencies
Pick 2 from: Arcana, History, Investigation, Medicine, Nature, Perception, Sleight of Hand		CON & INT	Simple weapons, hand crossbows, heavy crossbows	Light Armor, Medium Armor, Shields

Artificers are masters of tinkering and manipulation, using the innate magic within objects and the world to fuel (often bizarre) and wonderful inventions. They are the supreme inventors of the world, and seek to craft that which does not exist; both within and outside of the mundane world.

- **Strength** is not important for artificers, but it can be helpful for saving throws.
- ★ **Dexterity** is important for artificers for the extra AC, and for using ranged or finesse weapons. It is also helpful for saving throws and for commonly associated skill checks (such as sleight of hand).
- **Constitution** is not important for artificers, but it can be helpful extra HP, for concentration checks and for saving throws.
- ★ **Intelligence** is vital for artificers, as it is their primary spellcasting attribute. It can also be helpful for saving throws or for commonly associated skill checks (such as arcana or investigation).
- **Wisdom** is not important for artificers, but it can be helpful for saving throws and for commonly associated skill checks (such as perception).
- **Charisma** is not important for artificers, but it can be helpful for saving throws and for commonly associated skill checks (such as persuasion or deception).

Disclaimer: the technology level will be limited, and inventions will be dependent upon class features & choices for balance purposes. (For example: an artificer may be limited to 1 mechanical augmented body part.)

Technology

Artificers have the ability to craft and use technology in their class structure. In order to keep this from getting out of hand in the character creation stage, The Chronicles of Waterdeep Campaign has restricted Artificer appearances and weapons to the following:

- All technology **must** be restricted to the appearance of early-stage technological items (Minor steampunk mods will be allowed)
- Artificer characters may only have one single-limb replacement augmentation (arm, hand, leg, etc.)
- Weapons may only be single-shot early firearms, such as flintlock pistols.
- Inventions will be strictly limited and permitted only at the approval of the staff.

Level	Proficiency Bonus	Features	Spell Slots per Spell Level		
			1st	2nd	3rd
1st	+2	Spellcasting, Magical Tinkering	2	-	-
2nd	+2	Infuse 1, Expertise	2	-	-
3rd	+2	Battle Ready	3	-	-
4th	+2	2 Ability Score Improvements	3	-	-
5th	+3	Extra Attack	4	2	-
6th	+3	Infuse 2, Magical Tinkering 2	4	2	-
7th	+3	Flash of Genius	4	3	-
8th	+3	2 Ability Score Improvements	4	3	-
9th	+4	Magical Tinkering 3	4	3	2
10th	+4	Infuse 3	4	3	2

Spellcasting

You have studied the workings of magic, how to channel it through objects, and how to awaken it within them. As a result, you have gained a limited ability to cast spells. To observers, you don't appear to be casting spells in a conventional way; you look as if you're producing wonders through various items. Tools Required (see below). The Artificer table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these Artificer spells, you must expend a slot of the spell's level. You regain all expended spell slots when you finish a long rest.

You may cast any spell at a higher level spell slot. When you cast a spell using a slot that is of a higher level than the spell, the spell assumes the higher level for that casting. For instance, if you cast Light using a 3rd-level spell slot, that Light is considered to be 3rd level. Some spells, such as Magic Missile and Cure Wounds, have more powerful effects when cast at a higher level, as detailed in a spell's description.

Spell save DC = 8 + Proficiency Bonus + Intelligence modifier

Spell Attack modifier = Proficiency Bonus + Intelligence modifier

Spellcasting Ability Score modifier = Intelligence modifier

Cantrip	Spell Level		
	1st	2nd	3rd
Acid Splash	Absorb Elements	Blur	Gaseous Form
Guidance	Catapult	Invisibility	Flame Projectiles
Light	Cure Wounds	Lesser Restoration	Dispelling Magic
Mending	Disguise Self	Enlarge/Reduce	Revivify
Prestidigitation	Faerie Fire	Arcane Lock	Haste
Shocking Grasp	Longstrider	Heat Metal	Protection From Energy

Tools Required

You produce your artificer spell effects through your tools. You must have a spellcasting focus— specifically any kind of artisan's tool—in hand when you cast any spell with this Spellcasting feature. After you gain the Infuse Item feature at 3rd level, you can also use any item bearing one of your infusions as a spellcasting focus.

Magical Tinkering

At 1st level, you learn how to invest a spark of magic in objects that would otherwise be mundane. To use this ability, you must have some sort of artisan's tools in hand. Tools Required (see above). Pick one of the following items, which only you may wear (except in a dungeon, with the DM's discretion) and their magical effects only last until you perform a long rest. You can only apply an infusion or magical tinkering

effect of one type (armor, glasses, cloak, etc.) at a time. (The item continues to function in a mundane manner, you simply don't receive their magical effects!)

Magical Prosthesis

This affects and requires a prosthesis for a missing limb. Based on the magic used to construct a Golem, wood, metal or other material is shaped into a single limb (either an arm, leg, hand or foot) to replace a missing one. Your **Unarmed Attack Action** with this prosthesis uses a 1d6 for damage and counts as a magical weapon. You gain advantage on all Strength ability checks.

Goggles of Night

This affects your glasses. You gain Darkvision while equipped.

Wand of Magic Detection

This affects your wand. You may cast "Detect Magic" (see wizard spell table) as a **Cast A Spell Action** without expending a spell slot.

At 6th level, you may cast Magical Tinkering twice per long rest and you may pick from the list below as well.

Ring of Water Walking

This affects your ring. You may walk across a liquid surface as though it were solid ground while equipped.

Gloves of Thievery

This affects your gloves. You gain +5 to your Dexterity (Sleight of Hand) while equipped.

Eyes of the Eagle

This affects your glasses. You gain advantage to your Wisdom (Perception) while equipped.

Boots of the Winding Path

This affects your boots. As a **Bonus Action** on your turn, you may teleport up to 10m to an unoccupied space while wearing these boots. This does not trigger an **Opportunity Attack**.

At 9th level, you may cast Magical Tinkering three times per long rest and you may pick from the list below as well.

Lantern of Revealing

This affects your lantern. All invisible targets that are, or enter, within 20m of the wielder are automatically revealed while the lantern is equipped. All Wisdom (Perception) checks to uncover hidden targets within 20m of the wielder gain advantage, and all Dexterity (Stealth) checks within 20m of the wielder are at disadvantage. Any already hidden targets within 20m of the wielder must re-perform their Dexterity (Stealth) check, and anyone may re-perform a Wisdom (Perception) check for those hidden targets.

Cloak of Elvenkind

This affects your cloak. You gain disadvantage on Wisdom (Perception) checks against you, and advantage on Dexterity (Stealth) while equipped.

Periapt of Wound Closure

This affects your amulet. While wearing this pendant, you automatically stabilize whenever you are dying at the start of your turn. In addition, whenever you are healed or regain hit points, double the number of hit points it restores.

Expertise

At 2nd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

Infuse

At 2nd level, as a **Bonus Action**, you gain the ability to imbue mundane items with certain magical infusions. The magical items you create with this feature are effectively prototypes of permanently magical items. Pick one of the following effects to apply to your mundane item, and only you may wear, use or benefit (except in a dungeon, with the DM's discretion) from it. You can only apply an infusion or magical tinkering effect of one type (armor, glasses, cloak, etc.) at a time. You may use this feature once per long rest, and the effect lasts until you finish a long rest.

Enhanced Weapon

This affects your primary weapon. Your **Melee Attack Action** gains +1 on the attack and damage rolls while using this melee weapon. This weapon is now considered to be a magical weapon. (At level 10, the bonus increases to +2.)

Enhanced Armor

This affects your armor. Your AC gains +1 while wearing this armor. (At level 10, the bonus increases to +2.)

Enhanced Tools

This affects your spellcasting focus (tools). Your Cast a Spell Action rolls and results gain +1 while using these tools. (At level 10, the bonus increases to +2.) For example, a level 1 Cure Wounds would now heal for 1d8 + your spellcasting ability score modifier + 1 damage and Acid Splash would deal 1d6 (or 2d6 at level 5+) + 1 damage.

Repeating Shot

This affects your ranged weapon. Your **Ranged Attack Action** gains +1 on the attack and damage rolls while using this ranged weapon. You may ignore the 'loading' penalty on this weapon. This weapon is now considered to be a magical weapon.

At 6th level, you may Infuse twice per long rest and you may pick from the list below as well:

Radiant Weapon

This affects your primary weapon. Your **Melee Attack Action** gains +1 on the attack and damage rolls, and casts a light up to a 20m radius while using this melee weapon. After successfully hitting a target, the target must make a Constitution save against your spell DC. If they fail, they are blinded until the end of your next turn. This weapon is now considered to be a magical weapon.

Repulsion Shield

This affects your shield. If you are wearing a shield, you gain +1 AC. If you are successfully hit, the target must make a Strength save against your spell DC. If they fail, they are knocked 10m directly away from you.

Resistant Armor

This affects your armor. Upon creation, you must specify one of the following damage types to gain resistance to: Acid, cold, Fire, Force, Lightning, Necrotic, Poison, Psychic, Radiant or Thunder. This effect only applies while you are wearing this armor.

At 10th level, you may Infuse three times per long rest and pick from the list below as well:

Cloak of Protection

This affects your cloak. You gain a +1 to your AC and saving throws while equipped.

Battle Ready

At 3rd level, your combat training and your experiments with magic have paid off: when you attack with a magic weapon, you can use your Intelligence modifier, instead of Strength or Dexterity, for the attack and damage rolls. You may also pick between martial or firearm weapon proficiency.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the **Ranged Attack** or **Melee Attack Action** on your turn. You may replace either of these attacks with a Grapple or Shove action.

Flash of Genius

Beginning at 7th level, your Intelligence modifier may be added to any ability checks or saving throws. This may be done a number of times equal to your Intelligence modifier per Long Rest.

Barbarian (Berserker)

Starting HP	Level-up HP			
12 + CON modifier	7 + CON modifier			
Skill Proficiencies		Saving Throws Proficiencies	Weapon Proficiencies	Armor Proficiencies
Pick 2 from: Animal Handling, Athletics, Intimidation, Nature, Perception, Survival		STR & CON	Simple weapons, martial weapons	Light Armor, Medium Armor, Shields

Barbarians are the purest form of combatant, relying on their strength of body and will to power through all challengers. They eschew the comforts and luxuries of civilization in favor of their most primal attributes and instincts; their armor is their hide, their weapon is anything within reach and their motivation is continued existence. Nothing is more dangerous than a cornered predator, and a barbarian always fights as though that were the case.

- ★ **Strength** is vital for damage-focused barbarians, but it becomes less important if they are dual-wielding or using finesse weapons. It is also helpful for saving throws or for commonly associated skill checks (such as athletics).
- ★ **Dexterity** is important for unarmored or lightly armored barbarians for the extra AC, or for barbarians who are dual-wielding or using finesse weapons. It is also helpful for saving throws.
- ★ **Constitution** is important for unarmored barbarians for the extra AC, or for barbarians for the extra HP. It is also helpful for saving throws.
- **Intelligence** is not important for barbarians, but it can be helpful for saving throws or for commonly associated skill checks (such as nature).
- **Wisdom** is not important for barbarians, but it can be helpful for saving throws or for commonly associated skill checks (such as perception or survival).
- **Charisma** is not important for barbarians, but it can be helpful for saving throws or for commonly associated skill checks (such as intimidation).

Level	Proficiency Bonus	Features
1st	+2	Unarmored Defense, Rage
2nd	+2	Reckless Attack, Danger Sense
3rd	+2	Frenzy, Rage 2
4th	+2	2 Ability Score Improvements
5th	+3	Extra Attack, Fast Movement
6th	+3	Mindless Rage, Rage 3
7th	+3	Feral Instinct
8th	+3	2 Ability Score Improvements
9th	+4	Brutal Critical, Rage 4
10th	+4	Intimidating Presence

Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. (You can use a shield and still gain this benefit.)

Rage

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a **Bonus Action**. Rage lasts for 3 rounds (this includes the round you use the ability), then you are unable to rage again until you perform a short rest. At 3rd level, you may rage twice before taking a short rest. At 6th level, you may rage three times before taking a short rest. At 9th level, you may rage four times before taking a short rest.

Your rage ends early if you are knocked unconscious, haven't attacked a creature with a **Melee Attack Action** or **Ranged Attack Action**, or taken damage since your last turn. You can also end your rage as a **Bonus Action**.

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a **Melee Attack**, you gain a +2 bonus to the damage roll. (At level 9, you gain a +3 bonus to the damage roll instead.)

- You have resistance to physical damage.

Reckless Attack

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on **Melee Attack** rolls during this turn, but attack rolls against you have advantage until your next turn.

Danger Sense

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Frenzy

Starting at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single **Melee Attack** as a **Bonus Action**. When your rage ends, you suffer 1d4 damage.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the **Unarmed Attack** or **Melee Attack Action** on your turn. You may replace either of these attacks with a Grapple or Shove action.

Fast Movement

Starting at 5th level, you may take a **Disengage Action** as a **Bonus Action**.

Mindless Rage

Beginning at 6th level, you can't be charmed or frightened while raging.

Feral Instinct

By 7th level, your instincts are so honed that you have advantage on initiative rolls.

Brutal Critical

Beginning at 9th level, you roll one additional damage die when dealing extra damage for a critical hit with a Melee Attack.

Intimidating Presence

Beginning at 10th level, you can use your **Standard Action** to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 20m of you.

If the creature is not Blind or Incapacitated, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. This effect may end early if the creature ends its turn out of line of sight (or becomes Blind or Incapacitated), the combat ends or the creature **Flees** combat. (**Important:** the creature is not forced to attempt to **Flee**.)

On subsequent turns, you may choose to use your **Bonus Action** to extend the duration of this effect on the frightened creature until the end of your next turn. They re-attempt their Wisdom saving throw and if the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours. If the creature fails, the above effect is reapplied.

Bard (College of Lore)

Starting HP	Level-up HP			
8 + CON modifier	5 + CON modifier			
Skill Proficiencies		Saving Throws Proficiencies	Weapon Proficiencies	Armor Proficiencies
Pick 3 from: Acrobatics, Sleight of Hand, Stealth, Arcana, History, Insight, Perception, Deception, Intimidation, Performance, Persuasion		DEX & CHA	Simple weapons, hand crossbows, longswords, rapier, shortswords	Light Armor

Bards are a fixture of contemporary society, whether playing for their lord's court or the local tavern. They are the storytellers, vagabonds and jesters of the world. Not only do they wield lore and history, but they also provide inspiration to fortify bravery and heroism in their allies. To their enemies, they bring about distraction and misdirection; which if they are not watchful may just result in a fatal misstep.

- ★ **Strength** is not important for bards, but it can be helpful for saving throws.
- ★ **Dexterity** is important for bards for the extra AC, and for using ranged or finesse weapons. It is also helpful for saving throws and for commonly associated skill checks (such as stealth).
- **Constitution** is not important for bards, but it can be helpful extra HP, for concentration checks and for saving throws.
- **Intelligence** is not important for bards, but it can be helpful for saving throws and for commonly associated skill checks (such as arcana).
- **Wisdom** is not important for bards, but it can be helpful for saving throws and for commonly associated skill checks (such as perception).
- ★ **Charisma** is vital for bards, as it is their primary spellcasting attribute. It can also be helpful for saving throws or for commonly associated skill checks (such as performance).

Level	Proficiency Bonus	Features	Spell Slots per Spell Level				
			1st	2nd	3rd	4th	5th
1st	+2	Spellcasting, Bardic Inspiration	2	-	-	-	-
2nd	+2	Song of Rest, Jack of All Trades	3	-	-	-	-
3rd	+2	Expertise, Cutting Words, College of Lore	4	2	-	-	-
4th	+2	2 Ability Score Improvements	4	3	-	-	-
5th	+3	Bardic Inspiration 2, Font of Inspiration	4	3	2	-	-
6th	+3	Magical Secrets	4	3	3	-	-
7th	+3	Countercharm	4	3	3	1	-
8th	+3	2 Ability Score Improvements	4	3	3	2	-
9th	+4	Song of Rest 2	4	3	3	2	1
10th	+4	Bardic Inspiration 3, Expertise 2, Magical Secrets 2	4	3	3	3	2

Spellcasting

Charisma is your spellcasting ability for your bard spells. Your magic comes from the heart and soul you pour into the performance of your music or oration. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a bard spell you cast and when making an attack roll with one. Spellcasting Focus required (see below). The Bard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these Bard spells, you must expend a slot of the spell's level. You regain all expended spell slots when you finish a long rest.

Spell save DC = 8 + Proficiency Bonus + Charisma modifier

Spell Attack modifier = Proficiency Bonus + Charisma modifier

Spellcasting Ability score modifier = Charisma modifier

Cantrip	Spell Level				
	1st	2nd	3rd	4th	5th
Dancing Lights	Heroism	Suggestion	Hypnotic Pattern	Polymorph (Other)	Seeming
Mage Hand	Comprehend Languages	Shatter	Fear	Freedom of Movement	Legend Lore
Message	Healing Word	Silence	Sending	Greater Invisibility	Dominate Person
Illusion	Disguise Self	Phantasmal Force	Fast Friends	Dimension Door	Geas
Prestidigitation	Dissonant Whispers	Enhance Ability	Tongues	Charm Monster	Synaptic Snap
Vicious Mockery	Hideous Laughter	Detect Thoughts	Dispel Magic	Phantasmal Killer	Mass Cure Wounds

Spellcasting Focus

You must use a musical instrument as a spellcasting focus for your bard spells.

Bardic Inspiration

You can inspire others through stirring words or music. To do so, you use a **Bonus Action** on your turn to choose one non-Deafened and/or non-Incapacitated creature. That creature gains one Bardic Inspiration die, which adds a 1d6 to one ability check, attack roll, or saving throw it makes at their choosing.

You can use this feature a number of times equal to your Charisma modifier (at a minimum of one, even if your modifier is negative or zero). You regain any expended uses when you finish a long rest. Your Bardic Inspiration die changes to a d8 at 5th level, a d10 at 10th level.

Song of Rest

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points. The extra hit points increase to 1d8 at 9th level.

Jack of All Trades

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Expertise

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

Cutting Words

At 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 20m of you makes an attack roll, an ability check, or a damage roll, you can use your **Reaction** to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting that number rolled from the creature's roll after it has been rolled. The creature is immune if it is Deafened or if it's immune to being charmed.

College of Lore

At 3rd level, you gain proficiency in an additional 3 skills.

Font of Inspiration

Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Magical Secrets

By 6th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any other class. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you. At 10th level, you may choose two more spells from any other class. (There is a maximum of 2 additional spells selected per spell level.)

Countercharm

At 7th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As a **Standard Action**, you enable any non-deafened, non-incapacitated friendly creatures within 20m of you, including yourself, to re-attempt with advantage all saving throws to end **frightened**, **charmed** and/or **stunned** effects.

Cleric (Life Domain)

Starting HP	Level-up HP			
8 + CON modifier	5 + CON modifier			
Skill Proficiencies		Saving Throws Proficiencies	Weapon Proficiencies	Armor Proficiencies
Pick 2 from: History, Insight, Medicine, Persuasion, Religion.		WIS & CHA	All simple weapons	Light Armor, Medium Armor, Heavy Armor, Shields

Clerics are the intermediaries between the material plane and the divine. A conduit for the will of celestial (and sometimes infernal) powers that cannot directly act upon this realm. A divine agent with an armored body and an iron will, gritted as a resolute stand against the horde of the unholy (or holy). Their timely influence can shift the fate of friends and foes alike, and may interfere with the gates of the afterlife itself.

- **Strength** is not important for clerics, but it can be helpful for melee damage and saving throws.
- **Dexterity** is not important for clerics, but it can be helpful for the extra AC, and for using ranged or finesse weapons. It is also helpful for saving throws.
- **Constitution** is not important for clerics, but it can be helpful extra HP, for concentration checks and for saving throws.
- **Intelligence** is not important for clerics, but it can be helpful for saving throws and for commonly associated skill checks (such as religion).
- ★ **Wisdom** is vital for clerics, as it is their primary spellcasting attribute. It can also be helpful for saving throws or for commonly associated skill checks (such as medicine).
- **Charisma** is not important for clerics, but it can be helpful for saving throws and for commonly associated skill checks (such as persuasion or deception).

Level	Proficiency Bonus	Features	Spell Slots per Spell Level				
			1st	2nd	3rd	4th	5th
1st	+2	Spellcasting, Disciple of Life	2	-	-	-	-
2nd	+2	Channel Divinity 1, Turn Undead	3	-	-	-	-
3rd	+2	Preserve Life	4	2	-	-	-
4th	+2	2 Ability Score Improvements	4	3	-	-	-
5th	+3	Destroy Undead 1	4	3	2	-	-
6th	+3	Channel Divinity 2	4	3	3	-	-
7th	+3	Blessed Healer	4	3	3	1	-
8th	+3	2 Ability Score Improvements, Destroy Undead 2	4	3	3	2	-
9th	+4	Divine Strike	4	3	3	2	1
10th	+4	Divine Intervention	4	3	3	3	2

Spellcasting

The power of your spells comes from your devotion to your deity. You can perform the **Cast A Spell Action**. Spellcasting Focus required (see below). The Cleric table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these Cleric spells, you must expend a slot of the spell's level. You regain all expended spell slots when you finish a long rest.

You may cast any spell at a higher level spell slot. When you cast a spell using a slot that is of a higher level than the spell, the spell assumes the higher level for that casting. For instance, if you cast Light using a 3rd-level spell slot, that Light is considered to be 3rd level. Some spells, such as Magic Missile and Cure Wounds, have more powerful effects when cast at a higher level, as detailed in a spell's description.

Spell save DC = 8 + Proficiency Bonus + Wisdom modifier

Spell Attack modifier = Proficiency Bonus + Wisdom modifier

Spellcasting Ability Score modifier = Wisdom modifier

Cantrip	Spell Level				
	1st	2nd	3rd	4th	5th
Guidance	Cure Wounds	Augury	Bestow Curse	Death Ward	Raise Dead
Light	Inflict Wounds	Lesser Restoration	Remove Curse	Banishment	Mass Cure Wounds
Mending	Guiding Bolt	Gentle Repose	Spirit Guardians	Locate Creature	Commune
Sacred Flame	Shield of Faith	Warding Bond	Mass Healing Word	Guardian of Faith	Dispel Evil and Good
Spare the Dying	Bless	Spiritual Weapon	Revivify	Divination	Holy Weapon
Thaumaturgy	Sanctuary	Prayer of Healing	Speak With Dead	Freedom of Movement	Greater Restoration

Spellcasting Focus

You must use a holy symbol as a spellcasting focus for your Cleric spells.

Disciple of Life

At 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Channel Divinity

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. This is a resource that may be used to Turn Undead or Preserve Life. You must then finish a short or long rest to use your Channel Divinity again. Beginning at 6th level, you can use your Channel Divinity twice. When you finish a short or long rest, you regain your expended uses.

Turn Undead

As a **Standard Action**, you expend 1 Channel Divinity, and you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 20m of you must make a Wisdom saving throw. If the creature fails its

saving throw, it is turned for 1 minute (10 rounds in combat) or until it takes any damage.

A turned creature can only spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 10m of you. It also can't take **Reactions**. If its movement is somehow impaired, it can use its **Standard Action** to try to escape from an effect that prevents it from moving. If there's nowhere to move, it cannot act.

Preserve Life

At 3rd level, you can use your Channel Divinity to heal the badly injured. As a **Standard Action**, you expend 1 Channel Divinity, and present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 20m of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Destroy Undead

Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its HP is 15 or less. At 8th level, the threshold for a failed undead to be instantly destroyed is now if its HP is 25 or less.

Blessed Healer

At 7th level, the healing spells you cast on others heal you as well. When you **Cast a Spell** of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Divine Strike

At 9th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target.

Divine Intervention

Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your **Standard Action**. Describe the assistance you seek, and roll 1d100. If you roll a number equal to or lower than your cleric level, your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate.

Druid (Circle of the Moon)

Starting HP	Level-up HP			
8 + CON modifier	5 + CON modifier			
Skill Proficiencies		Saving Throws Proficiencies	Weapon Proficiencies	Armor Proficiencies
Pick 2 from: Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, Survival.		INT & WIS	Clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears.	Light Armor, Medium Armor, Shields

Druids are the keepers of the Old Faith, imbued with the power of the natural world and preservation of all things in balance. The power of the tooth and claw, of sun and moon, of fire and storm. The natural elements are at their beck and call, and the ability to be in touch with the wildlife goes so far as to mimic it. They may mend wounds or rend them apart with the mighty swipe of a bear paw.

- **Strength** is not important for druids, but it can be helpful for melee damage and saving throws.
- **Dexterity** is not important for druids, but it can be helpful for the extra AC, and for using ranged or finesse weapons. It is also helpful for saving throws.
- **Constitution** is not important for druids, but it can be helpful extra HP, for concentration checks and for saving throws.
- **Intelligence** is not important for druids, but it can be helpful for saving throws and for commonly associated skill checks (such as religion).
- ★ **Wisdom** is vital for druids, as it is their primary spellcasting attribute. It can also be helpful for saving throws, for melee damage while using Wild Shape or for commonly associated skill checks (such as medicine).
- **Charisma** is not important for druids, but it can be helpful for saving throws and for commonly associated skill checks (such as persuasion or deception).

Level	Proficiency Bonus	Features	Spell Slots per Spell Level				
			1st	2nd	3rd	4th	5th
1st	+2	Spellcasting, Druidic	2	-	-	-	-
2nd	+2	Wild Shape	3	-	-	-	-
3rd	+2	Speak with Plants & Animals	4	2	-	-	-
4th	+2	2 Ability Score Improvements	4	3	-	-	-
5th	+3	-	4	3	2	-	-
6th	+3	Primal Strike	4	3	3	-	-
7th	+3	-	4	3	3	1	-
8th	+3	2 Ability Score Improvements	4	3	3	2	-
9th	+4	-	4	3	3	2	1
10th	+4	Elemental Wild Shape	4	3	3	3	2

Spellcasting

Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will. Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one. The Druid table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these Druid spells, you must expend a slot of the spell's level. You regain all expended spell slots when you finish a long rest.

You may cast any spell at a higher level spell slot. When you cast a spell using a slot that is of a higher level than the spell, the spell assumes the higher level for that casting. For instance, if you cast Light using a 3rd-level spell slot, that Light is considered to be 3rd level. Some spells, such as Magic Missile and Cure Wounds, have more powerful effects when cast at a higher level, as detailed in a spell's description.

Spell save DC = 8 + Proficiency Bonus + Wisdom modifier

Spell Attack modifier = Proficiency Bonus + Wisdom modifier

Spellcasting Ability Score modifier = Wisdom modifier

Cantrip	Spell Level				
	1st	2nd	3rd	4th	5th
Druidcraft	Thunderwave	Spike Growth	Tidal Wave	Control Water	Mass Cure Wounds
Guidance	Faerie Fire	Moonbeam	Call Lightning	Guardian of Nature	Conjure Elemental
Infestation	Entangle	Barkskin	Wind Wall	Freedom of Movement	Reincarnate
Produce Flame	Detect Poison and Disease	Pass without Trace	Erupting Earth	Dominate Beast	Commune with Nature
Shape Water	Cure Wounds	Locate Animals or Plants	Dispel Magic	Conjure Woodland Beings	Insect Plague
Shillelagh	Animal Friendship	Lesser Restoration	Conjure Animals	Stoneskin	Greater Restoration

Spellcasting Focus

You must use a Druidic focus as a spellcasting focus for your Druid spells.

Druidic

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Wild Shape

Starting at 2nd level, you can use your **Bonus Action** to assume the shape of a natural animal, either a beast of speed or strength (that you have seen before). You can use this feature twice, maximum once per combat. The effect lasts for 30 minutes times your level (example: 2 hours at 4th level), or until the end of combat. The effect ends on short or long rest. You regain expended uses when you finish a short or long rest. You may also end the effect early as a **Bonus Action**.

You lose the ability to cast spells in these forms, the benefit of your equipped weapons and armor, and you will revert back to normal when you've lost all your temporary HP. Any concentration spell you've cast before shifting into another form will continue until its effect expires or your concentration is broken. While transformed, you are considered to be a Beast type for the purpose of effects and spells.

See the table below for more information on these forms.

Form	Temp. HP	AC	Attack	Special Abilities	Example
Beast of Speed	Your CON modifier + your WIS modifier + four times your level.	14 + your prof. bonus.	Your Unarmed Attacks become 1d20 + your Dexterity ability score modifier + your proficiency to hit. It deals 1d6 + your Dexterity modifier in physical damage.	Does not prompt an Opportunity Attack when moving out of Close Range (within 3m) from an enemy. You gain advantage on Dexterity checks.	Ferret, Rat, Wolf, Dog, Boar, Deer, etc.
Beast of Strength	Your CON modifier + your WIS modifier + six times your level.	12 + your prof. bonus.	Your Unarmed Attacks become 1d20 + your Strength ability score modifier + your proficiency to hit. It deals 1d6 + your Strength modifier in physical damage.	If you move from Far Range (outside 3m) to Close Range (within 3m) of a target in the same turn, your next Unarmed Attack against that target does an additional 1d6 physical damage. The target then must make a Strength saving throw against your spell DC. If they fail, they are knocked prone . You gain advantage on Strength checks.	Bear, Bull, Boar, etc.

Speak with Plants & Animals

At 3rd level, you gain the ability to converse with plants and animals. Plants gain limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants and animals about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

Primal Strike

Starting at 6th level, your attacks with Wild Shape & Elemental Wild Shape count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Elemental Wild Shape

At 10th level, you can expand two uses of Wild Shape to transform into an Air Elemental, an Earth Elemental, a Fire Elemental or a Water Elemental. All restrictions and benefits apply as described above in the Wild Shape feature. While transformed, you are considered to be an Elemental type for the purpose of effects and spells.

See the table below for more information on these forms.

Form	Temp. HP	AC	Attack	Special Abilities
Earth Elemental	Your CON modifier + your WIS modifier + nine times your level.	11 + your prof. bonus.	Your Unarmed Attacks become 1d20 + your Wisdom ability score modifier + your proficiency to hit. It deals 2d8 + your Wisdom modifier in physical damage.	You gain vulnerability to Thunder damage. You gain resistance to Physical damage. You are immune to Poison. You are immune to the following conditions; Poisoned, Grappled, Paralyzed, Petrified, and Unconscious.
Fire Elemental	Your CON modifier + your WIS modifier + eight times your level.	12 + your prof. bonus.	Your Unarmed Attacks become 1d20 + your Wisdom ability score modifier + your proficiency to hit. It deals 2d10 + your Wisdom modifier in fire damage.	You gain resistance to Physical damage. You are immune to Fire and Poison damage. You are immune to the following conditions; Poisoned, Grappled, Paralyzed, Petrified, Prone, Restrained and Unconscious. On a hit, the target is ignited. Until any creature (including the target) within Close Range (within 3m) uses a Standard Action to douse the fire, the target takes 1d10 fire damage at the start of each turn.
Water Elemental	Your CON modifier + your WIS modifier + seven times your level.	13 + your prof. bonus.	Your Unarmed Attacks become 1d20 + your Wisdom ability score modifier + your proficiency to hit. It deals 2d8 + your Wisdom modifier in physical damage.	You gain resistance to Physical and Acid damage. You are immune to Fire and Poison damage. You are immune to the following conditions; Poisoned, Grappled, Paralyzed, Petrified, Prone, Restrained and Unconscious. On a hit, the target must make a Strength saving throw against your spell save DC. If the target fails, it becomes grappled and restrained . The target can make another save at the end of each subsequent turn to end this effect early.
Air Elemental	Your CON modifier + your WIS modifier + six times your level.	14 + your prof. bonus.	Your Unarmed Attacks become 1d20 + your Wisdom ability score modifier + your proficiency to hit.	You gain resistance to Lightning, Thunder and Physical damage. You are immune to Poison damage. You are immune to the following conditions;

			It deals 1d8 + your Wisdom modifier in physical damage.	Poisoned, Grappled, Paralyzed, Petrified, Prone, Restrained and Unconscious. On a hit, the targeted creature must make a Strength saving throw against your spell save DC. If the target fails, it takes an additional 3d8 physical damage and is knocked prone.
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Fighter (Champion)

Starting HP	Level-up HP			
10 + CON modifier	6 + CON modifier			
Skill Proficiencies		Saving Throws Proficiencies	Weapon Proficiencies	Armor Proficiencies
Pick 2 from: Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival.		STR & CON	Simple weapons, martial weapons	Light Armor, Medium Armor, Heavy Armor, Shields

Fighters are the bread and butter of every society, whether trained in a militia or the back of a pub. Nothing can prepare a soldier better than the field of combat, and whatever the reason for their conflict, that is their training ground. Whether strapped in full plate or kept light in leather, they are warriors of versatile martial prowess and infinite value to a commander with eyes set towards glory.

- ★ **Strength** is vital for damage-focused fighters, but it becomes less important if they are dual-wielding or using finesse weapons. It is also helpful for saving throws or for commonly associated skill checks (such as athletics).
- ★ **Dexterity** is important for lightly armored fighters for the extra AC, or for fighters who are dual-wielding or using ranged or finesse weapons. It is also helpful for saving throws.
- ★ **Constitution** is important for fighters for the extra HP. It is also helpful for saving throws.
- **Intelligence** is not important for fighters, but it can be helpful for saving throws or for commonly associated skill checks (such as investigation).
- **Wisdom** is not important for fighters, but it can be helpful for saving throws or for commonly associated skill checks (such as perception).
- **Charisma** is not important for fighters, but it can be helpful for saving throws or for commonly associated skill checks (such as intimidation).

Level	Proficiency Bonus	Features
1st	+2	Second Wind, 1 Fighting Style
2nd	+2	Action Surge
3rd	+2	Improved Critical
4th	+2	2 Ability Score Improvements
5th	+3	Extra Attack 1
6th	+3	2 Ability Score Improvements
7th	+3	1 Fighting Style
8th	+3	2 Ability Score Improvements
9th	+4	Indomitable, Extra Attack 2
10th	+4	Superior Critical

Second Wind

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a **Bonus Action** to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Great Weapon Fighting

While using a two-handed melee weapon, you may roll your weapon damage twice and take the higher result once per round.

Defense

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

Dueling

While using a melee weapon that is one-handed without a weapon in your off-hand, you gain a +2 bonus to your weapon damage rolls.

Two-Weapon Fighting

While using two one-handed melee weapons, you gain your Dexterity ability score modifier on your **Offhand Attack Actions**.

Protection

While wearing a shield, you can use your **Reaction** to impose a disadvantage on any melee attack roll (from a target you can see) against another creature within **Close Range** (within 3m).

At 7th level, you may pick from the following fighting styles as well:

Blind Fighting

Your attack rolls against hidden or obscured targets in **Close Range** (within 3m) are no longer disadvantaged. This does not affect invisibility, just hidden or obscured targets by effects such as darkness. (Note: you are not immune to the **blind** condition.)

Thrown Weapon Fighting

While using a weapon with the thrown property, you can make a free **Ranged Attack Action** with a thrown weapon after a **Melee Attack Action**. In addition, when you hit with a **Ranged Attack Action** using a thrown weapon, you gain a +1 bonus to the damage roll.

Unarmed Fighting

Your **Unarmed Attack Action** deals 1d6 + your Strength modifier (or whichever is higher from another ability.) When you successfully start a grapple, you can deal 1d4 physical damage to the grappled creature. Until the grapple ends, you can also deal this damage to the creature whenever you hit it with a **Melee Attack Action**.

Action Surge

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional **Standard Action** (on top of your regular

Standard Action, and it does not consume your **Bonus Action**). Once you use this feature, you must finish a short or long rest before you can use it again.

Improved Critical

Starting at 3rd level, your weapon attacks score a Critical Hit on a roll of 19 or 20. (**Remember:** a critical hit is checked only before modifiers are applied. So rolling a 18 on your attempt's 1d20 with a +1 ability score modifier would not trigger a critical with Improved Critical despite having a final result of 19.)

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take a **Melee Attack** or **Ranged Attack Action** on your turn. (It may be against the same or a different target.) You may replace either of these attacks with a Grapple or Shove action. At 9th level, you can attack three times, instead of twice, whenever you take a **Melee Attack** or **Ranged Attack Action** on your turn.

Indomitable

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

Superior Critical

Starting at 10th level, your weapon attacks score a Critical Hit on a roll of 18, 19 or 20. (**Remember:** a critical hit is checked only before modifiers are applied. So rolling a 17 on your attempt's 1d20 with a +1 ability score modifier would not trigger a critical with Superior Critical despite having a final result of 18.)

Monk (Way of the Open Hand)

Starting HP	Level-up HP			
8 + CON modifier	5 + CON modifier			
Skill Proficiencies		Saving Throws Proficiencies	Weapon Proficiencies	Armor Proficiencies
Pick 2 from: Acrobatics, Athletics, History, Insight, Religion, Stealth		STR & DEX	Simple weapons, shortswords	None

Monks are masters of martial arts, harnessing their inner strength and willpower in pursuit of physical and spiritual perfection. To be trained in a monastery means a lifetime spent in education, training and structure. They care little for wealth, and in exchange are driven for the rewards of personal growth. They wield an energy known as ki, a magical element that is entwined in the multiverse and flows through every living body. This power is harnessed within themselves to push their bodies to exceed all physical limitations.

- ★ **Strength** is important for strength-based monks, but it becomes less important if they have a higher dexterity. It is also helpful for saving throws or for commonly associated skill checks (such as athletics).
- ★ **Dexterity** is important for monks for the extra AC, or for monks with a lower strength. It is also helpful for saving throws.
- **Constitution** is not important for monks, but it can be helpful for the extra HP. It is also helpful for saving throws.
- **Intelligence** is not important for monks, but it can be helpful for saving throws or for commonly associated skill checks (such as religion).
- ★ **Wisdom** is vital for monks, as they gain extra AC and most of their abilities are based on their wisdom ability score modifier. It is also helpful for saving throws or for commonly associated skill checks (such as perception).
- **Charisma** is not important for monks, but it can be helpful for saving throws or for skill checks.

Level	Proficiency Bonus	Ki	Features
1st	+2	-	Unarmored Defense, Martial Arts
2nd	+2	2	Ki, Unarmored Movement 1
3rd	+2	3	Open Hand Technique, Deflect Missiles
4th	+2	4	2 Ability Score Improvements, Slow Fall
5th	+3	5	Extra Attack, Stunning Strike
6th	+3	6	Wholeness of Body, Ki-Empowered Strikes
7th	+3	7	Evasion, Stillness of Mind
8th	+3	8	2 Ability Score Improvements
9th	+4	9	Unarmored Movement 2
10th	+4	10	Purity of Body

Unarmored Defense

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Martial Arts

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your **Unarmed Attack Action** and **Melee Attack Actions** that use monk weapons.
- You can roll a 1d4 in place of the normal damage of your unarmed strike or monk weapon. At 5th level, it becomes 1d6.
- When you use the **Unarmed Attack Action** or a **Melee Attack Action** with a monk weapon on your turn, you can make one **Unarmed Attack** as a **Bonus**

Action. (For example, if you take the **Melee Attack Action** with a quarterstaff, you can also make an **Unarmed Attack** as a **Bonus Action**.)

Ki

Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table.

You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend some time of your rest meditating to regain your ki points.

Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Ki save DC = 8 + your proficiency bonus + your Wisdom modifier

Flurry of Blows

After you take an **Unarmed Attack Action** or **Melee Attack Action** on your turn, you may spend 1 ki point to immediately make two **Unarmed Attacks** as a **Bonus Action**. (This does not trigger twice with Extra Attack.)

Patient Defense

You can spend 1 ki point to take the **Dodge Action** as a **Bonus Action** on your turn. You also have advantage on Athletics (Strength) skill checks until the end of your turn.

Step of the Wind

You can spend 1 ki point to take the **Disengage Action** as a **Bonus Action** on your turn. You also have advantage on Acrobatics (Dexterity) skill checks until the end of your turn.

Unarmored Movement

Starting at 2nd level, you gain an extra **Movement Action** while you are not wearing armor or wielding a shield. At 9th level, you gain the ability to move along vertical

surfaces and across liquids on your turn without falling during the move. (If you didn't start your turn in water, you may ignore water as an obstacle for the sake of movement penalties. Likewise you can ignore obstacles like gaps if there is a vertical surface to run along.)

Open Hand Technique

At 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 10m away from you.
- It can't take **Reactions** until the end of your next turn.

Deflect Missiles

Starting at 3rd level, you can use your **Reaction** to deflect or catch the missile when you are hit by a **Ranged Attack**. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your level. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can use Throw Missiles in the same action.

Throw Missiles

You can spend 1 ki point to make a **Ranged Attack** at a visible creature at **Far Range** (outside of 3m, within 20m) using the weapon or piece of ammunition you just caught, in the same action as Deflect Missiles. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack. If you successfully hit, the damage roll is the same as the **Ranged Attack** that was just made against you.

Slow Fall

Beginning at 4th level, you can use your **Reaction** when you fall (or as part of any action that knocks you prone) to reduce any damage you take by an amount equal to five times your level.

Grappler

Beginning at 4th level, you gain advantage on attack rolls against grappled creatures. As a **Standard Action**, you can try to pin a creature that you are grappling; to do so, make a grapple check. (See Grapple under **Standard Actions** for more.) If you

succeed, you and the creature are both **Restrained** until the grapple ends. (See the restrained condition for more.)

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the **Unarmed Attack Action** or **Melee Attack Action** on your turn. You may replace either of these attacks with a Grapple or Shove action.

Stunning Strike

Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with an **Unarmed Attack** or **Melee Attack**, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Wholeness of Body

At 6th level, you gain the ability to heal yourself. As a **Standard Action**, you can regain hit points equal to three times your level. You must finish a long rest before you can use this feature again.

Ki-Empowered Strikes

Starting at 6th level, your **Unarmed Attacks** count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Evasion

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stillness of Mind

Starting at 7th level, you can use your **Standard Action** to end one effect on yourself that is causing you to be charmed or frightened.

Purity of Body

At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

Paladin (Oath of Devotion)

Starting HP	Level-up HP			
10 + CON modifier	6 + CON modifier			
Skill Proficiencies		Saving Throws Proficiencies	Weapon Proficiencies	Armor Proficiencies
Pick 2 from: Athletics, Insight, Intimidation, Medicine, Persuasion, Religion		WIS & CHA	Simple weapons, martial weapons	Light Armor, Medium Armor, Heavy Armor, Shields

Paladins are sworn to uphold the oaths and tenants of their god (or their own willpower), whether for the better or worse. A rigid and unyielding belief that their path is the correct one tends to force them into the philosophy of 'might equals right'. An armoured hero or an iron tyrant, the struggle to spread their divine will remain their primary initiative. A shifting war is constant across the material plane, as cosmic balance is tilted from the holy to the unholy and back again.

- ★ **Strength** is important for paladins, for their melee damage and saving throws.
- **Dexterity** is not important for paladins, but it can be helpful for the extra AC if they're wearing lighter armor, and for using ranged or finesse weapons. It is also helpful for saving throws.
- **Constitution** is not important for paladins, but it can be helpful extra HP, for concentration checks and for saving throws.
- **Intelligence** is not important for paladins, but it can be helpful for saving throws and for commonly associated skill checks (such as religion).
- **Wisdom** is not important for paladins, but it can be helpful for saving throws and for commonly associated skill checks (such as insight).
- ★ **Charisma** is vital for paladins, as it is their primary spellcasting attribute. It can also be helpful for saving throws or for commonly associated skill checks (such as intimidation).

Level	Proficiency Bonus	Features	Spell Slots per Spell Level		
			1st	2nd	3rd
1st	+2	Divine Sense, Channel Divinity, Lay on Hands	-	-	-
2nd	+2	Spellcasting, Fighting Style, Divine Smite 1	2	-	-
3rd	+2	Divine Health, Sacred Oath, Sacred Weapon, Turn the Unholy	3	-	-
4th	+2	2 Ability Score Improvements	3	-	-
5th	+3	Extra Attack	4	2	-
6th	+3	Aura of Protection	4	2	-
7th	+3	Aura of Devotion	4	3	-
8th	+3	2 Ability Score Improvements	4	3	-
9th	+4	-	4	3	2
10th	+4	Aura of Courage, Divine Smite 2	4	3	2

Divine Sense

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As a **Standard Action**, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any Celestial, fiend, or Undead within 20m of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the Vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a Long Rest, you regain all expended uses.

Channel Divinity

At 1st level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You gain 1 Channel Divinity resource per level.

This is a resource that may be used to Lay on Hands, or Turn the Unholy. You may restore 1 Channel Divinity resource after a short rest, or restore all of your Channel Divinity resource after a long rest.

Lay on Hands

Your blessed touch can heal wounds. As a **Standard Action**, you can touch a creature and heal them for 5 times per Channel Divinity resource spent. (For example, you can spend 3 Channel Divinity resources at level 4 to heal 15 HP and still have 1 Channel Divinity resource left-over for later.) Alternatively, you can expend 1 Channel Divinity resource to cure the target of one disease or neutralize one poison affecting it. This feature has no effect on undead or constructs.

Spellcasting

By 2nd Level, you have learned to draw on Divine Magic through meditation and prayer to **Cast a Spell**. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Paladin spell you cast and when making an attack roll with one. Spellcasting Focus required (see below). The Paladin table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these Paladin spells, you must expend a slot of the spell's level. You regain all expended spell slots when you finish a long rest.

You may cast any spell at a higher level spell slot. When you cast a spell using a slot that is of a higher level than the spell, the spell assumes the higher level for that casting. For instance, if you cast Light using a 3rd-level spell slot, that Light is considered to be 3rd level. Some spells, such as Magic Missile and Cure Wounds, have more powerful effects when cast at a higher level, as detailed in a spell's description.

Spell save DC = 8 + Proficiency Bonus + Charisma modifier

Spell Attack modifier = Proficiency Bonus + Charisma modifier

Spellcasting Ability Score modifier = Charisma modifier

Cantrip	Spell Level		
	1st	2nd	3rd
-	Command	Find Steed	Revivify
-	Detect Evil and Good	Hold Person	Aura of Vitality
-	Divine Favor	Aid	Elemental Weapon
-	Heroism	Zone of Truth	Remove Curse
-	Shield of Faith	Lesser Restoration	Crusader's Mantle
-	Compelled Duel	Branding Smite	Blinding Smite

Spellcasting Focus

You must use a holy symbol as a spellcasting focus for your Paladin spells.

Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Great Weapon Fighting

While using a two-handed melee weapon, you may roll your weapon damage twice and take the higher result once per round.

Defense

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

Dueling

While using a melee weapon that is one-handed without a weapon in your off-hand, you gain a +2 bonus to your weapon damage rolls.

Protection

While wearing a shield, you can use your **Reaction** to impose a disadvantage on any melee attack roll (from a target you can see) against another creature within **Close Range** (within 3m).

Divine Smite

Starting at 2nd level, when you hit a creature with a **Melee Attack**, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage once per round. (This specifically excludes Unarmed or Improvised Weapon Attacks.) The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 4d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 5d8.

By 10th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage.

Divine Health

By 3rd level, the Divine Magic flowing through you makes you immune to disease.

Sacred Oath

When you reach 3rd level, you swear the oath that binds you as a Paladin forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose an oath, such as the Oath of Devotion.

Sacred Weapon

At 3rd level, you can imbue one weapon that you are holding with positive energy as a **Standard Action**. For 1 minute (10 rounds in combat), you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits a 10m radius light, and anyone within the effect rolls disadvantage on Dexterity (Stealth) checks. If the weapon is not already magical, it becomes magical for the duration.

You can use this feature once per Long Rest. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Turn the Unholy

At 3rd level, As a **Standard Action**, you expend 1 Channel Divinity, you present your holy symbol and speak a prayer censuring the undead. Each undead and/or fiend that can see or hear you within 20m of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute (10 rounds in combat) or until it takes any damage.

A turned creature can only spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 10m of you. It also can't take **Reactions**. If its movement is somehow impaired, it can use its **Standard Action** to try to escape from an effect that prevents it from moving. If there's nowhere to move, it cannot act.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the **Unarmed Attack Action** or **Melee Attack Action** on your turn. You may replace either of these attacks with a Grapple or Shove action.

Aura of Protection

Starting at 6th level, you and friendly creatures within 6m of you gain a bonus to all saving throws equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus. (Note: this bonus does apply to death saving throws.)

Aura of Devotion

Starting at 7th level, you and creatures of your choice within 6m of you can't be charmed while you are conscious.

Aura of Courage

Starting at 10th level, you and creatures of your choice within 6m of you can't be frightened while you are conscious.

Ranger (Beastmaster)

Starting HP	Level-up HP			
10 + CON modifier	6 + CON modifier			
Skill Proficiencies		Saving Throws Proficiencies	Weapon Proficiencies	Armor Proficiencies
Pick 3 from: Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, Survival		STR & DEX	Simple weapons, martial weapons	Light Armor, Medium Armor, Shields

Rangers are hunters and trackers who live at the edges of civilization; striking a careful balance against becoming the bestial predators they slay. They often value stealth and tactical approaches, favoring specific foes, and living fiercely independent and self-sufficient. Thanks to their familiarity with the wilds, they often form a communion with nature and acquire druidic powers and/or bonds with their wildlife.

- **Strength** is not important for rangers, but it can be helpful for melee damage or for saving throws.
- ★ **Dexterity** is vital for rangers for the extra AC, and for using ranged or finesse weapons. It is also helpful for saving throws and for commonly associated skill checks (such as stealth).
- **Constitution** is not important for rangers, but it can be helpful extra HP, for concentration checks and for saving throws.
- **Intelligence** is not important for rangers, but it can be helpful for saving throws and for commonly associated skill checks (such as investigation).
- **Wisdom** is important for rangers as it is their primary spellcasting ability score. It can also be helpful for saving throws and for commonly associated skill checks (such as perception).
- **Charisma** is not important for rangers, but it can be helpful for saving throws and for skill checks.

Level	Proficiency Bonus	Features	Spell Slots per Spell Level		
			1st	2nd	3rd
1st	+2	Favored Foe 1, Deft Explorer 1		-	-
2nd	+2	Spellcasting, Fighting Style	2	-	-
3rd	+2	Primeval Awareness, Primal Companion 1	3	-	-
4th	+2	2 Ability Score Improvements	3	-	-
5th	+3	Coordinated Attack	4	2	-
6th	+3	Deft Explorer 2, Primal Companion 2	4	2	-
7th	+3	Beast's Defense	4	3	-
8th	+3	2 Ability Score Improvements	4	3	-
9th	+4	-	4	3	2
10th	+4	Deft Explorer 3, Fade Away	4	3	2

Favored Foe

Starting at 1st level, you can call on your bond with nature to mark a creature as your favored enemy for a time. As a **Bonus Action**, once per combat, you can choose a creature you can see within 20m and mystically mark it as your quarry. Until the end of combat, you deal an extra 1d6 damage to the target whenever you hit it with a **Melee Attack** or **Ranged Attack** (does not include your companion's attacks until 6th level), and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. You can use this special action a number of times equal to your Wisdom modifier (a minimum of once), and you regain all expended uses when you finish a long rest. (Note: Favored Foe does work with the 1st level Hunter's Mark spell, they are treated as separate effects.)

Deft Explorer

Starting at 1st level, you are an unsurpassed explorer and survivor. Choose one of the following benefits, and then choose another one at 6th and 10th level.

Canny

Choose one skill: Animal Handling, Athletics, History, Insight, Investigation, Medicine, Nature, Perception, Stealth, or Survival. You gain proficiency in the chosen skill if you don't already have it, and you can add double your proficiency bonus to ability checks using that skill. In addition, thanks to your extensive wandering, you are able to speak, read, and write two additional languages of your choice.

Roving

You gain an extra **Movement Action**. You may now spend a **Movement Action** to perform the **Disengage Action**.

Tireless

As a **Bonus Action**, once per combat, you can give yourself a number of temporary hit points equal to 1d10 + your Wisdom modifier until the end of combat. You can use this special action a number of times equal to your Wisdom modifier (a minimum of once), and you regain all expended uses when you finish a long rest. (Temporary HP does not stack from multiple uses.)

Spellcasting

By the time you reach 2nd Level, you have learned to use the magical essence of Nature to **Cast a Spell**, much as a druid does. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Ranger spell you cast and when making an attack roll with one. The Ranger table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these Ranger spells, you must expend a slot of the spell's level. You regain all expended spell slots when you finish a long rest.

You may cast any spell at a higher level spell slot. When you cast a spell using a slot that is of a higher level than the spell, the spell assumes the higher level for that casting. For instance, if you cast Light using a 3rd-level spell slot, that Light is considered to be 3rd level. Some spells, such as Magic Missile and Cure Wounds, have more powerful effects when cast at a higher level, as detailed in a spell's description.

Spell save DC = 8 + Proficiency Bonus + Wisdom modifier

Spell Attack modifier = Proficiency Bonus + Wisdom modifier

Spellcasting Ability Score modifier = Wisdom modifier

Cantrip	Spell Level		
	1st	2nd	3rd
-	Beast Bond	Animal Messenger	Lightning Arrow
-	Cure Wounds	Protection From Poison	Wind Wall
-	Ensnaring Strike	Locate Animals or Plants	Speak With Plants & Animals
-	Hail of Thorns	Beast Sense	Flame Projectiles
-	Hunter's Mark	Pass without Trace	Water Walk
-	Zephyr Strike	Find Traps	Conjure Barrage

Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Defense

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

Dueling

While using a melee weapon that is one-handed without a weapon in your off-hand, you gain a +2 bonus to your weapon damage rolls.

Two-Weapon Fighting

While using two one-handed melee weapons, you gain your Dexterity ability score modifier on your **Offhand Attack Actions**.

Primal Companion

You magically summon a primal beast, which draws strength from your bond with nature. The beast is friendly to you and your companions and obeys your commands. Choose its stat block—[Beast of the Land, Beast of the Sea, or Beast of the Sky](#)—which uses your proficiency bonus (PB) in several places. You also determine the kind of animal the beast is, choosing a kind appropriate for the stat block. Whatever kind you choose, the beast bears primal markings, indicating its mystical origin.

In combat, the beast acts during your turn. It can move and use its reaction on its own, but the only action it takes is the **Dodge action**, unless you take a **bonus action** on your turn to command it to take another action. That action can be one in its stat block or some other action. You can also sacrifice one of your attacks when you take the Attack action to command the beast to take the Attack action. If you are **incapacitated**, the beast can take any action of its choice, not just Dodge. At 6th level, your primal companion gains the benefits of your Favored Foe feature.

If the beast has died within the last hour, you can use your action to touch it and expend a spell slot of 1st level or higher. The beast returns to life after 1 minute with all its hit points restored.

When you finish a long rest, you can summon a different primal beast. The new beast appears in an unoccupied space within 3 meters of you, and you choose its stat block and appearance. If you already have a beast from this feature, it vanishes when the new beast appears. The beast also vanishes if you die.

Primeval Awareness

Beginning at 3rd Level, you can use your **Bonus Action** and either: gain advantage on your next tracking, perception or survival skill check. You can use this special action a number of times equal to your Wisdom modifier (a minimum of once), and you regain all expended uses when you finish a short or long rest.

Coordinated Attack

Beginning at 5th level, you and your primal companion form a more potent fighting team. When you use the **Melee Attack** or **Ranged Attack Action** on your turn, if your companion can see you, it can use its **Reaction** to make a **Melee Attack Action**.

Beast's Defense

At 7th level, while your companion can see you, it has advantage on all saving throws.

Fade Away

Starting at 10th level, you can use a **Bonus Action** to magically become invisible, until the start of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

Rogue (Assassin)

Starting HP	Level-up HP			
8 + CON modifier	5 + CON modifier			
Skill Proficiencies		Saving Throws Proficiencies	Weapon Proficiencies	Armor Proficiencies
Pick 4 from: Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth		DEX & INT	Simple weapons, hand crossbows, longswords, rapiers, shortswords	Light Armor

Rogues are masterful burglars, swindlers, cutpurses or assassins. Often career criminals, they master a wide array of skills and trades in their pursuit of illicit activities. These scoundrels become experts at the art of being unseen, and knowing precisely when their opponent is most vulnerable to strike. An adventurer who wishes to delve into dungeons would be wise to be wary of traps, locks and illusions; all cornerstone components in a rogue's bag of tricks.

- **Strength** is not important for rogues, but it can be helpful for saving throws or for commonly associated skill checks (such as athletics).
- ★ **Dexterity** is vital for rogues for the extra AC, for dual-wielding or using ranged or finesse weapons. It is also helpful for saving throws or for commonly associated skill checks (such as stealth, acrobatics or sleight of hand).
- **Constitution** is not important for rogues for the extra HP. It is also helpful for saving throws.
- **Intelligence** is not important for rogues, but it can be helpful for saving throws or for commonly associated skill checks (such as investigation).
- **Wisdom** is not important for rogues, but it can be helpful for saving throws or for commonly associated skill checks (such as perception).
- **Charisma** is not important for rogues, but it can be helpful for saving throws or for commonly associated skill checks (such as deception or persuasion).

Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	Expertise 1, Sneak Attack 1, Thieves' Cant
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Assassinate, Sneak Attack 2
4th	+2	2d6	2 Ability Score Improvements
5th	+3	3d6	Uncanny Dodge, Sneak Attack 3
6th	+3	3d6	Expertise 2
7th	+3	4d6	Evasion, Sneak Attack 4
8th	+3	4d6	2 Ability Score Improvements
9th	+4	5d6	Infiltration Expertise, Sneak Attack 5
10th	+4	5d6	2 Ability Score Improvements

Expertise

At 1st level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills) to gain this benefit.

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. Advantage on the attack roll can be waived if the target has another conscious enemy within Close Range (within 3 m), and you don't have disadvantage on the attack roll. The attack must use a finesse or a ranged weapon.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column.

Thieves' Cant

During your rogue training you learned Thieves' Cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows Thieves' Cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You may take the **Use an Object**, **Disengage**, or **Hide Actions** as a **Bonus Action** on your turn. Alternatively, you may expend a **Bonus Action** to gain an additional **Movement Action** on your turn.

Assassinate

Beginning at 3rd level, you know how to strike for the vitals and catch an opponent who is unprepared. During the first round, your attack is at advantage and does critical damage, so long as your target has not taken a turn yet that round.

Uncanny Dodge

Starting at 5th level, when an attacker that you can see successfully hits you with an attack, you can use your **Reaction** to halve the attack's damage against you.

Evasion

Beginning at 7th level, you can nimbly dodge out of the way of some hazards. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Infiltration Expertise

Starting at 9th level, you can unfailingly create false identities for yourself. You must spend seven days and 25 gold coins to establish the history, profession, and affiliations for an identity. You can't establish an identity that belongs to someone else. For example, you might acquire appropriate clothing, letters of introduction, and official-looking certification to establish yourself as a member of a trading house from

a remote city so you can insinuate yourself into the company of other wealthy merchants.

Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to. (Unlike an illusion, there are no associated skill checks. It is up to the players involved to act appropriately.)

Sorcerer (Draconic Ancestor)

Starting HP	Level-up HP			
6 + CON modifier	4 + CON modifier			
Skill Proficiencies		Saving Throws Proficiencies	Weapon Proficiencies	Armor Proficiencies
Pick 2 from: Arcana, Deception, Insight, Intimidation, Persuasion, Religion		CON & CHA	Daggers, darts, slings, quarterstaves, light crossbows	None

Sorcerers are spellcasters who acquire raw magic from unpredictable sources; whether from their bloodline, an ill omen at the time of their birth or simple luck, they are gifted with a reservoir of natural power. They require no spellbook or ancient tomes as a wizard does, nor a patron as warlocks do. They instead discover the ability to harness and channel their own inborn magic, which can develop in leaps and bounds as they experiment.

- ★ **Strength** is not important for sorcerers, but it can be helpful for saving throws.
- ★ **Dexterity** is important for sorcerers for the extra AC, and for using ranged or finesse weapons. It is also helpful for saving throws and for some skill checks.
- **Constitution** is not important for sorcerers, but it can be helpful extra HP, for concentration checks and for saving throws.
- **Intelligence** is not important for sorcerers, but it can be helpful for saving throws and for commonly associated skill checks (such as arcana).
- **Wisdom** is not important for sorcerers, but it can be helpful for saving throws and for commonly associated skill checks (such as perception).
- ★ **Charisma** is vital for sorcerers, as it is their primary spellcasting attribute. It can also be helpful for saving throws or for commonly associated skill checks (such as persuasion).

Level	Proficiency Bonus	Features	Spell Slots per Spell Level				
			1st	2nd	3rd	4th	5th
1st	+2	Spellcasting, Dragon Ancestor, Dragon Resilience	2	-	-	-	-
2nd	+2	Font of Magic, Flexible Casting	3	-	-	-	-
3rd	+2	Metamagic 1	4	2	-	-	-
4th	+2	2 Ability Score Improvements	4	3	-	-	-
5th	+3	-	4	3	2	-	-
6th	+3	Elemental Affinity	4	3	3	-	-
7th	+3	Elemental Malleability	4	3	3	1	-
8th	+3	2 Ability Score Improvements	4	3	3	2	-
9th	+4	-	4	3	3	2	1
10th	+4	Metamagic 2	4	3	3	3	2

Spellcasting

An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with Arcane Magic. This font of magic, whatever its Origin, fuels your **Cast A Spell Action**. The Sorcerer table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these Sorcerer spells, you must expend a slot of the spell's level. You regain all expended spell slots when you finish a long rest.

You may cast any spell at a higher level spell slot. When you cast a spell using a slot that is of a higher level than the spell, the spell assumes the higher level for that casting. For instance, if you cast Light using a 3rd-level spell slot, that Light is considered to be 3rd level. Some spells, such as Magic Missile and Cure Wounds, have more powerful effects when cast at a higher level, as detailed in a spell's description.

Spell save DC = 8 + Proficiency Bonus + Charisma modifier

Spell Attack modifier = Proficiency Bonus + Charisma modifier

Spellcasting Ability Score modifier = Charisma modifier

Cantrip	Spell Level				
	1st	2nd	3rd	4th	5th
Acid Splash	Color Spray	Snowball Swarm	Fireball	Stoneskin	Cone of Cold
Bolt	Absorb Elements	Maximilian's Earthen Grasp	Slow	Watery Sphere	Insect Plague
Mage Hand	Magic Missile	Misty Step	Thunder Step	Vitriolic Sphere	Immolation
Poison Spray	Detect Magic	Detect Thoughts	Haste	Storm Sphere	Far Step
Prestidigitation	Thunderwave	Blur	Counterspell	Ice Storm	Cloudkill
Ray of Frost	Chromatic Orb	Scorching Ray	Lightning Bolt	Banishment	Synaptic Snap

Spellcasting Focus

You can use an arcane focus as a Spellcasting focus for your Sorcerer Spells, but you don't require one.

Dragon Ancestor

At 1st Level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. (See the Dragon Type table below.)

You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with Dragons, your Proficiency Bonus is doubled if it applies to the check.

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

Dragon Resilience

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st Level, your HP increases by 1 and increases by 1 again whenever you gain a level. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier. *(Note: the HUD already accounts for these bonuses.)*

Font of Magic

At 2nd Level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Sorcery Points

You have 2 sorcery points, and you gain one additional point every time you level up, to a maximum of 10 at level 10. You can never have more sorcery points than your level. You regain all spent sorcery points when you finish a Long Rest.

Flexible Casting

You can use your sorcery points to gain additional Spell Slots, or sacrifice Spell Slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

Spell Slots to Sorcery Points

As a **Bonus Action** on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level. These extra sorcery points will vanish at the end of a long rest.

Sorcery Points to Spell Slots

As a **Bonus Action** on your turn, you can expend a number of sorcery points according to the following table to create a spell slot. These extra spell slots will vanish at the end of a long rest.

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

Metamagic

At 3rd Level, you gain the ability to twist your Spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th level. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Careful Spell

When you **Cast a Spell** that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

Distant Spell

When you **Cast a Spell** that has a range of **Close**, you can spend 1 sorcery point to make the range of the spell **Far**. (If the spell has a Self AoE effect such as Thunderwave or Cone of Cold, the effect would apply from the new distant target instead.)

Empowered Spell

When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls. (You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.)

Heightened Spell

When you **Cast a Spell** that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Quickened Spell

When you **Cast a Spell** for a cantrip, you can spend 2 sorcery points to instead cast it as 1 **Bonus Action**.

Subtle Spell

When you **Cast a Spell**, you can spend 1 sorcery point to cast it without any somatic or verbal components. (Note: there are many subtle benefits to this. Spells that don't require materials cannot be countered, can be cast while you are unable to breathe or speak, and can be cast while your hands are bound.)

Twinned Spell

When you **Cast a Spell** that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip). To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, Scorching Ray isn't eligible, but Ray of Frost is. This also excludes area of effect spells such as Fireball.

Elemental Affinity

Starting at 6th level, when you **Cast a Spell** that deals damage of the type associated with your Draconic ancestry, you can add your Charisma modifier to one damage roll of that spell. At the same time, you can spend 1 sorcery point to gain Resistance to that damage type for 1 hour.

Elemental Malleability

Starting at 7th level, when you Cast a Spell that deals damage of a different type than associated with your Draconic ancestry, you can change the damage type to match your Draconic ancestry. The flavor and visual effect of the spell should be updated according to the damage type. (For example: a white dragon ancestor sorcerer casting a fireball may cast it as a cold damage type fireball (now a snowball) instead.)

Warlock (Patron: the Fiend)

Starting HP	Level-up HP			
8 + CON modifier	5 + CON modifier			
Skill Proficiencies		Saving Throws Proficiencies	Weapon Proficiencies	Armor Proficiencies
Pick 2 from: Arcana, Deception, History, Intimidation, Investigation, Nature, Religion		WIS & CHA	Simple weapons	Light Armor

Warlocks are seekers of knowledge who have been bequeathed aid through the fabric of the multiverse. Whatever the reasons or means, an arrangement has been formed with an extraplanar being in exchange for power. Once a pact is formed, nothing can slake their thirst for power and knowledge. Such bindings should not be taken lightly, and once granted, will place great demands upon the mortal; for no great power is given without great cost and who can truly understand the alien desires of extraplanar beings?

- ★ **Strength** can be important for warlocks, as it can be used for melee weapons if their dexterity is lower. It can be helpful for saving throws.
- ★ **Dexterity** can be important for warlocks, as it can be used for ranged or finesse weapons if their strength is lower. It is also helpful for saving throws, extra AC and for skill checks.
- **Constitution** is not important for warlocks, but it can be helpful extra HP, for concentration checks and for saving throws.
- **Intelligence** is not important for warlocks, but it can be helpful for saving throws and for commonly associated skill checks (such as arcana).
- **Wisdom** is not important for warlocks, but it can be helpful for saving throws and for commonly associated skill checks (such as perception).
- ★ **Charisma** is vital for warlocks, as it is their primary spellcasting attribute. It can also be helpful for saving throws or for commonly associated skill checks (such as deception).

Level	Proficiency Bonus	Features	Spell Slots	Spell Level Known	Invocations Known
1st	+2	Pact Magic, Spellcasting, Dark One's Blessing	2	1st	-
2nd	+2	Eldritch Invocations	2	1st	2
3rd	+2	Pact Boon	2	2nd	2
4th	+2	2 Ability Score Improvements	2	2nd	2
5th	+3	-	2	3rd	3
6th	+3	Dark One's Own Luck	2	3rd	3
7th	+3	-	2	4th	4
8th	+3	2 Ability Score Improvements	2	4th	4
9th	+4	-	2	5th	5
10th	+4	Fiendish Resilience	2	5th	5

Pact Magic

Your arcane research and the magic bestowed on you by your patron have given you facility with spells. You have access up to the spell level on the table above, according to your level. Unlike other classes, your spell slots are not distinguished by spell level. You may still only cast spells up to your number of available spell slots. (Cantrips do not consume a spell slot.)

All non-cantrip spells that expend a spell slot are considered to be cast at the highest spell level available to you. (For example if a level 7 warlock cast Hex, it would count as a level 4 spell.) This does not alter their text or effect, but it has impact on interactions with other spells such as Dispel Magic or Counterspell.

Spellcasting

Your arcane research and the magic bestowed on you by your patron have given you access to the **Cast A Spell Action**. The Warlock table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these Warlock spells, you must expend a slot of the spell's level. You regain all expended spell slots when you finish a short or long rest.

Spell save DC = 8 + Proficiency Bonus + Charisma modifier

Spell Attack modifier = Proficiency Bonus + Charisma modifier

Spellcasting Ability Score modifier = Charisma modifier

Cantrip	Spell Level				
	1st	2nd	3rd	4th	5th
Booming Blade	Hex	Invisibility	Vampiric Touch	Blight	Negative Energy Flood
Eldritch Blast	Arms of Hadar	Hold Person	Conjure Lesser Demons	Shadow of Moil	Infernal Calling
Friends	Hellish Rebuke	Shadow Blade	Magic Circle	Sickening Radiance	Contact Other Plane
Mage Hand	Expeditious Retreat	Mirror Image	Dispelling Magic	Dimension Door	Dream
Prestidigitation	Armor of Agathys	Darkness	Enemies Abound	Conjure Greater Demon	Enervation
Toll the Dead	Cause Fear	Ray of Enfeeblement	Gaseous Form	Elemental Bane	Far Step

Spellcasting Focus

You can use an arcane focus as a Spellcasting focus for your Warlock Spells, but you don't require one.

Dark One's Blessing

Starting at 1st Level, when you reduce a Hostile creature to 0 Hit Points, you gain Temporary Hit Points equal to your Charisma modifier+ your Warlock level (minimum of 1) until the end of combat. (Temporary HP does not stack from multiple uses.)

Eldritch Invocations

In your study of occult lore, you have unearthed Eldritch Invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability. At 2nd Level, you gain two Eldritch Invocations of your choice. At 5th level, 7th level and 9th level you gain one additional Eldritch Invocation. (To a maximum of five at 9th level.) Each time you level up, you may freely change your Eldritch Invocations. (Feature in development!)

Agonizing Blast

When you cast Eldritch Blast, add your Charisma modifier to the damage it deals on a hit.

Armor of Shadows

You can cast Mage Armor on yourself as **Reaction** to the start of combat or as a **Cast A Spell Action** on your turn, without expending a spell slot or material components. Any spell that is cast without expending a spell slot is not upcast as per the Pact Magic feature.

Aspect of the Moon

(Requires Pact of the Tome.) You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as reading your Book of Shadows and keeping watch.

Beast Speech

You can cast Speak with Plants & Animals (for animals only) as a **Cast A Spell Action**, without expending a spell slot or material components. Any spell that is cast without expending a spell slot is not upcast as per the Pact Magic feature.

Beguiling Influence

You gain proficiency in the Deception and Persuasion skills.

Book of Ancient Secrets

(Requires Pact of the Tome.) When you gain this feature, choose three 1st level spells from any class's spell list (they needn't be from the same class.) You can cast these spells as a **Cast A Spell Action**, without expending a spell slot or material components. Once you have casted a spell, you can't use it again until you finish a short or long rest. Any spell that is cast without expending a spell slot is not upcast as per the Pact Magic feature.

Cloak of Flies

(Requires 5th level.) As a **Bonus Action**, you can surround yourself with a magical aura that looks like buzzing flies. The aura extends 3m from you in every direction, but not through total cover. It lasts until you're incapacitated, take a short or long rest, or you dismiss it as a **Bonus Action**. Once you use this invocation, you can't use it again until you finish a short or long rest.

The aura grants you advantage on Charisma (Intimidation) checks but disadvantage on all other Charisma checks. Any other creature that starts its turn in the aura takes poison damage equal to your Charisma modifier (minimum of 0 damage).

Devil's Sight

You can see normally in darkness, both magical and non-magical.

Eldritch Sight

You can cast Detect Magic (see wizard spell table) as a **Cast A Spell Action**, without expending a spell slot or material components. Any spell that is cast without expending a spell slot is not upcast as per the Pact Magic feature.

Eldritch Smite

(Requires Pact of the Blade and 5th level.) Once per turn when you hit a creature with your pact weapon, you can expend a spell slot to deal an extra 3d8 force damage to the target. (At 7th level, this becomes 4d8. At 9th level, this becomes 5d8.)

Eyes of the Rune Keeper

You can read all writings.

Gaze of Two Minds

You can use your **Bonus Action** to touch a willing humanoid in **Close Range** (within 3m) and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your **Bonus Action** on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are Blinded and Deafened to your own surroundings.

Ghostly Gaze

(Requires 7th level.) As a **Standard Action**, you gain the ability to see through solid objects to a range of 20m. Within that range, you have darkvision if you don't already have it. This special sight lasts for 1 minute or until your concentration ends (as if you were concentrating on a spell). During that time, you perceive objects as ghostly, transparent images. Once you use this invocation, you can't use it again until you finish a short or long rest.

Gift of the Ever-Living Ones

(Requires Pact of the Chain.) Whenever you regain hit points while your familiar is summoned, treat any dice rolled to determine the hit points as having rolled their maximum value for you.

Improved Pact Weapon

(Requires Pact of the Blade.) Your pact weapon gains +1 bonus to its attack and damage rolls. When you attack with your Pact Weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.

Mask of Many Faces

You can cast Disguise Self (see bard spell table) as a **Cast A Spell Action**, without expending a spell slot or material components. Any spell that is cast without expending a spell slot is not upcast as per the Pact Magic feature.

Minions of Chaos

(Requires 9th level.) You can cast Conjure Elemental (see druid spell table) as a **Cast A Spell Action**, without expending a spell slot or material components. Any spell that is cast without expending a spell slot is not upcast as per the Pact Magic feature. Once you use this invocation, you can't use it again until you finish a short or long rest.

Mire the Mind

(Requires 5th level.) You can cast Slow (see sorcerer spell table) as a **Cast A Spell Action**, without expending a spell slot or material components. Any spell that is cast without expending a spell slot is not upcast as per the Pact Magic feature. Once you use this invocation, you can't use it again until you finish a short or long rest.

Misty Visions

You can cast Illusion (see wizard spell table) as a **Cast A Spell Action**, without expending a spell slot or material components. This spell may be upcast to any spell level you know, ignoring the Pact Magic restriction. Once you use this invocation, you can't use it again until you finish a short or long rest.

Relentless Hex

(Requires 7th level.) Your curse creates a temporary bond between you and your target. As a **Bonus Action**, you can magically teleport up to 20m to an unoccupied space you can see within 3m of the target cursed by the Hex spell

or by the warlock invocation Sign of Ill Omen. To teleport in this way, you must be able to see the cursed target.

Repelling Blast

When you hit a creature with Eldritch Blast, you can push the creature up to 10m away from you in a straight line.

Sculptor of Flesh

(Requires 7th level.) You can cast Polymorph Other (see wizard spell table) as a **Cast A Spell Action**, without expending a spell slot or material components. Any spell that is cast without expending a spell slot is not upcast as per the Pact Magic feature. Once you use this invocation, you can't use it again until you finish a short or long rest.

Sign of Ill Omen

(Requires 5th level.) You can cast Bestow Curse (see cleric spell table) as a **Cast A Spell Action**, without expending a spell slot or material components. Any spell that is cast without expending a spell slot is not upcast as per the Pact Magic feature. Once you use this invocation, you can't use it again until you finish a short or long rest.

Thirsting Blade

(Requires Pact of the Blade and 5th level.) You can attack with your pact weapon twice, instead of once, whenever you would perform a **Melee Attack Action** with it.

Tomb of Levistus

(Requires 5th level.) As a **Reaction** when you take damage, you can entomb yourself in ice, which melts away at the end of your next turn. You gain 10 temporary hit points per warlock level, which take as much of the triggering damage as possible. Immediately after you take the damage, you gain vulnerability to fire damage, you can no longer take **Movement Actions**, and you are incapacitated. These effects, including any remaining temporary hit points, all end when the ice melts. Once you use this invocation, you can't use it again until you finish a short or long rest.

Voice of the Chain Master

(Requires Pact of the Chain.) You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's

senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

Whispers of the Grave

(Requires 9th level.) You can Speak with Dead (see cleric spell table) as a **Cast A Spell Action**, without expending a spell slot or material components. Any spell that is cast without expending a spell slot is not upcast as per the Pact Magic feature.

Pact Boon

Starting at 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

Pact of the Blade

As a **Standard Action**, you create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it, and it counts as a magical weapon for the purposes of overcoming resistance and immunity to non-magical attacks and damage.

Your pact weapon disappears if it is in **Far Range** (over 3m) of you for more than 1 minute (10 rounds in combat), if you use the feature again or if you die. It may also be dismissed at will for free.

Pact of the Chain

As a **Cast A Spell Action**, you may cast Find Familiar (see wizard spell table.) Your familiar may be a twisted version of the standard options. (For example, a shadow rat instead of a rat.) Or you may select a familiar variant from the [Pact of the Chain Familiar Table](#).

Pact of the Tome

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list (they needn't be from the same class.) You can cast these cantrips as a Cast A Spell Action.

If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

Dark One's Own Luck

Starting at 6th level, you can call on your patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a 1d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur. Once you use this feature, you can't use it again until you finish a short or long rest.

Fiendish Resilience

Starting at 10th level, you can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature. (Damage from magical weapons or silver weapons ignores this resistance.)

Wizard (War Magic)

Starting HP	Level-up HP			
6 + CON modifier	4 + CON modifier			
Skill Proficiencies		Saving Throws Proficiencies	Weapon Proficiencies	Armor Proficiencies
Pick 2 from: Arcana, History, Insight, Investigation, Medicine, Religion		INT & WIS	Daggers, darts, slings, quarterstaves, light crossbows	None

Wizards are magicians in the most traditional sense; the enigmatic and bookish scholar whose nose is buried in tomes of the ancients and locked in quiet research over scraps of arcane lore. Their pursuits are in libraries and laboratories, and into crumbling ruins for the last vestiges of power to be obtained from forgotten knowledge. As their reading list expands, so too does their personal wealth of knowledge and power.

- **Strength** is not important for wizards, but it can be helpful for saving throws.
- **Dexterity** is not important for wizards, but it can be helpful for the extra AC, and for using ranged or finesse weapons. It is also helpful for saving throws and for skill checks.
- **Constitution** is not important for wizards, but it can be helpful extra HP, for concentration checks and for saving throws.
- ★ **Intelligence** is vital for wizards, as it is their primary spellcasting attribute. It can also be helpful for saving throws or for commonly associated skill checks (such as arcana or investigation).
- **Wisdom** is not important for wizards, but it can be helpful for saving throws and for commonly associated skill checks (such as perception).
- **Charisma** is not important for wizards, but it can be helpful for saving throws and for skill checks.

Level	Proficiency Bonus	Features	Spell Slots per Spell Level				
			1st	2nd	3rd	4th	5th
1st	+2	Spellcasting, Arcane Recovery	2	-	-	-	-
2nd	+2	Arcane Deflection	3	-	-	-	-
3rd	+2	Tactical Wit	4	2	-	-	-
4th	+2	2 Ability Score Improvements	4	3	-	-	-
5th	+3	-	4	3	2	-	-
6th	+3	Power Surge	4	3	3	-	-
7th	+3	-	4	3	3	1	-
8th	+3	2 Ability Score Improvements	4	3	3	2	-
9th	+4	-	4	3	3	2	1
10th	+4	Durable Magic	4	3	3	3	2

Spellcasting

As a student of arcane magic, you have a Spellbook (see Spellbook below for more details) containing spells that show the first glimmerings of your true power. You can perform the **Cast A Spell Action**. The Wizard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these Wizard spells, you must expend a slot of the spell's level. You regain all expended spell slots when you finish a long rest.

You may cast any spell at a higher level spell slot. When you cast a spell using a slot that is of a higher level than the spell, the spell assumes the higher level for that casting. For instance, if you cast Light using a 3rd-level spell slot, that Light is considered to be 3rd level. Some spells, such as Magic Missile and Cure Wounds, have more powerful effects when cast at a higher level, as detailed in a spell's description.

Spell save DC = 8 + Proficiency Bonus + Intelligence modifier

Spell Attack modifier = Proficiency Bonus + Intelligence modifier

Spellcasting Ability Score modifier = Intelligence modifier

Cantrip	Spell Level				
	1st	2nd	3rd	4th	5th
Chill Touch	Cause Fear	Enlarge/Reduce	Animate Dead	Dimension Door	Animate Objects
Bolt	Magic Missile	Mirror Image	Vampiric Touch	Phantasmal Killer	Contact Other Plane
Light	Sleep	Locate Object	Fireball	Locate Creature	Dream
Mage Hand	Thunderwave	Blindness/Deafness	Counterspell	Banishment	Hold Monster
Mending	Find Familiar	Hold Person	Dispel Magic	Confusion	Bigby's Hand
Message	Shield	Scorching Ray	Stinking Cloud	Blight	Conjure Elemental
Illusion	Mage Armor	Arcane Lock	Sending	Fire Shield	Cone of Cold
Prestidigitation	Detect Magic	Misty Step	Haste	Polymorph (Other)	Modify Memory

Spellbook

As a wizard, you keep a spellbook which gives you access to an additional 2 spells per spell level (8 spells per spell level compared to the 6 spells per spell level of the other spellcaster classes.)

Arcane Recovery

At 1st level, you have learned to regain some of your magical energy by studying your spellbook. Once you have finished a short rest, you may restore spell slots that can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Arcane Deflection

At 2nd level, you have learned to weave your magic to fortify yourself against harm. When you are hit by an attack or you fail a saving throw, you can use your **Reaction** to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw.

When you use this feature, you can't cast spells other than cantrips until the end of your next turn.

Tactical Wit

Starting at 3rd level, your keen ability to assess tactical situations allows you to act quickly in battle. You gain a bonus to your initiative rolls equal to your Intelligence modifier.

Power Surge

Starting at 6th level, you can store magical energy within yourself to later empower your damaging spells. You can store a maximum number of power surges equal to your Intelligence modifier (minimum of one). Whenever you finish a long rest, your number of power surges resets to one. Whenever you successfully end a spell with *Dispel Magic* or *Counterspell*, you gain one power surge, as you steal magic from the spell you foiled. If you end a short rest with no power surges, you gain one power surge.

Once per turn when you deal damage to a creature or object with a spell, you can spend one or more power surge to deal extra force damage to that target. The extra damage equals your level times the number of surges spent. (For example, a level 6 wizard expending 2 surges would deal 12 extra force damage.)

Durable Magic

Beginning at 10th level, the magic you channel helps ward off harm. While you maintain concentration on a spell, you have a +2 bonus to AC and all saving throws.

3. Determine Ability Scores

- ★ **Strength**, measuring physical power
- ★ **Dexterity**, measuring agility
- ★ **Constitution**, measuring endurance
- ★ **Intelligence**, measuring reasoning and memory
- ★ **Wisdom**, measuring perception and insight
- ★ **Charisma**, measuring force of personality

These 6 ability scores provide a quick description of every creature's physical and mental characteristics. An ability score is not just a measure of innate capabilities, but also

encompasses a creature's training and competence in activities related to that ability. A score of 10 or 11 is the normal human average, but adventurers and many monsters are a cut above average in most abilities. A score of 18 is the highest that a person usually reaches. Adventurers can have scores as high as 20, and monsters and divine beings can have scores as high as 30.

For our system, you will spend 27 points across these 6 ability scores. The minimum before racial ability modifiers are added is 8, and the maximum before racial ability modifiers are added is 15. Then apply any racial ability modifiers or traits. (**Disclaimer:** no ability score can be above 20 **after** racial traits have been applied.)

A good point buy calculator (just be mindful that our stats may be different for races!): <http://chicken-dinner.com/5e/5e-point-buy.html>

4. Choose a Backgrounds

Every character has a background, which influences their skills and life experience before becoming who you are today: whether that is an adventurer, a knight, or a miscreant. If you cannot find one that perfectly describes your character, then pick whatever is closest. Each background comes with a given skill proficiency, and some options for you to pick one from.

Acolyte

You have spent your life in the service of a temple to a specific god or pantheon of gods. You act as an intermediary between the realm of the holy and the mortal world, performing sacred rites and offering sacrifices in order to conduct worshipers into the presence of the divine. You are not necessarily a cleric—performing sacred rites is not the same thing as channeling divine power.

You gain your Proficiency Bonus to Religion and one of the following skills: Insight, Survival, Perception or Animal Handling.

Charlatan

You can talk your way out of almost any situation and know the right things to say to get the information you seek. You're a swindler, and the use of deception to get your way comes to you as naturally as others tell the truth. You think of yourself as a confidence artist; you can pull off short and long cons, and in a pinch, peddle snake oil.

You gain your Proficiency Bonus to Deception and one of the following skills: Sleight of Hand, Persuasion, Performance or Stealth.

Criminal

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You're far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization, and you have survived up to this point by flouting the rules and regulations of society.

You gain your Proficiency Bonus to Stealth and one of the following skills: Deception, Sleight of Hand, Intimidation or Acrobatics.

Entertainer

You thrive in front of an audience. You know how to enthrall them, entertain them, and even inspire them. Your poetics can stir the hearts of those who hear you, awakening, grief or joy, laughter or anger. Your music raises their spirits or captures their sorrow. Your dance steps captivate, your humor cuts to the quick. Whatever techniques you use, your art is your life.

You gain your Proficiency Bonus to Acrobatics and one of the following skills: Performance, Persuasion, Sleight of Hand or Deception.

Far Traveler

You are from a distant place, one so remote that few of the common folk in the North realize that it exists, and chances are good that even if some people you meet have heard of your homeland, they know merely the name and perhaps a few outrageous stories. You have come to this part of Faerûn for your own reasons, which you might or might not choose to share.

You gain your Proficiency Bonus to Perception and one of the following skills: Insight, Survival, Nature or Animal Handling.

Folk Hero

You come from a humble social rank, but you are destined for so much more. Already the people of your home village regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

You gain your Proficiency Bonus to Survival and one of the following skills: Animal Handling, Perception, Insight or Persuasion.

Gambler

The pitter patter of dice rolling on a wooden table, the soft noise of shuffling playing cards, the pings and clinks of gold pieces hitting the table: these sounds are like an angelic symphony to you. Win or lose, you are drawn to gambling like a bee to flowers. Are you the type that constantly bluffs, or the kind that doesn't know what a poker face is? Do you spend your nights raking in large sums of gold? Or do you barely scrape by on your winnings? And most importantly, what is your preferred game; dice, cards, chariot races? Or are you the sort that tries everything to earn gold? No matter your preference, the fact remains the same; you are a gambler, and you have come to play.

You gain your Proficiency Bonus to Performance and one of the following skills: Deception, Sleight of Hand, Stealth or Persuasion.

Gladiator

A gladiator is as much an entertainer as any minstrel or circus performer trained to make the arts of combat into a spectacle the crowd can enjoy. This kind of flashy combat is your entertainer routine, though you might also have some skills as a tumbler or actor. All you would need is a place to perform, somewhere that features combat for entertainment- perhaps a gladiatorial arena or secret pit fighting club.

You gain your Proficiency Bonus to Intimidation and one of the following skills: Acrobatics, Athletics, Sleight of Hand or Deception.

Guild Artisan

You are a member of an artisan's guild, skilled in a particular field and are closely associated with other artisans. You are a well-established part of the mercantile world, freed by talent and wealth from the constraints of a feudal social order. You learned your skills as an apprentice to a master artisan, under the sponsorship of your guild, until you become a master in your own right.

You gain your Proficiency Bonus to Insight and one of the following skills: Persuasion, Medicine, Perception or Animal Handling.

Guild Merchant

Instead of an artisans' guild, you might belong to a guild of traders, caravan masters, or shopkeepers. You don't craft items yourself but earn a living by buying and selling the works of others (or the raw materials artisans need to practice their craft). Your guild might be a large merchant consortium (or family) with interests across the region. Perhaps you transported goods from one place to another, by ship, wagon, or caravan, or bought them from traveling traders and sold them in your own little shop. In some ways, the traveling merchant's life lends itself to adventure far more than the life of an artisan.

You gain your Proficiency Bonus to Deception and one of the following skills: Persuasion, Intimidation, Performance or Perception.

Hermit

You lived in seclusion – either in a sheltered community such as a monastery, or entirely alone – for a formative part of your life. In your time apart from the clamor of society, you found quiet, solitude, and perhaps some of the answers you were looking for.

You gain your Proficiency Bonus to Medicine and one of the following skills: Religion, Nature, Survival or Animal Handling.

Knight

A knighthood is among the lowest noble titles in most societies, but it can be a path to higher status. Though the term "knight" conjures ideas of mounted, heavily armored warriors of noble blood, most knightly orders in Faerûn don't restrict their membership to such individuals. The goals and philosophies of knightly orders are more important than the gear and fighting style of its members, and so most of these orders are open to all sorts of folk who are willing to battle and die for the order's cause.

You gain your Proficiency Bonus to Athletics and one of the following skills: History, Investigation, Religion or Intimidation.

Noble

You understand wealth, power, and privilege. You carry a noble title, and your family owns land, collects taxes, and wields significant political influence. You might be a pampered aristocrat unfamiliar with work or discomfort, a former merchant just elevated to the nobility, or a disinherited scoundrel with a disproportionate sense of entitlement. Or you could be an honest, hard-working landowner who cares deeply about the people who live and work on your land, keenly aware of your responsibility to them.

You gain your Proficiency Bonus to History and one of the following skills: Persuasion, Intimidation, Deception or Investigation.

Outlander

You grew up in the wilds, far from civilization and the comforts of town and technology. You've witnessed the migration of herds larger than forests, survived weather more extreme than any city-dweller could comprehend, and enjoyed the solitude of being the only thinking creature for miles in any direction. The wilds are in your blood, whether you were a nomad, an explorer, a recluse, a hunter-gatherer, or even a marauder. Even in places where you don't know the specific features of the terrain, you know the ways of the wild.

You gain your Proficiency Bonus to Survival and one of the following skills: Athletics, Perception, Insight or Animal Handling.

Pirate

You spent your youth under the sway of a dread pirate, a ruthless cutthroat who taught you how to survive in a world of sharks and savages. You've indulged in larceny on the high seas and sent more than one deserving soul to a briny grave. Fear and bloodshed are no strangers to you, and you've garnered a somewhat unsavory reputation in many a port town.

You gain your Proficiency Bonus to Deception and one of the following skills: Athletics, Intimidation, Stealth or Acrobatics.

Sage

You spent years learning the lore of the multiverse. You scoured manuscripts, studied scrolls, and listened to the greatest experts on the subjects that interest you. Your efforts have made you a master in your fields of study.

You gain your Proficiency Bonus to Arcana and one of the following skills: History, Investigation, Religion or Medicine.

Sailor

You sailed on a seagoing vessel for years. In that time, you faced down mighty storms, monsters of the deep, and those who wanted to sink your craft to the bottomless depths. Your first love is the distant line of the horizon, but the time has come to try your hand at something new.

You gain your Proficiency Bonus to Perception and one of the following skills: Athletics, Survival, Medicine or Insight.

Soldier

War has been your life for as long as you care to remember. You trained as a youth, studied the use of weapons and armor, learned basic survival techniques, including how to stay alive on the battlefield. You might have been part of a standing national army or a mercenary company, or perhaps a member of a local militia who rose to prominence during a recent war.

You gain your Proficiency Bonus to Athletics and one of the following skills: Intimidation, Animal Handling, Survival or Perception.

Smuggler

Perhaps you bootlegged monastic whiskey down secret mountain paths, spiriting them away to richer markets abroad. Or did you hone your craft duping city watchmen and tariff inspectors, moving shipments of stolen art, antiquities, or even people under their very noses and into their beloved city? Possibly your motivations rose higher and you rowed ashore through storm and darkness to bring weapons and supplies to desperate revolutionaries? Or evaded murderous bounty hunters, while escorting escaped slaves along forgotten caravan tracks in a last-ditch bid for freedom? In any case, you have left in your wake a colorful trail of bribed customs officials, befuddled border patrols, and “missing” tax collectors. All in all, not bad seeing you have only just begun to (re-) make your name in the world.

You gain your Proficiency Bonus to Persuasion and one of the following skills: Acrobatics, Deception, Perception, or Stealth.

Spy

Although your capabilities are not much different from those of a burglar or smuggler, you learned and practiced them in a very different context: as an espionage agent. You might have been an officially sanctioned agent of the crown, or perhaps you sold the secrets you uncovered to the highest bidder.

You gain your Proficiency Bonus to Stealth and one of the following skills: Acrobatics,

Sleight of Hand, Performance or Deception.

Urban Bounty Hunter

You might be a cunning thief-catcher, prowling the rooftops to catch one of the myriad burglars of the city. Perhaps you are someone who has your ear to the street, aware of the doings of thieves' guilds and street gangs. You might be a "velvet mask" bounty hunter, one who blends in with high society and noble circles in order to catch the criminals that prey on the rich, whether pickpockets or con artists. The community where you plied your trade might have been one of Faenûn's great metropolises, such as Waterdeep or Baldur's Gate, or a less populous location, perhaps Luskan or Yartar – any place that's large enough to have a steady supply of potential quarries.

You gain your Proficiency Bonus to Investigation and one of the following skills: Athletics, Insight, Persuasion, or Stealth.

Urchin

You grew up on the streets alone, orphaned, and poor. You had no one to watch over you or to provide for you, so you learned to provide for yourself. You fought fiercely over food and kept a constant watch out for other desperate souls who might steal from you. You slept on rooftops and in alleyways, exposed to the elements, and endured sickness without the advantage of medicine or a place to recuperate. You've survived despite all odds, and did so through cunning, strength, speed, or some combination of each.

You gain your Proficiency Bonus to Sleight of Hand and one of the following skills: Stealth, Survival, Performance or Deception.

5. Define your Alignment

All creatures have an alignment, which broadly describes its moral and personal attitudes. Your alignment is a combination of two factors: your **morality** (good, evil, or neutral), and your **attitude towards society and order** (lawful, chaotic, or neutral).

Lawful Good (LG) creatures can be counted on to do the right thing as expected by society. Gold dragons, most paladins, and most dwarves are lawful good.

Neutral Good (NG) folk do the best they can to help others according to their needs. Many celestials, some cloud giants, and most gnomes are neutral good.

Chaotic Good (CG) creatures act as their conscience directs, with little regard for what others expect. Copper dragons, many elves, and unicorns are chaotic good.

Lawful Neutral (LN) individuals act in accordance with law, tradition, or personal codes. Many monks and some wizards are lawful neutral.

Neutral (N) is the alignment of those who prefer to steer clear of moral questions and don't take sides, doing what seems best at the time. Lizardfolk, most druids, and many humans are neutral.

Chaotic Neutral (CN) creatures follow their whims, holding their personal freedom above all else. Many barbarians and rogues, and some bards, are chaotic neutral.

Lawful Evil (LE) creatures methodically take what they want, within the limits of a code of tradition, loyalty, or order. Devils, blue dragons, and hobgoblins are lawful evil.

Neutral Evil (NE) is the alignment of those who do whatever they can get away with, without compassion or qualms. Many drow, some cloud giants, and yugoloths are neutral evil.

Chaotic Evil (CE) creatures act with arbitrary violence, spurred by their greed, hatred, or bloodlust. Demons, red dragons, and orcs are chaotic evil.

6. Understand your Equipment

We don't track your inventory yet (except for weapons & armor). You may now choose your preferred weapon, armor or shield at an in-sim vendor. After that, all that is left for you is to make an appearance that matches the armor and weapons you're wearing! If it isn't obvious where it fits and you are using a weapon that does not fall into the tables below, please see the 'example variants' column. If it is still not listed, please check with a staff member.

The table below condenses all of the default proficiencies for each class, and below that you'll find detailed tables on every armor and weapon.

Class	Weapon Proficiencies	Armor Proficiencies
Artificer	Simple weapons, hand crossbow, heavy crossbow, musket, pistol	Light armor, medium armor, shield
Barbarian	Simple weapons, martial weapons	Light armor, medium armor, shield
Bard	Simple weapons, hand crossbow, longsword, rapier, shortsword	Light armor
Cleric	Simple weapons	Light armor, medium armor, heavy armor, shield
Druid	Club, dagger, dart, javelin, mace, quarterstaff, scimitar, sickle, sling, spear	Light armor, medium armor, shield
Fighter	Simple weapons, martial weapons	Light armor, medium armor, heavy armor, shield
Monk	Simple weapons, shortsword	No armor
Paladin	Simple weapons, martial weapons	Light armor, medium armor, heavy armor, shield
Ranger	Simple weapons, martial weapons	Light armor, medium armor, shield
Rogue	Simple weapons, martial weapons	Light armor
Sorcerer	Dagger, dart, sling, quarterstaff, light crossbow	No armor
Warlock	Simple weapons	Light armor
Wizard	Dagger, dart, sling, quarterstaff, light crossbow	No armor

Armor Table

Light Armor

Item	AC	STR Required	Properties
Padded Armor	11 + DEX	-	Disadvantage on Stealth
Leather Armor	11 + DEX	-	-
Studded Leather Armor	12 + DEX	-	-

Medium Armor

Item	AC	STR Required	Properties
Hide Armor	12 + DEX (max 2)	-	-
Chain Shirt Armor	13 + DEX (max 2)	-	-
Scale Mail Armor	14 + DEX (max 2)	-	Disadvantage on Stealth
Breastplate Armor	14 + DEX (max 2)	-	-
Half Plate Armor	15 + DEX (max 2)	-	Disadvantage on Stealth

Heavy Armor

Item	AC	STR Required	Properties
Ring Mail Armor	14	-	Disadvantage on Stealth
Chain Mail Armor	16	Str 13	Disadvantage on Stealth
Splint Armor	17	Str 15	Disadvantage on Stealth

Shield

Item	AC	STR Required	Properties
Shield	+2	-	-

Weapon Table

Simple Weapons

Item	Type	Category	Damage	Properties	Example Variants
Club	Simple	Melee	1d4	Light	Baton, Nunchaku, Stick, Sap, Truncheon

Dagger	Simple	Melee	1d4	Finesse, light, thrown	Karambit, Knife, Kris, Kunai, Shiv, Stiletto, Tanto
Greatclub	Simple	Melee	1d8	Two-handed	Great Mallet, Otsuchi
Handaxe	Simple	Melee	1d6	Light, thrown	Kukri, Meat Cleaver
Javelin	Simple	Melee	1d6	Thrown	Pilum, Verutum, Aklys
Light Hammer	Simple	Melee	1d4	Light, thrown	Mallet
Mace	Simple	Melee	1d6	-	Flanged Mace
Quarterstaff	Simple	Melee	1d6	Versatile (1d8)	Bo, Cudgel
Sickle	Simple	Melee	1d4	Light	
Spear	Simple	Melee	1d6	Thrown, versatile (1d8)	Hasta, Partisan
Darts	Simple	Ranged	1d4	Finesse, Thrown, Quantity (20)	Shuriken
Light Crossbow	Simple	Ranged	1d8	Ammunition (bolt), loading, two-handed	
Shortbow	Simple	Ranged	1d6	Ammunition (arrow), two-handed	
Sling	Simple	Ranged	1d4	Ammunition (bullet)	

Martial Weapons

Item	Type	Category	Damage	Properties	Example Variants
Battleaxe	Martial	Melee	1d8	Versatile (1d10)	
Flail	Martial	Melee	1d8	-	Chang Xiao Bang, Chigiriki
Glaive	Martial	Melee	1d10	Heavy, reach, two-handed	Woldo, Naginata, Guandao, Ji
Greataxe	Martial	Melee	1d12	Heavy, two-handed	Pollaxe
Greatsword	Martial	Melee	2d6	Heavy, two-handed	Claymore, Flambard, Nodachi, Zweihander
Halberd	Martial	Melee	1d10	Heavy, reach, two-handed	Great Scythe, Billhook, Bardiche
Longsword	Martial	Melee	1d8	Versatile (1d10)	Bastard Sword, Flamberge, Jian, Katana, Miaodao
Maul	Martial	Melee	2d6	Heavy, two-handed	Kanabo, Sledgehammer

Morningstar	Martial	Melee	1d8	-	Mattock, Langya Bang, Spiked Hammer
Pike	Martial	Melee	1d10	Heavy, reach, two-handed	
Rapier	Martial	Melee	1d8	Finesse	Jian
Scimitar	Martial	Melee	1d6	Finesse, light	Cutlass, Falchion, Machete, Messer, Sabre, Shamshir
Shortsword	Martial	Melee	1d6	Finesse, light	Broadsword, Gladius, Katar, Wakizashi, Ninjato
Trident	Martial	Melee	1d6	Thrown, versatile (1d8)	
War Pick	Martial	Melee	1d8	-	Pickaxe
Warhammer	Martial	Melee	1d8	Versatile (1d10)	
Whip	Martial	Melee	1d4	Finesse, reach	
Blowgun	Martial	Ranged	1	Ammunition, loading	
Longbow	Martial	Ranged	1d8	Ammunition (arrow), heavy, two-handed	Composite Bow
Hand Crossbow	Martial	Ranged	1d6	Light, loading	
Heavy Crossbow	Martial	Ranged	1d10	Ammunition (bolt), two-handed, loading	

Firearm Weapons

Item	Type	Category	Damage	Properties
Musket	Firearm	Ranged	1d12	Ammunition (firearm), loading, two-handed
Pistol	Firearm	Ranged	1d10	Ammunition (firearm), loading

Weapon Properties

Ammunition

You can only use a weapon that has the ammunition property if you have the ammunition required to fire from the weapon in your inventory. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack.

Finesse

When making an attack with a finesse weapon, you use the higher ability score between Strength or Dexterity for both the attack and damage rolls.

Heavy

A heavy weapon's size and bulk make it too large for a small creature (halfling, gnome, kobold and goblins) to use effectively. Small creatures have disadvantage on attack rolls if they are using heavy weapons.

Light

A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons. Light is required on both the main hand and offhand weapon if you wish to dual-wield.

Loading

Because of the time required to load this weapon, you can fire it once on your turn, regardless of the number of attacks you can normally make.

Thrown

If a weapon has the thrown property, you can throw the weapon to make a **Ranged Attack**. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you normally use for the weapon. (For example, if you throw a Handaxe, you use your Strength, but if you throw a Dagger, you can use either your Strength or your Dexterity, since the Dagger has the finesse property.) A weapon that is thrown is lost until you move within **Close Range** (within 3m) of where your target was, and retrieve it (picking up weapons is free, and does not cost any actions.)

Two-Handed

This weapon requires two hands when you attack with it. (So you cannot equip another weapon or shield in your off-hand.)

Versatile

This weapon can be used with one or two hands. A damage value in parentheses appears with the property- this number is the damage when the weapon is used with two hands to make a **Melee Attack**

Reach

This weapon can be used to attack from 6m instead of 3m. This applies to Attack of Opportunity as well, but does not affect spells that require a 3m distance.

Mechanics

Ability Scores & Modifiers

Each of a creature's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability. A score of 10 or 11 is the normal human average, but adventurers and many monsters are a cut above average in most abilities. A score of 18 is the highest that a person usually reaches. Adventurers can have scores as high as 20, and monsters and divine beings can have scores as high as 30.

Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30.

Ability Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5

Ability & Skill Checks

Each ability covers a broad range of capabilities, including skills that a character or a monster can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. The skills are:

- **Strength**
 - Athletics
- **Dexterity**
 - Acrobatics
 - Sleight of Hand
 - Stealth
- **Intelligence**
 - Arcana
 - History
 - Investigation
 - Nature
 - Religion
- **Wisdom**
 - Animal Handling
 - Insight
 - Medicine
 - Perception
 - Survival
- **Charisma**
 - Deception
 - Intimidation
 - Performance
 - Persuasion

Strength Checks

A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation. The Athletics skill reflects aptitude in certain kinds of Strength checks.

Athletics

Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following activities:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- You try to jump an unusually long distance or pull off a stunt midjump.
- You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

Other Strength Checks

The DM might also call for a Strength check when you try to accomplish tasks like

the following:

- Force open a stuck, locked, or barred door
- Break free of bonds
- Push through a tunnel that is too small
- Hang on to a wagon while being dragged behind it

Dexterity Checks

A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Acrobatics, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of Dexterity checks.

Acrobatics

Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The DM might also call for a Dexterity (Acrobatics) check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

Sleight of Hand

Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The DM might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift a coin purse from another person or slip something out of another person's pocket.

Stealth

Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

Other Dexterity Checks

The DM might call for a Dexterity check when you try to accomplish tasks like the following:

- Control a heavily laden cart on a steep descent
- Steer a chariot around a tight turn
- Pick a lock

- Disable a trap
- Securely tie up a prisoner
- Wriggle free of bonds
- Play a stringed instrument
- Craft a small or detailed object

Constitution Checks

Constitution checks are uncommon, and no skills apply to Constitution checks, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster. A Constitution check can model your attempt to push beyond normal limits, however.

The DM might call for a Constitution check when you try to accomplish tasks like the following:

- Hold your breath
- March or labor for hours without rest
- Go without sleep
- Survive without food or water
- Quaff an entire stein of ale in one go

Intelligence Checks

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The Arcana, History, Investigation, Nature, and Religion skills reflect aptitude in certain kinds of Intelligence checks.

Arcana

Your Intelligence (Arcana) check measures your ability to recall lore about spells, magic items, eldritch symbols, magical traditions, the planes of existence, and the inhabitants of those planes.

History

Your Intelligence (History) check measures your ability to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, and lost civilizations.

Investigation

When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient scrolls in search of a hidden

fragment of knowledge might also call for an Intelligence (Investigation) check.

Nature

Your Intelligence (Nature) check measures your ability to recall lore about terrain, plants and animals, the weather, and natural cycles.

Religion

Your Intelligence (Religion) check measures your ability to recall lore about deities, rites and prayers, religious hierarchies, holy symbols, and the practices of secret cults.

Other Intelligence Checks

The DM might call for an Intelligence check when you try to accomplish tasks like the following:

- Communicate with a creature without using words
- Estimate the value of a precious item
- Forge a document
- Recall lore about a craft or trade
- Win a game of skill

Wisdom Checks

A Wisdom check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or care for an injured person. The Animal Handling, Insight, Medicine, Perception, and Survival skills reflect aptitude in certain kinds of Wisdom checks.

Animal Handling

When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, the DM might call for a Wisdom (Animal Handling) check. You also make a Wisdom (Animal Handling) check to control your mount when you attempt a risky maneuver.

Insight

Your Wisdom (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

Medicine

A Wisdom (Medicine) check lets you try to stabilize a dying companion or diagnose an illness.

Perception

Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are orcs lying in ambush on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

Survival

The DM might ask you to make a Wisdom (Survival) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards.

Other Wisdom Checks

The DM might call for a Wisdom check when you try to accomplish tasks like the following:

- Get a gut feeling about what course of action to follow
- Discern whether a seemingly dead or living creature is undead

Charisma Checks

A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situations. The Deception, Intimidation, Performance, and Persuasion skills reflect aptitude in certain kinds of Charisma checks.

Deception

Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull

someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

Intimidation

When you attempt to influence someone through overt threats, hostile actions, and physical violence, the DM might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision.

Performance

Your Charisma (Performance) check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

Persuasion

When you attempt to influence someone or a group of people with tact, social graces, or good nature, the DM might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to let your party see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk.

Other Charisma Checks

The DM might call for a Charisma check when you try to accomplish tasks like the following:

- Find the best person to talk to for news, rumors, and gossip
- Blend into a crowd to get the sense of key topics of conversation

Advantage and Disadvantage

Sometimes a special ability or spell tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. (Example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.)

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

Calling for Guards

Factions in Waterdeep and Downshadow do not have their own NPC guards, unless they are specifically requested and appointed there for an event. They are to be explicitly controlled by only the DMs. (Example: The Fray are throwing a masquerade ball, and request two guards by the front door. If a fist fight started by the doors, a DM would take control of the guards and would react as they would: likely to attempt to break up or end the fight.) Players are otherwise encouraged to hire other players to act as guards, mercenaries and muscle.

However, there is sometimes a need for NPC guards to be called to protect innocent citizens or the city itself from structural damage. Downshadow has a single defensive **Militia** force to protect only against invaders or disruptions of the local business, whereas there are two NPC factions that protect Waterdeep; the **City Guard** and the **City Watch**.

The **City Guard** is the military branch of Waterdeep. These are the trained soldiers and primary fighting force of the city when threatened by external armies. Due to this, the City Guard will not be available to player call for aid and are used exclusively in major plotlines run by DMs.

The **City Watch** are essentially the police of Waterdeep. These are the people that will come to enforce the laws of the city. These NPC guards (see NPC guard table for

stats) will be charged with the task of protecting victims, structures, to arrest criminals and to enforce the laws of the city.

Only players who are directly involved in the criminal roleplay may call for the City Watch. To do this, simply send a direct message request to an online DM and make an obvious post that your character is shouting for the guard.

It is up to the DM's discretion on whether or not to introduce the City Watch to a scene if requested, and the time of their arrival is randomly determined. (See the arrival table.) There are no guarantees that the City Watch will arrive in time to rescue anyone involved in a criminal action. If the City Watch should arrive and discover it was a false alert, the character who cried for them may face fines, penalties or further consequences at the DM's discretion. [Guard Template](#).

Area of the Crime	Rounds Till Arrive
Castle Waterdeep	1d3+1 (2 to 4 rounds)
Castle Ward	1d4+2 (3 to 6 rounds)
Dock Ward	2d4+2 (4 to 10 rounds)
Downshadow	2d4+2 (4 to 10 rounds)
Undermountain	n/a

Charm Etiquette

Some spells and special abilities may allow you to charm, influence or even place strict limitations or control on another creature. While this system is intended first for NPCs and monsters in DM events, we ask that you practice good roleplay etiquette if you should use it on another player. Roleplay is a cooperative experience, and we should all work together to craft the best narrative. Please first communicate with the other player and craft your actions within their comfort if you must exert such influence over their character. These spells typically carry limitations and some consequences when the effect expires, such as the victim becoming aware that they were manipulated. It is our hope and intention that this avenue of spellcasting will allow for interesting roleplay, and not become a tool to grief one another.

If you are charming another player in roleplay, you are required to do the following:

1) Fulfill the components requirements of the spell. So for example, if a spell requires that you utter some words and wave your hands, other players may notice this and react accordingly. You can attempt to mask these gestures, but that might require a stealth check.

2) You must message each player you are roleplaying with who may be affected by the spell, and offer them an opportunity (dependent upon the spell) to resist your charm. Each charm spell describes how you may do this.

Conditions

A creature may be subject to a condition that inhibits their control, impacts their roleplay and/or applies some sort of modifier or penalty to their rolls, ability scores or skills. The condition types are;

- Blinded
- Charmed
- Deafened
- Frightened
- Grappled
- Incapacitated
- Invisible
- Paralyzed
- Petrified
- Poisoned
- Prone
- Restrained
- Stunned
- Unconscious

Blinded

A creature that has been blinded can't see and automatically fails any ability check that requires sight. (Perception, Investigation, etc. It must be player determined.) Any attack rolls against this creature have advantage, and the creature's own attack rolls have disadvantage.

Charmed

A charmed creature can't attack the charmer or target the charmer with harmful abilities. 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. (Perception, etc. It must be player determined.)

Frightened

A frightened creature has disadvantage on all ability checks and attack rolls. It cannot willingly move closer to the source of its fear. This must be monitored

by the DMs and players. (**Important:** a frightened creature is not forced to **Flee**.)

Grappled

A grappled creature cannot move, and can be moved within **Close Range** (within 3m) of the grappler during their turn while they move. The condition ends if the grappler is incapacitated or if an effect moves the grappled creature outside **Close Range** (outside 3m) from the grappler.

Heavily Obscured

Attack rolls against a creature that is Heavily Obscured are at Disadvantage, the creature's attack rolls are at Advantage, the caster is also unable to be targeted by spells or features requiring visibility.

Hidden

A hidden creature is unseen by hostile creatures. The hidden condition may be broken if an opponent reveals them via an ability or a spell's effect, a **Search Action**, or a Perception check as part of the **Hide Action**. Attack rolls against a hidden creature have disadvantage and the hidden creature's attack rolls have advantage. (See Unseen Attackers & Targets.) The invisible condition will end if the creature casts a spell, uses an ability, or performs a hostile action.

Incapacitated

An incapacitated creature can't take **Standard Actions, Movement Actions, Bonus Actions** or **Reactions**.

Invisible

An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can't be detected by any noise it makes or any tracks it leaves. Attack rolls against the creature have disadvantage and the creature's attack rolls have advantage. The invisible condition will end if the creature casts a spell, uses an ability, or performs a hostile action.

Paralyzed

A paralyzed creature is incapacitated (can't take **Standard Actions, Movement Actions, Bonus Actions** or **Reactions**), and can't move or speak.

The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage.

Petrified

A petrified creature is transformed, along with any non-magical object 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 is incapacitated (can't take **Standard Actions, Movement Actions, Bonus Actions** or **Reactions**), can't move or speak, and is unaware of its surroundings. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage. The creature is immune to poison and disease (any previously existing poison or disease is merely suspended, not neutralized), and the creature halves any damage received.

Poisoned

A poisoned creature has disadvantage on attack rolls and ability checks.

Prone

A prone creature's only movement option is to stand up. The creature has disadvantage on attack rolls. **Melee** rolls against this creature have advantage, and **Ranged** rolls against this creature have disadvantage.

Restrained

A restrained creature cannot move. Attack rolls against this creature have advantage, and the creature's attack rolls have disadvantage. The creature has disadvantage on Dexterity saving throws.

Stunned

A stunned creature is incapacitated (can't take **Standard Actions, Movement Actions, Bonus Actions** or **Reactions**), can't move and can speak only falteringly. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against this creature have advantage.

Unconscious

An unconscious creature is incapacitated (can't take **Standard Actions, Movement Actions, Bonus Actions** or **Reactions**), can't move or speak, and is unaware of its surroundings. The creature drops whatever it was carrying and falls prone (**Melee** rolls against this creature have advantage and **Ranged**

rolls against this creature have disadvantage.) An unconscious creature is removed from combat until the end, at which point their fate is decided.

Combining Effects

The effect of different spells, features and abilities may overlap on a single target. (For example, a goblin can suffer from the effects of Hex and Slow at the same time.) However, the effects of the same spell, feature or ability don't combine. Instead the most potent version will apply while their durations overlap. (For example, a goblin suffering from a level 3 Slow and a level 4 Slow will only be affected by the level 4 Slow while their durations overlap. Another example, 10 paladins with Aura of Protection standing side by side would gain +3 and not +30 to their saving throw rolls.)

Concentration

Some spells require you to maintain concentration in order to keep their magic active. If you lose concentration, such a spell ends. If a spell requires concentration, it will be noted in the Cast Time category of the spell description. You can end concentration at any time (no action required). Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- **Taking damage:** whenever you take damage while you are concentrating on a spell, you must make a Constitution saving throw (the DC is equal to half of the damage you received, or 10, whichever is higher) to maintain your concentration. If you take damage from multiple sources, such as an arrow and a dragon's breath, you make a separate saving throw for each source of damage. (Example: Bob is struck by two attacks; the first is 24 damage, and the second is 12 damage. Bob would have to make 12 DC and 10 DC Constitution saving throws.)
- **Casting another spell that requires concentration:** you lose concentration on a spell if you cast another spell that requires concentration. You can't concentrate on two spells at once.
- **Being incapacitated or killed:** you lose concentration on a spell if you are incapacitated or if you die.

Critical Hit & Failure

A critical hit is scored when you roll a 20 on a 1d20 in your attempt to hit with an attack, before any modifiers are added. Likewise a critical failure is scored when you

roll a 1 on a 1d20 in your attempt to hit with an attack, before any modifiers are added. (**Important:** any ability score modifiers do not count towards whether or not you've triggered a critical hit or failure!)

When you score a critical hit, you roll all of the attack's damage dice twice and add them together. Then it will add any relevant modifiers as normal. (**Important:** any ability score modifiers are not added twice!) For example, if you score a critical hit with a Dagger, the HUD will roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier. If the attack involves other damage dice, such as from the rogue's Sneak Attack feature, you roll those dice twice as well.

When you score a critical failure, you automatically miss the attack and deal no damage no matter how low the target's AC or how high your modifiers.

Neither critical hit or failure are factored in for skill or saving throw checks. For example, player A rolls a 1d20 and gets a 1: they do not automatically fail, but instead add their modifiers for their final result. DMs may choose to reward or penalize critical hits and failures on skill or saving throw checks in their events, it is up to their discretion.

Damage Types

An attack that does damage will always have an associated damage type. If it is not specifically listed, it should be assumed to be physical damage. The damage types are;

- Acid
- Cold
- Fire
- Force
- Lightning
- Necrotic
- Poison
- Psychic
- Radiant
- Thunder
- Physical

Difficulty Check

The level of difficulty in a task that you are attempting to perform. Difficulty check is often abbreviated to DC. To make a check, the HUD will roll a d20 and add any relevant modifiers. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the

DC, the ability check is a success--the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective.

Task Difficulty	DC
-----------------	----

Very Easy	5
Easy	10
Medium	15
Hard	20

Very Hard	25
Nearly Impossible	30

Healing The Unconscious

When a player is reduced to 0 hit points, they are knocked **unconscious**. (See the list of Conditions for the full description. This process is also described in greater detail under End of Combat.)

If an **unconscious** player (who has not been killed) regains any amount of hit points in the middle of combat, the **unconscious** state will be removed. This means that they can take their actions as normal during their turn in the post order. However it is important to remember that the **unconscious** state applies the **prone** condition, so they will have to stand if they wish to move anywhere during their turn.

Disguise Etiquette

Some spells and special abilities may allow you to create illusionary images, disguise yourself or create illusionary effects. While this system is intended first for NPCs and monsters in DM events, we ask that you practice good roleplay etiquette if you should use it on another player. Roleplay is a cooperative experience, and we should all work together to craft the best narrative. Please first communicate with the other player and craft your actions within their comfort if you must exert such influence over their character. These spells typically carry limitations and some consequences when the effect expires, such as the victim becoming aware that they were manipulated. It is our hope and intention that this avenue of spellcasting will allow for interesting roleplay, and not become a tool to grief one another.

If you are disguising yourself or using illusions in roleplay, you are required to do the following:

1a) Using a spell one must fulfill the components requirements of the spell. So for example, if a spell requires that you utter some words and wave your hands, other players may notice this and react accordingly. You can attempt to mask these gestures, but that might require a stealth check. This requires a post, and other players may request to see for proof of the illusion having been cast.

1b) To create a mundane disguise (not using disguise self) you make a 1d20 + Charisma modifier. A **DM** must be present for this roll, and this can only be done once every 24 hours.

- 2) You must represent the visual changes as best you can on your avatar. (For example, if my human character disguises himself as a drow, my avatar should visually look like a drow.)
- 3) You must wear a titler that indicates you are disguised. (For example, I could equip a titler that says “Disguised as a Drow”, “Illusioned Appearance”.)
- 4) To discern through a disguise, a creature can use its **Standard Action** to thoroughly inspect the player and must succeed on an Intelligence (Investigation) check against the disguise, or spell, DC.

Languages

The world of Faerun is filled with a diverse array of different cultures and societies that speak and write in many tongues. A language that is listed in your character information is one that your character knows from their studies or adventures, and they may speak, read and/or write fluently in it. Your character’s race will determine what default languages they know, and each may pick one to three additional languages (based on their race, to a maximum of four) that they’ve learned in their lives. In addition to these languages, some may be learned as part of a class feature (such as Thieves’ Cant for rogues.) It is assumed that most people are speaking in common when it is not otherwise stated. The known languages are;

- | | | |
|------------|---------------|------------------|
| ● Common | ● Orc | ● Minotaur |
| ● Dwarvish | ● Abyssal | ● Sylvan |
| ● Elvish | ● Celestial | ● Undercommon |
| ● Gnomish | ● Draconic | ● Gnoll |
| ● Halfling | ● Deep Speech | ● Gith |
| ● Giant | ● Infernal | ● Druidic * |
| ● Goblin | ● Primordial | ● Thieves Cant * |

* Druidic and Thieves’ Cant cannot be learned except through class features.

Leveling Up

Player characters (PCs) will gain 1 experience point (XP) once per day on the sim. PCs may also gain 1 XP per dungeon or event run by a DM (to a maximum of an additional 1 XP per 2 weeks.) The number of total XP required for the next level will increase as you level up. So for example: a level 1 player logs in 8 days in a row, they would hit level 2. They would have to login 11 more days (or 10 days and attend an event), in order to reach 19 XP and hit level 3.

Total accumulated required XP by level below:

Level 2 - 8 XP
Level 3 - 19 XP
Level 4 - 33 XP
Level 5 - 50 XP
Level 6 - 70 XP

Level 7 - 93 XP
Level 8 - 119 XP
Level 9 - 148 XP
Level 10- 180 XP

Breaking or Entering Etiquette

Attempting to break, or bypass, into a locked area, or chest, will require a DM presence to oversee the actions. The DM will act as an independent arbiter of the situation to ensure fairness for all parties and enforce the level of difficulty. (See the lock table for the list of associated difficulties.)

You are allowed to make only one Dexterity (Sleight of Hand) roll for this attempt; if you fail, its assumed you botched the attempt or are simply not skilled enough to break the lock, and no other involved characters may attempt it (if more than one character is involved, they may provide helpful spell effects and/or aid on the first attempt.) Those involved may not re-attempt to lockpick for 24 hours. If you succeed, you must notecard and send the roleplay to the owner of the roleplay involving the lock and their private property.

An owner of locked property may cast (or ask another to cast) Arcane Lock on their doors or chest. A titler should be set to clearly denote that the object has been affected by this spell, and the DC to force or pick the lock will therefore increase by 10. A DM must be present when casting Arcane Lock on an object. *(Note: remember that Arcane Lock can be dispelled, if done this must be part of the notecarded roleplay in the lockpick attempt.)*

Location	Type	Object	Difficulty Check
Anywhere	Faction Stronghold	Door	25
Anywhere	Faction Stronghold	Locked Container	24
Castle Ward	Business	Door	23
Castle Ward	Business	Locked Container	22
Castle Ward	Home	Door	22
Castle Ward	Home	Locked Container	21
Dock Ward	Business	Door	21
Dock Ward	Business	Locked Container	20
Dock Ward	Home	Door	20
Dock Ward	Home	Locked Container	19
Downshadow	Business	Door	19
Downshadow	Business	Locked Container	18
Downshadow	Home	Door	18
Downshadow	Home	Locked Container	17

Long Rest

A long rest requires a PC to have been outside of combat for 4 hours. It is a period of extended downtime, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting spells, or similar adventuring activity—the characters must begin the rest again to gain any benefit from it. At the end of a long rest, a character regains all lost HP and spell slots. A player may only click the long rest button once every 4 hours (this is regulated by the HUD).

Magical Weapons

Any ability, feature or spell that references a magical weapon (or making a non-magical weapon to be considered to be magical) is relevant for overcoming resistances and immunities to non-magical weapons. It does not alter the weapon's damage type (for instance, you are not suddenly dealing a non-existent "magical" damage type instead of "physical") and it does not allow you to ignore resistances related to your weapon's damage type. (Unless explicitly stated, such as written in *Stoneskin*.)

Example: Player A imbues their non-magical spear with *Enhanced Weapon*, and attacks a creature with resistance to physical damage and non-magical weapons. Their damage output is not affected by the non-magical weapon resistance, but it is affected by the physical resistance.

Opportunity Attack

In a fight, everyone is constantly watching for a chance to strike an enemy who opens themselves or is passing by. Such a strike is called an **Opportunity Attack**.

You can make an **Opportunity Attack** when a hostile creature that you can see (one whose not invisible or hiding) moves out of **Close Range** (within 3m) from you. To make the **Opportunity Attack**, you may take a **Reaction** to make one **Melee Attack** or **Unarmed Attack** against the provoking creature.

Your **Opportunity Attack** and **Reaction** post will happen as soon as the provoking creature moves out of **Close Range**, necessarily interrupting the provoker's turn with your action. (Example: if Player A's turn was to move out of **Close Range** from Player B and then **Cast a Spell**, but they got hit by an **Opportunity Attack** that knocked them unconscious, they would by necessity not be able to perform that next action.)

You can avoid provoking an **Opportunity Attack** by taking the **Disengage Action**. You also don't provoke an **Opportunity Attack** when you teleport or when someone or something moves you without using a **Movement Action** or **Bonus Action**. For example, you don't provoke an **Opportunity Attack** if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy or if you use a spell to yourself away.

Precasting Etiquette

Some spells and special abilities may allow you to create a weapon, buff or enchant an item. An individual can only have one precast spell at any given time. Outside of dungeons or events under a DM's guidance, spells eligible for precast must have a duration that lasts for at least one hour.

- Spells with a duration of 1 hour (Stone Skin, Barkskin, etc.) should be cast in the scene that you assume this spell might be used for and the appropriate spell slot consumed, otherwise it will not be acknowledged.
- Spells with a duration of 8 hours (Mage Armor) or that expire upon a long rest (Animate Objects, Conjure Animals, etc.) can be cast outside of a scene but should be mentioned in the titler and the appropriate spell slot consumed.
- Spells which persist between long rests (Find Steed, Find Familiar, etc.) do not count against precasting, and do not need a slot consumed, but must still be represented in a titler.

In all cases above, if you are using such a spell or ability in roleplay, you are required to do the following:

1. Fulfill the components requirements of the spell. So for example, if a spell requires that you utter some words and wave your hands, other players may notice this and react accordingly. You can attempt to mask these gestures, but that might require a stealth check. This requires a post, and other players may request to see for proof of the precasting.
2. You must represent the visual changes as best you can on your avatar. (For example, if I summoned a pack of cats, I would equip a cat companion to stand with my avatar.)
3. You must wear a titler that lists your precast spell. (For example, I could equip a titler that says "Precast: Conjure Animals", "Precast: Repeating Shot" or "Crab Familiar".)

Saving Throws

A saving throw—also called a save—represents an attempt to resist a spell, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw. A saving throw

can be modified by a situational bonus or penalty and can be affected by advantage or disadvantage, as determined by the DM. **Important:** If you are targeted by another player for a spell effect or hostile action, any associated saving throws will be automatically done for you by the HUD.

Each class gives proficiency in at least two saving throws. The wizard, for example, is proficient in Intelligence saves. As with skill proficiencies, proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular ability score. Some monsters have saving throw proficiencies as well.

The Difficulty Class (DC) for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a spell is determined by the caster's spellcasting ability and proficiency bonus.

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect. To succeed at a saving throw means that your roll either exceeded or was equal to the difficulty check.

Short Rest

A short rest is a period of downtime, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds. If the PC's HP was above 0, they will regain HP equal to $1d20 + \text{CON modifier}$ (to a maximum of half their total HP). A player may only click the short rest button once every 20 minutes (this is regulated by the HUD).

Spell Level

Every spell has a level from 0 to 9. A spell's level is a general indicator of how powerful it is. Cantrips, simple spells that characters can cast almost by rote, are considered to be spell level 0. The higher a spell's level, the higher level a spellcaster must be, and this does not necessarily correlate with their character's level. For example, a level 2 wizard cannot cast a level 2 spell yet. (Please see your class' level-up table for more information!)

Summonable Creatures

Some spells or abilities will allow you to summon or create a creature. A creature is different from summonable minions, and provides a more reliable backup on the battlefield to their summoner. Each individual summoned creature should be

represented by their own model. You may choose where to summon your creature anywhere within the 20m battlefield (unless otherwise specified in the spell or ability) and they must remain within 20m of their summoner. A creature will act during their summoner's turn, before their summoner has completed their actions. So in effect, a creature will not act during the round they are first summoned (unless otherwise specified in the spell or ability).

A summoned creature treats damage the exact same way a player does. If you know how combat works for a player character, then you know how it works for a summoned creature. They have their own pool of HP and have statistics as described in their associated summon spell or ability.

Summonable Minions

Some spells or abilities will allow you to summon or create minions. A minion is different from a summonable creature, in order to speed up combat and to better represent a mob of faceless creatures. All minions are represented by a single model, and for each wound received will reduce a number from that stack. (So for example, a player summons 8 lesser demons: they would use a single model to represent the position of those 8 lesser demons. As hits are received, the number of minions the stack represents will reduce. This eases the amount of labor involved in managing the position of 8 separate minion creatures.) You may choose where to summon your creature anywhere within the 20m battlefield (unless otherwise specified in the spell or ability) and they must remain within 20m of their summoner. Minions act during their summoner's turn, before their summoner has completed their actions. So in effect, a minion will not act during the round they are first summoned (unless otherwise specified in the spell or ability).

Minions take no damage from missed attacks or any damage that has been halved from a successful save, even if an attack that missed normally deals damage on a miss. A minion, however, is outright defeated whenever it is hit and takes any amount of full damage. They have no HP, but they do have statistics as described in their associated summon spell or ability.

Temporary Hit Points

Some spells and special abilities may grant a creature temporary hit points (HP). These are not to be confused with actual HP; they are a buffer against damage, a pool of HP that protects you from injury. When you have temporary HP and take damage, your temporary HP will be lost first. Then any leftover damage will affect

your pool of normal HP. So for example: you have 5 temporary HP and you are struck for 7 damage. You'll lose the 5 temporary HP and then take 2 damage to your normal HP pool.

Temporary HP can exceed your maximum normal HP pool, but they may not be healed by spells or abilities. Temporary HP also does not stack between effects. A lost temporary HP is lost forever, and may only be replaced by temporary HP granted by a different spell or ability. Unless otherwise specified, temporary HP always expires once you take a long rest.

Travel Time

As described in Turns & Rounds above, since a single round is only 6 seconds then we must ensure to respect the amount of time it would take to travel between districts and areas. If I were to share a secret with Jack in the noble district, and he were to walk to Downshadow to report that conversation to Jill: there would be a time lapse of several hours of travel time that should be assumed to have occurred in-character. This will come down to everyone to properly enforce, please be responsible and respectful of your fellow players.

Turns & Rounds

Each round is made up of one turn per character (and potentially per monster group, in the case of DM events) involved in the combat. Once each character (and/or monster groups) have taken their turn, the round is over and a new one begins. An entire round is approximately 6 seconds, with your character acting within that 6 second window on their turn. This time window applies in both combat and in roleplay outside of combat.

Unseen Attackers and Targets

Combatants often try to escape their foes' notice by hiding, casting the invisibility spell, or lurking in darkness.

When you attack a target that you can't see, you have **disadvantage** on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see.

You cannot attempt to attack a creature that you've not been made aware of. (Example, if a rogue has entered a combat with the **hidden** condition and has done nothing to reveal themselves, you are not aware of their presence. You may always

attempt a Search action in these instances. But to be absolutely clear: if they have performed an action that had revealed them in this combat and then hid again, such as attacking and then performing the hide action, you are now aware of them. You may attempt to attack them with disadvantage.)

When a creature can't see you, you have **advantage** on attack rolls against it. If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses and are no longer hidden.

Combat

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes the chaos of combat into a cycle of rounds and turns. A round represents about 6 seconds in the game world. During a round, each participant in a battle takes a turn. The order of turns is determined at the beginning of 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.

Rules

1. The max ratio of player combatants in any encounter is 2:1, however, if it is an unbalanced fight, the side with the lower combatant count can have reinforcements join in to shift the ratio to 1:1.

(Example: a lone player is jumped by two attackers. A passerby sees this and decides to join the fight to aid the lone player. The fight is now locked with its combatants at a 1:1 ratio.)

2. Once the combat banners are set and the ratio is locked at 1:1, latecomers cannot join the fight. If one of the player characters **Flees** (or otherwise leaves the combat) after the ratio locks at 1:1, new combatants may not join the fight to try and balance the ratio again.

(Example: a lone player who was joined by the passerby decides to **Flee**. They abandon their new ally to face the 2 attackers alone. No one else can step in to assist the passerby who has put themselves in that precarious position.)

3. Players must be within the same district at the start of the conflict to join the fight and participate. You may not call for friends to rush in from other districts and/or cities.
4. Players that log into an active combat scenario must move out of chat range to allow the fight to conclude without it being bogged down by bodies and random chatter.

5. No fight can have more than 5v5 in a single encounter unless it is a DM guided event. This includes major attacks against other territories and factions. (Please contact a DM or admin if a fight might occur with more than 10 players!)
6. All large-scale combat scenarios, such as taking over a territory, should be organized in advance to permit both sides to mount proper numbers to make the battle worthwhile for all players involved. The staff requires 24 hours' notice in this regard.

Flow of Combat

1. Establish Positions

The scene determines what positions your character will be in when combat starts. **(IMPORTANT: once you have joined a battle, you are no longer allowed to move unless stated during your turn!)**

2. Determine Initiative

Everyone involved in the combat encounter clicks on the combat banner which will roll your initiative, determining the order of combatants' turns.

3. Check Hidden

The players determine via rolls whether anyone involved is entering combat successfully with the **hidden** condition.

4. Take Turns

Each participant in the battle takes a turn in initiative order.

5. Begin the Next Round

When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

6. End of Combat

If combatants agree to cease fighting or one side has either been knocked unconscious, surrendered or fled, combat ends.

And that's the basics of combat! These steps are further defined below.

1. Establish Positions

IMPORTANT: once you have joined a battle, you are no longer allowed to move unless stated during your turn!

The scene determines what positions your character will be in when combat starts. Work out where you are in chat range, stand still, or go wherever your character would have been in-world before the battle begins. A character is only considered to be present if they have posted into a scene.

2. Determine Initiative

The initiator of the combat scene will drop a combat banner via the HUD. Everyone involved in the combat encounter clicks on the combat banner which will add your name and roll your initiative (as a Dexterity check), determining the order of combatants' turns. If involved, the DM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.

The combatants will be ranked in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, then the creature with the higher Dexterity will go before the other combatant. If another tie occurs, the HUD will determine who gets to first by rolling a separate Dexterity check. The winner of that check goes before the other combatant.

3. Check Hidden

This step must be done manually and cannot be skipped over without discussion. The players, or DM if present, determine who might be hidden. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the players or DM compares the Dexterity (Stealth) checks of anyone hiding against the Wisdom (Perception) check of each creature on the opposing side.

A player may only enter combat with the **hidden** condition if they were not known to hostile combatants before it began. Further to this, a character who successfully enters combat while **hidden** are **not** known to hostile characters until they reveal themselves through an action that would break their stealth. Once revealed, for any reason, a character is known and may be targeted even if they regain the hidden or

invisible status. (See Unseen Attackers and Targets for more information.)

Example: Player A is a rogue whose initial post before combat describes them remaining stealthy while observing a secret meeting through a doorway. Player A rolls a Stealth check, and succeeds. All other players who wish to determine whether they can see Player A or not rolls a Perception check. If a combat is initiated and Player A joins in the combat banner, they are considered to enter combat with the **hidden** condition (because of the established post & successful stealth roll).

4. Take Turns

On your turn, you may take **1 Movement Action**, **1 Standard Action** and (potentially) **1 Bonus Action** and (potentially) **1 Reaction**. You may take these actions in any order. You can forgo moving, taking an action, or doing anything at all on your turn.

Standard Actions

Melee

Used in hand-to-hand or melee combat, these melee attacks allow you to attack a foe within your reach. You can only attack a target at **Close Range** (within 3m) and not at **Far Range** (outside 3m) from you.

Melee Attack

Uses your primary weapon to perform a melee attack, as a **Standard Action**. On a hit, the attack deals physical damage equal to your primary weapon plus your strength modifier (or dexterity modifier, if it is higher and you are using a finesse weapon).

Shove

Using your **Standard Action**, you may make a special melee attack to shove a creature. If you're able to make multiple attacks, this attack replaces one of them.

The target must be in **Close Range** and no more than one size larger than you. Instead of making an Attack roll, you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check. If you succeed, you may either knock it **prone** or push it away (3 meters) from you.

Improvised Attack

Uses an improvised weapon (any object you can wield in one or two hands, such as: broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin) as a **Standard Action**. On a hit, the attack deals physical damage equal to 1d4. (**Important:** Both melee and ranged versions of this attack use the same button on the HUD!)

Unarmed Attack

This is a punch, kick, head-butt, or similar forceful blow delivered by a body part as a **Standard Action**. On a hit, deals physical damage equal to 1 + your Strength modifier!

Grapple

When you want to grab a creature or wrestle with it, you may declare a Grapple action as a **Standard Action**. The target of your Grapple must be no more than one size larger than you and must be within **Close Range** (within 3m).

Instead of an Attack roll, you roll a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you subject the target to the **Grappled** condition (see conditions for more details). The condition specifies the things that end it, and you can release the target whenever you like (no action required). When you move, the Grappled creature moves with you and you may direct them precisely where to stand within 3m of you.

During its turn, a Grappled creature can use its **Standard Action** to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

Ranged

Used to fire a bow or a crossbow, hurl a handaxe, throw a chair in a bar fight or otherwise send projectiles to strike a foe at a distance. You can only attack a target at **Far Range** (outside 3m) and cannot attack targets at **Close Range** (within 3m).

Ranged Attack

Uses your primary weapon to perform a ranged attack as a **Standard Action**. On a hit, the attack deals physical damage equal to your equipped ranged weapon.

Improvised Attack

Uses an improvised weapon (any object you can wield in one or two hands, such as: broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin) as a **Standard Action**. On a hit, the attack deals physical damage equal to 1d4. (**Important:** Both melee and ranged versions of this attack use the same button on the HUD!)

Cast a Spell

Spellcasters such as wizards and clerics, as well as many monsters, have access to spells and can use those spells to great effect in combat as a **Standard Action** (unless otherwise specified as a **Bonus Action** or **Reaction**.) Every spell has a list of requirements, such as whether it is somatic (requires movements or gestures), verbal (requires spoken words), or requires a material component (such as dust or a feather). If hidden, casting a spell with a verbal component will break the hidden condition.

You may only cast 1 non-reaction leveled spell per turn. No matter if it is a bonus or standard action, or if you have multiple standard actions. You may however cast multiple cantrips, a leveled reaction spell and a leveled spell all in the same turn.

Dash

If you take the **Dash Action**, you focus on mobility. You spend a **Standard Action** and gain an additional **Movement Action** on your turn.

Disengage

If you take the **Disengage Action**, your **Movement Actions** or **Bonus Actions** don't provoke **Opportunity Attacks** for the rest of the turn.

Dodge

If you take the **Dodge Action**, you focus entirely on avoiding attacks. You spend a **Standard Action** and, until the start of your next turn, any attack rolls made against you have disadvantage if you can see the attacker, and you

make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or unable to take a **Movement Action**.

Help

You can lend your aid to another creature in the completion of a task as a **Standard Action**. When you take the **Help Action** on your turn, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that the creature makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within **Close Range** (within 3m of you). You feint, distracting the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

Hide

When you take the **Hide Action** during your turn as a **Standard Action**, you make a Dexterity (Stealth) check in an attempt to hide. In order to succeed, you must meet or exceed in a Dexterity (Stealth) check against any opponent involved in the combat's Wisdom (Perception) check. (All opponents must be given an opportunity to roll if they wish to detect the hiding person!) If any opponent detects you, the attempt has failed.

If you are damaged or perform a hostile action while hidden, you are revealed. If you manipulate an object or interact with a player (opening a door, pulling a lever, picking up a book) while hidden, you must re-perform a Dexterity (Stealth) check against any opponent who wishes Wisdom (Perception) check.

If you succeed, then you are considered hidden and would gain advantage on your next attack against a creature who is not aware of you. (See Unseen Attackers and Targets for more details.) This means that even if you're standing in a barren desert, you can take the **Hide Action**: whether or not you have anything to realistically hide behind is a narrative decision, be reasonable and cooperative with your fellow roleplayers.

Search

When you take the **Search Action** on your turn as a **Standard Action**, you devote your attention to finding something. Depending on the nature of your search, the DM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check. A player may determine that they are

attempting to search for a hidden enemy, in which case they would do a Wisdom (Perception) check. In order to successfully reveal a hidden creature, your Wisdom (Perception) check must beat their last Dexterity (Stealth) check.

Use an Object

You normally interact with an object while doing something else, such as when you draw a sword as part of a **Melee Attack**. When an object requires your action for its use, you take the **Use an Object Action** on your turn as a **Standard Action**. This action is also useful when you want to interact with more than one object.

Flee

On your turn, you may attempt to **Flee** from combat as a **Standard Action**. Roll a 1d20 (**no ability score modifiers!**), you are considered to have successfully fled on a 15+. This action can only be taken by a PC who is able to move. (**Important:** some conditions such as unconscious, stunned, restrained, prone, petrified, paralyzed, incapacitated or grappled will prevent you from being able to **Flee!**)

You gain advantage if you have taken no hostile actions (specifically actions that would have a negative effect such as blind, grapple or paralyze, or would cause damage) during this combat.

If you have taken no hostile actions, you may attempt to **Flee** automatically without cost after succeeding an escape or saving throw from a condition that prevented movement. (For example: Player A grapples Player B. Player B fails, and is grappled. Player B succeeds in an attempt to escape on their turn: they may attempt to **Flee** immediately despite having spent their **Standard Action** on the attempt to escape the grapple. This prevents someone from being held in a control effect loop forever!)

If a PC is reduced to 0 HP before they had a single turn, they may attempt a **Flee Action** immediately. If they succeed, they are set to 1 HP and may treat it as a successful **Flee Action**.

Movement Actions

On your turn, you may spend your **Movement Action** to move up to 20m once. You must complete the movement per **Movement Action** spent either before or after performing another action. There are two distance measurements that are important

to most actions in relation to another PC: **Close Range** and **Far Range**. To be within 3m of another PC is **Close Range**, and any other distance is **Far Range**. Other actions such as climbing, swimming, crawling, jumping or standing up from being prone may also cost you a **Movement Action**. (For example: a PC stands before a large gap. They may attempt to jump across the gap, but they will not be able to move any further once successfully landing as the jump cost them their **Movement Action**.)

Bonus Actions

Important: You don't have anything to use your **Bonus Action** by default.

Various class features, spells, and other abilities let you take an additional action on your turn called a **Bonus Action**. The Cunning Action feature in the Rogue class, for example, allows you to take a **Bonus Action**. You can take a **Bonus Action** only when a special ability, spell, or other feature of the game states that you can do something as a **Bonus Action**.

You can take only one **Bonus Action** on your turn (unless otherwise contradicted by a special ability), so you must choose which **Bonus Action** to use when you have more than one available.

You choose when to take a **Bonus Action** during your turn, unless the **Bonus Action's** timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a **Bonus Action**.

Offhand Melee Attack

If you are wielding two weapons (shields are not a weapon), you may perform an offhand melee attack as a **Bonus Action**. On a hit with this weapon, the attack deals physical damage equal to your offhand weapon (without any modifiers, unless you have the Two Weapon Fighting Style).

Reactions

Certain special abilities, spells, and situations allow you to take a special action called a **Reaction**. A **Reaction** is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The **Opportunity Attack**, described elsewhere in this section, is the most common type of **Reaction**.

When you take a **Reaction**, you can't take another one until the start of your next turn. All **Reactions** must take place at the end of another player's turn if reacting to

their action. If it is your turn, you can use your **Reaction** in any order, whenever eligible.

Other Activity on Your Turn

Your turn can include a variety of flourishes that require neither your **Standard Action** nor your **Movement Action**. Your PC can communicate however they are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

If you want to interact with a second object, you need to use your **Standard Action**. Some magic items and other special objects always require an action to use, as stated in their descriptions.

The DM might require you to use a **Standard Action** for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the DM could reasonably expect you to use a **Standard Action** to open a stuck door or turn a crank to lower a draw-bridge.

5. Begin the Next Round

When everyone involved in the combat has had a turn, the round ends. If a PC is dropped to 0 HP then they are knocked unconscious (see the entry on Unconscious below for more details). Repeat step 4 until the fighting stops. If the fighting has stopped because the combatants agreed to cease fighting or one side has either been knocked unconscious, surrendered or fled, or any combination of the above, then move onto step 6: End of Combat.

6. End of Combat

At the end of combat, you must resolve the fate of each fallen combatant. Anyone who has successfully fled must have left the combat scene, and immediate area, after the end of their turn. and the PC who defeated them is responsible for determining their fate once combat has been resolved. Their options are:

- To capture the PC (see the entry on Capture below for more details)
- To release the PC
- To kill the PC (see the entry on Death below for more details)

(Player killing is **strictly** monitored and **requires specific criteria!**)

Unconscious

If any damage reduces a PC to 0 Hit Points, it has failed to outright kill them but they must fall Unconscious (see conditions for more details.) You cannot gain HP or be brought back into the combat scene (unless an ability specifies otherwise, such as a healing spell like cure wounds restoring HP.)

If a PC delivered the final blow, their fate is determined by the PC who knocked them unconscious as described above in the section on the End of Combat.

Important: If a PC is reduced to 0 HP before they had a single turn, they may attempt a **Flee Action** immediately. If they succeed (15+), they are set to 1 HP and may treat it as a successful **Flee Action**. (See the **Flee Action** for more details.)

If an NPC (during a DM event or dungeon, for example) delivered the final blow, you must attempt Death Saving Throws as described in the section below.

Death Saving Throws

Whenever a PC starts their turn with 0 HP, they must make a Special saving throw, called a death saving throw, to determine whether they creep closer to death or hang onto life. Unlike other Saving Throws, this one isn't tied to any ability score. Your character is in the hands of fate now, aided only by Spells and features that improve their chances of succeeding on a saving throw.

Roll 1d20: If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any Hit Points or become stable. (**Important:** any PC or NPC can perform a Medicine check to stabilize a dying character!)

Rolling 1 or 20: When a PC makes a death saving throw and rolls a 1 on 1D20, it counts as 2 failures. If they roll a 20 on 1D20, they regain 1 hit point and immediately stabilize.

Damage at 0 Hit Points: If a PC takes any damage from an NPC while they have 0 HP, they suffer a death saving throw failure. If the damage

is from a critical hit, they suffer 2 failures instead. If the damage equals or exceeds their hit point maximum, they suffer Instant Death.

Death

The goal of most D&D campaigns is to take a group of adventurers on an exciting quest to reach a common goal. It does not often take into account player vs. player (PvP) encounters being a regular occurrence, especially with player killing (PK) as an option. Due to the nature of the environment we are creating, PvP and PKs are inevitable. It is our goal to try and encourage PKing as a final resort method, but sometimes it is necessary to prevent players from being stuck in an unending conflict. As such, these are the following rules and requirements for PK.

Death requires build up in roleplay and it must be justified. Build-up requires time, this means no one can walk up to you and murder you for no reason. (You **can** hire an assassin, but you still must meet the criteria and the assassin must accept the potential in-character consequences as well.) You must meet one of the following specific criteria:

- Was it in response to a heinous crime (rape, murder or maiming) committed against your character? Or against your character's family or a loved one?
- Was it in self-defense after being attacked with lethal intention first? (A serial killer who swears to murder you next, and not a thug who tries to mug you in the alleyway.)
- Are you mortal enemies? (A series of near-lethal encounters, a character who plots your death, characters who cannot escape the inevitable mortal cost of their continued rivalry.)

In addition to the above, you must ask yourself:

- Did you offer them a way out, and yet they still refused?
- Were they warned? Was it clear that you would kill them if they persisted?

No matter if the above is true, you must also meet the following requirements:

- Are you willing to accept the in-character consequences for killing this character?

High level characters (level 6 and above) are not being given any current concessions if their character is killed off. There are 2 character slots on the

HUD for this very reason. It is assumed most high level players will have a mid-to-low level secondary character in play that can become their primary focus.

A high level death can also be reversed through resurrection so the permanent killing off of the character is at the player's discretion for most circumstances.

Resurrection

A resurrection requires several steps in order to be permitted and will not be a simple process. Players who have been killed can be resurrected by any character who has the appropriate resurrection spell after the following steps have been taken:

- The body has been recovered.
- If the body was dismembered, burned or destroyed, they will have to find remains to reconstruct the body with a spell (Repose). Ash from burned bodies is acceptable for this process.
- A resurrection crystal has been obtained via a DM-led event. (This crystal has a decay rate and will disintegrate after 1 week.)
- No quantity of diamond can replace the crystal.

Once the player has been resurrected, they will suffer memory loss forgetting all events 24 hours prior to their death. Newly-revived players are also weakened and cannot participate in combat or other strenuous moves within the game. The only **Standard Action** that revived players can perform in combat is **Flee** during their recovery period (which lasts for 48 hours after being resurrected.)

There are several intense scenarios that have the possibility of being played out in Chronicles of Waterdeep. As such, the following guidelines have been created to assist in players understanding what we; the administration, will require to have in place for these specific scenarios:

Capture

No one may capture another player and 'forget' about them. This means you may not capture someone then isolate them and revoke their right to participate in role play exclusively.

Characters that are put in this position may contact a moderator to determine if they've been abandoned or ignored. This is measured by there being an excess of more than one hour of no role play for the captive, within reason.

Exceptions include captors who arrange to go offline and provide the captive with a public place to be held prisoner so other members of the captor's faction can engage them in roleplay, or players who mutually agree to continue the capture RP when they can both be online again.

Captives cannot magically escape if they are receiving role play from their captor, or the group that is holding them prisoner.

Players can only take one person as a captive from each engagement they participate in. Example: in a 5v5, the tabaxi group is defeated by the human group. Each human can take one tabaxi as a prisoner if they desire. No single human can take all 5 kitties home with them.

Captives cannot use Instant Messages (IMs) or OOC chat, such as Discord or SecondLife group chats, to call for help to rescue them before they are taken away. No one has cellular phones in Waterdeep.

If a player feels they have been unfairly captured or that there is an OOC ulterior motive that they are not ok with, they may contact a Moderator to review the situation.

Rescue

Rescues cannot be made until players have roleplayed discovering clues as to when or where a victim was taken. No single person can magically know it has happened without a witness or proper investigative roleplay. (This step takes a minimum of 24 hours to discover enough evidence to attempt a rescue.)

No player or group may purposely wait for the captors to log off to rescue with zero conflict or engagement whatsoever. Any stealthy rescues also need to be performed with active players nearby who can then roll a chance to discover what is happening.

Spells

Every class has access to their own (mostly unique) list of spells. The full description for each spell and a definition for every term used is available below.

Schools of Magic

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells are universal, belonging to no school.

Abjuration

Spells that protect, block, or banish. An abjuration specialist is called an abjurer.

Conjuration

Spells that bring creatures or materials to the caster. A conjuration specialist is called a conjurer.

Divination

Spells that reveal information. A divination specialist is called a diviner. Unlike the other specialists, a diviner must give up only one other school.

Enchantment

Spells that imbue the recipient with some property or grant the caster power over another being. An enchantment specialist is called an enchanter.

Evocation

Spells that manipulate energy or create something from nothing. An evocation specialist is called an evoker.

Illusionist

Spells that alter perception or create false images. An illusion specialist is called an illusionist.

Necromancy

Spells that manipulate, create, or destroy life or life force. A necromancy specialist is called a necromancer.

Transmutation

Spells that transform the recipient physically or change its properties in a more subtle way. A transmutation specialist is called a transmuter.

Universal

Not a school, but a category for spells that all wizards can learn. A wizard cannot select universal as a specialty school or as a prohibited school. Only a limited number of spells fall into this category.

Component

A spell's components are the physical requirements you must meet in order to cast it. Each spell's description indicates whether it requires Verbal (V), Somatic (S), or Material (M) Components. If you can't provide one or more of a spell's components, you are unable to cast the spell.

Target

Every spell has a target requirement. If you can't see the target or meet the requirement, you can't cast the spell. Self means you can target only yourself. Any means you can target any visible creature. Object means you can target any visible object.

Range

Every spell has a range requirement. If you can't meet the range requirement, you can't cast the spell. **Close Range** means within 3m of the target, **Far Range** means outside of 3m but within 20m, and **Any Range** means within 20m (which is the limit of combat range).

Cast Time

Every spell has a cast time (or duration) specified. Instant means it happens right away as it is cast. Concentration requires the caster to focus on the spell for it to continue, without being interrupted. A PC may do any action, other than cast another spell that requires concentration, while concentrating on a spell. That spell does not require additional actions to be spent to maintain the effect but it may be broken if you take damage, see the section on Concentration for more details. Ritual means it

is a non-combat spell that requires a lengthy ritual with preparation to produce the effect. Reaction (“Trigger Condition”) means that you can cast this spell instantly as a **Reaction** to a set of conditions.

Saving Throw

Some spells have a saving throw that the target may have to perform. If they succeed the roll of the specified ability, the target takes half damage instead or ignores the control effect. Some spells have more detailed effects in their description that occur based on save or failure.

Spell Tables

Cantrip Spells

Name	Effect	School	Component	Target	Range	Cast Time
Acid Splash	Target a creature they must succeed in a Dexterity saving throw or take 1d6 acid damage. You may also hit an additional creature within Close Range (within 3m) of the target. (2d6 damage instead at 5th level.)	Conjuration	V, S	Any	Close	Instant
Bolt	Target a creature and roll your spell attack. On a successful hit, deal 1d10 fire or lightning damage. (2d10 damage instead at 5th level.)	Evocation	V, S	Any	Far	Instant
Booming Blade	As part of the action used to cast this spell, you must make a Melee Attack with a weapon against one creature, otherwise the spell fails. On a hit, the target suffers the attack's normal effects. If the target willingly moves before your next turn, it immediately takes 1d8 thunder damage, and the spell ends. (The melee attack deals an extra 1d8 thunder damage and the target takes 2d8 thunder damage for moving instead at 5th level.)	Evocation	V, S	Self	Close	Instant
Chill Touch	Target a creature and roll your spell attack. On a successful hit, deal 1d8 necrotic damage, target cannot be healed until end of target's next turn. (2d8 damage instead at 5th level.) If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.	Necromancy	V, S	Any	Far	Instant
Dancing Lights	You may create up to four torches that hover in the air around you or up to four different visible targets within 20m. They must each follow their respective target and cast a 3m radius light. Anyone within the effect rolls disadvantage on Dexterity (Stealth) checks. As a Bonus Action , you may move the lights to a new visible target within 20m. You may only have one instance of Dancing Light at a time.	Evocation	V, S, M (phosphorus or glow worm)	Any	Any	Concentration
Druidcraft	- create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. - instantly make a flower blossom, a seed pod open, or a leaf bud bloom.	Transmutation	V, S	Any	Any	Instant

	<p>- create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 1m cube.</p> <p>- instantly light or snuff out a candle, a torch, or a small campfire.</p>					
Eldritch Blast	<p>Target a creature and roll your spell attack. On a successful hit, deal 1d10 force damage.</p> <p>The spell creates more than one beam when you reach higher levels: two beams at 5th Level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.</p>	Evocation	V, S	Any	Any	Instant
Friends	<p>While you concentrate, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p>	Enchantment	S, M (makeup)	Any	Close	Concentration
Guidance	<p>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. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p>	Divination	V, S	Any	Close	Concentration
Minor Illusion	<p>You may create a Minor Illusion: a sound or silent image of an object no larger than a 3m cube within 20m that lasts for 1 minute (or 10 rounds), or until the illusion is dispelled. It cannot produce light, smell or any other sensory effect.</p> <p>A creature that uses its Standard Action to examine the illusion can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. 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.</p>	Illusion	S, M (fleece)	Any	Any	Instant
Infestation	<p>Target a visible creature, that creature must succeed on a Constitution saving throw. If they fail, they suffer 1d6 poison damage. Also the target moves 3m in a</p>	Conjuration	V, S, M (flea)	Any	Any	Instant

	direction of your choice. This movement doesn't provoke Opportunity Attacks , and if the direction is blocked, the target doesn't move. (2d6 damage instead at 5th level.)					
Light	Target a visible creature or object. Target gains a 10m radius light, and anyone within the effect rolls disadvantage on Dexterity (Stealth) checks. You may only have one instance of light at a time.	Evocation	V, M (firefly or moss)	Any	Close	Instant
Mage Hand	Move or manipulate a non-magical object within 20m. The hand can't attack, activate magic items, or carry more than 10 pounds. You may use your Standard Action to perform actions with this hand. This effect lasts for 1 minute (10 rounds in combat).	Conjuration	V, S	Object	Any	Instant
Mending	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 clack, 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.	Transmutation	V, S, M (two lodestones)	Object	Close	Instant
Message	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.	Transmutation	V, S, M (copper wire)	Any	Any	Instant
Poison Spray	Target a visible creature, they must succeed in a Constitution saving throw or take 1d12 poison damage. (2d12 damage instead at 5th level.)	Conjuration	V, S	Any	Any	Instant
Prestidigitation	<ul style="list-style-type: none"> - create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. - instantaneously light or snuff out a candle, a torch, or a small campfire. - instantaneously clean or soil an object no larger than 1 cubic foot. - chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. - make a color, a small mark, or a symbol appear on an object or a surface for 1 hour. - create a non-magical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. 	Transmutation	V, S	Any	Any	Instant

	If you cast this spell multiple times, you can have up to three of its effects active at a time, and you can dismiss such an effect as an action.					
Produce Flame	<p>A flickering flame appears in your hand. Target a creature and roll your spell attack. On a successful hit, deal 1d8 fire damage. (2d8 damage instead at 5th level.)</p> <p>You may choose to not attack with the flame this turn. If you hold the flame, you gain a 10m radius light, and anyone within the effect rolls disadvantage on Dexterity (Stealth) checks. You may only have one instance of produce flame at a time. The effect ends if you attack with Produce Flame, or you may end the effect at any time during your turn.</p>	Conjuration	V, S	Any	Any	Instant
Ray of Frost	Target a creature and roll your spell attack. On a successful hit, deal 1d8 cold damage, target loses one Movement Action until the end of their next turn. (2d8 damage instead at 5th level.)	Evocation	V, S	Any	Far	Instant
Sacred Flame	Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. (2d8 damage instead at 5th level.) On a successful save, they take no damage.	Evocation	V, S	Any	Any	Instant
Shape Water	<p>You choose a visible area of water and that fits within a 3m cube. You manipulate it in one of the following ways:</p> <ul style="list-style-type: none"> - instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage. - cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour. - change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour. - freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour. <p>If you cast this spell multiple times, you can have no more than two of its effects active at a time, and you can dismiss such an effect as a Standard Action.</p>	Transmutation	S	Any	Any	Instant
Shillelagh	As a Bonus Action , the wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead	Transmutation	V, S, M (mistletoe,	Object	Close	Instant

	of Strength for the attack and damage rolls of Melee Attacks using that weapon, and the weapon's damage die becomes 1d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again, if you let go of the weapon, or if you take a long or short rest.		shamrock leaf)			
Shocking Grasp	Target a creature and roll your spell attack. On a successful hit, deal 1d8 lightning damage and the target cannot take Reactions until the start of its next turn. (2d8 damage instead at 5th level.)	Evocation	V, S	Any	Close	Instant
Spare the Dying	You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.	Necromancy	V, S	Any	Close	Instant
Thaumaturgy	<ul style="list-style-type: none"> - your voice booms up to three times as loud as normal for 1 minute. - cause flames to flicker, brighten, dim, or change color for 1 minute. - cause harmless tremors in the ground for 1 minute. <p>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.</p> <ul style="list-style-type: none"> - you instantaneously cause an unlocked door or window to fly open or slam shut. - you alter the appearance of your eyes for 1 minute. <p>If you cast this spell multiple times, you can have up to three of its effects active at a time, and you can dismiss such an effect as an action.</p>	Transmutation	V	Any	Any	Instant
Vicious Mockery	Target a visible creature, the target must make a Wisdom saving throw. On a successful hit, deal 1d4 psychic damage, the target has disadvantage on their next attack roll. (2d4 damage instead at 5th level.)	Enchantment	V	Any	Any	Instant

1st Level Spells

Name	Effect	School	Component	Target	Range	Cast Time
Absorb Elements	<p>As a Reaction before you suffer acid, cold, fire, lightning or thunder damage, gain resistance to that type of damage until the start of your next turn. If you are hit by a melee attack before then, the attacker takes an extra 1d6 damage of the previous damage type, and the spell ends.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.</p>	Abjuration	S	Self	Close	Reaction (acid, cold, fire, lightning or thunder damage)
Animal Friendship	<p>This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends. The effect lasts for 1 day, but you may only have 1 animal charmed at a time.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st. The creatures must be within 6m of each other when you target them.</p>	Enchantment	V, S, M (food)	Any	Far	Instant
Armor of Agathys	<p>May be cast as a Reaction when combat starts or as a Standard Action on your turn. You gain 5 temporary hit points and if a creature hits you with an attack while in Close Range (within 3m) while you have these hit points, that creature takes 5 cold damage. This effect lasts for 1 hour.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot.</p>	Abjuration	V, S, M (water)	Self	Close	Reaction (combat starts) or Instant
Arms of Hadar	<p>All creatures in Close Range (within 3m) take 2d6 necrotic damage and can't take reactions until its next turn. On a successful Strength saving throw, the creature takes half damage, but suffers no other effect.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.</p>	Conjuration	V, S	Self (AoE in a 3m radius)	Close	Instant

Beast Bond	You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. Until the spell ends, the link is active while you and the beast are within line of sight of each other. While the link is active, the beast gains advantage on attack rolls against any visible creature within Close Range (within 3m) of you. This effect lasts for 10 minutes (or 100 rounds in combat.)	Divination	V, S, M (fur)	Any	Close	Instant
Bless	You bless up to three creatures of your choice. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the Attack roll or saving throw. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken. At Higher Levels . When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.	Enchantment	V, S, M (holy water)	Any	Any	Concentration
Catapult	Target a visible creature and fling a 1 to 5 lbs object in a straight line at it. The target must make a Dexterity saving throw. If it fails, it deals 3d8 physical damage. If it succeeds, it takes halved damage. At Higher Levels . When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.	Transmutation	S	Object	Any	Instant
Cause Fear	Target a visible creature, they must succeed on a Wisdom saving throw or they become frightened . It may re-attempt the Wisdom saving throw at the end of its turn to end the effect early. The effect lasts for 1 minute (10 rounds in combat) or until your concentration is broken. At Higher Levels . When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 20 meter of each other when you target them.	Necromancy	V	Any	Any	Concentration
Chromatic Orb	Target a visible creature and roll your spell attack. On a successful hit, deal 3d8 damage of the caster's choice: either acid, cold, fire, lightning, poison or thunder.	Evocation	V, S, M (diamond)	Any	Far	Instant

	At Higher Levels . When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.					
Color Spray	A dazzling array of flashing, colored light springs from your hand. Each creature (ignoring those who are unconscious or blinded) within 6m of you must make a Constitution saving throw. On a failed save, the creature is blinded until the end of your next turn.	Illusion	V, S, M (sand)	Self (AoE in a 6m radius)	Close	Instant
Command	<p>Target a visible creature and issue a one-word command. That creature must make a Wisdom saving throw and upon failure, suffers the effects described below.</p> <p>Approach: on target's next turn, it must move towards you by the shortest and most direct route, ending within Close Range.</p> <p>Drop: on target's next turn, it must drop whatever it is holding and ends its turn. It may pick up any dropped weapons or items for free next turn.</p> <p>Flee: on target's next turn, it must move as far away as possible from you and attempt a Flee Action.</p> <p>Grovel: on target's next turn, it must fall prone and ends its turn.</p> <p>Halt: the target doesn't move, and takes no actions on its turn.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 6m of each other when you target them.</p>	Enchantment	V	Any	Any	Instant
Compelled Duel	<p>You may cast this spell as a Bonus Action. You compel a visible creature into a duel. The target must then make a Wisdom saving throw. On a failed save, the creature is drawn to you and compelled by your divine demand.</p> <p>For the duration, it has disadvantage on attack rolls against creatures other than you.</p> <p>If you attack any other creature then the spell will end. If any of your allies attack the target, the spell will end. This spell lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p>	Enchantment	V	Any	Any	Concentration

Comprehend Languages	For the duration of 1 hour, 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.)	Divination	V, S, M (soot and salt)	Self	Close	Ritual
Cure Wounds	Heal a creature you touch for 1d8 + your spellcasting ability score modifier. This spell has no effect on undead or constructs. At Higher Levels . When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.	Evocation	V, S	Any	Close	Instant
Detect Evil and Good	You know if there is an aberration, celestial, elemental, fey, fiend, or undead within your district or area, as well as where the creature is located. Similarly, you know if there is a place or object within your district or area that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. This spell lasts for 10 minutes, or until your concentration is broken.	Divination	V, S	Self	Close	Concentration
Detect Magic	For the duration, you sense the presence of magic within 20 meters of you. If you sense magic in this way, you can use your Standard Action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. The aura lasts for 10 minutes or until your concentration is broken.	Divination	V, S	Any	Any	Concentration
Detect Poison and Disease	Sense the presence and location of poisons, poisonous creatures, and diseases within 20m of you. You also identify the kind of poison, poisonous creature, or disease in each case. The aura lasts for 10 minutes or until your concentration is broken.	Divination	V, S, M (leaf)	Self	Close	Ritual
Disguise Self	You make yourself- including your clothing, armor, weapons, and other belongings on your person- look different until you use your Bonus Action to dismiss it. 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	V, S	Self	Close	Instant

	<p>illusion is up to you. The effect lasts for 1 hour, or until the illusion is broken.</p> <p>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.</p> <p>To discern that you are disguised, a creature can use its Standard Action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.</p>					
Dissonant Whispers	<p>Target a creature, the target must make a Wisdom saving throw. On a fail, they take 3d6 psychic damage, lose their Reaction and must use their Movement Action to move as far away from you as possible on their turn. On a success, they only take half damage and do not have to move or lose any actions. Deafened creatures automatically succeed the saving throw.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.</p>	Enchantment	V	Any	Any	Instant
Divine Favor	<p>You may cast this spell as a Bonus Action. Until the spell ends, your Melee Attack Action deals an extra 1d4 radiant damage. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p>	Evocation	V, S	Self	Close	Concentration
Ensnaring Strike	<p>You may cast this spell as a Bonus Action. The next creature you attack with a Ranged Attack or Melee Attack Action must succeed on a Strength saving throw or be restrained by the magical vines until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away.</p> <p>While restrained by this spell, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that is within Close Range (or within 3m) of the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed. This effect lasts</p>	Conjuration	V	Self	Close	Concentration

	<p>for 1 minute (10 rounds in combat), or until your concentration is broken.</p> <p>At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.</p>					
Entangle	<p>Grasping weeds and vines sprout from the ground underneath a targeted creature.</p> <p>The target, and any creature within Close Range (within 3m) of the target, must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its Standard Action to make a Strength check against your spell save DC. On a success, it frees itself.</p> <p>This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken. When the spell ends, the conjured plants wilt away.</p>	Conjuration	V, S	Any (AoE in a 3m radius)	Any	Concentration
Expeditious Retreat	<p>You may immediately attempt to Flee, and you may now attempt to Flee as a Bonus Action on your turn for the duration of this spell. This effect lasts for 1 minute (10 rounds in combat).</p>	Transmutation	V, S	Self	Close	Instant
Faerie Fire	<p>Target a visible creature. Each object within 6m of the target is outlined in blue, green, or violet light (your choice). Any other creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. Targets gain a 10m radius dim light and rolls disadvantage on Dexterity (Stealth) checks.</p> <p>Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p>	Evocation	V	Any (AoE in a 6m radius)	Any	Concentration
Find Familiar	<p>You gain a familiar. You may only have one at a time, and it may be dismissed at will. Out of combat, a familiar may act as the eyes and ears of its master within 20m (using the caster's skills and ability scores.) A familiar will be instantly dismissed if it is reduced to 0 HP. A familiar does not become dismissed at short or long rests.</p> <p>Familiar: See Find Familiar Creatures. Cannot attack.</p> <p>Your familiar acts before you do, and may perform any</p>	Conjuration	V, S, M (charcoal, incense or herbs)	Self	Close	Instant

	<p>Standard Action using their own actions excluding attacks, as per the summonable creatures rules. As it's Reaction, your familiar may deliver a Close Range spell that you cast to a target within Close Range (within 3m) of the familiar if it is within 20m of you.</p>					
Guiding Bolt	<p>Target a creature and roll your spell attack. On a successful hit, deal 4d6 radiant damage. The next attack roll against the target (before the end of your next turn) has advantage.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.</p>	Evocation	V, S	Any	Far	Instant
Hail of Thorns	<p>You may cast this spell as a Bonus Action. The target of your Ranged Attack Actions, and each creature within Close Range (within 3m) of your target, must make a Dexterity saving throw. You deal 1d10 physical damage if they fail, and half damage if they succeed. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p> <p>At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st (to a maximum of 6d10).</p>	Conjuration	V	Self	Close	Concentration
Healing Word	<p>You may cast this spell as a Bonus Action. Heal a visible creature for 1d4 + your spellcasting ability score modifier. This spell has no effect on undead or constructs.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.</p>	Evocation	V	Any	Any	Instant
Hellish Rebuke	<p>After being damaged, you may cast this spell as a Reaction. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.</p>	Evocation	V, S	Any	Any	Reaction (any damage)
Heroism	<p>A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability score modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell. This</p>	Enchantment	V, S	Any	Close	Concentration

	<p>effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.</p>					
Hex	<p>As a Bonus Action, you place a curse on a visible creature. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also choose one ability (strength, wisdom, etc.): the target has disadvantage on those ability checks.</p> <p>If the target drops to 0 hit points before this spell ends, you can use a Bonus Action on a subsequent turn of yours to curse a new creature.</p> <p>A remove curse cast on the target ends this spell early. The spell effect lasts until combat ends.</p>	Enchantment	V, S, M (eye of newt)	Any	Far	Concentration
Hideous Laughter	<p>Target a visible creature, the target must make a Wisdom saving throw. On a fail, they become Prone and unable to stand for the duration. At the end of its turn, and with advantage each time it takes damage, the target can make another Wisdom saving throw. On success, the spell ends. The effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p>	Enchantment	V, S, M (tarts and feather)	Any	Any	Concentration
Hunter's Mark	<p>You may cast this spell as a Bonus Action. Target a visible creature within 20m. Whenever you hit that target with a Ranged Attack or Melee Attack Action, you deal an extra 1d6 physical damage. You also gain advantage on any kind of wisdom, perception or survival check related to this target. If the target's HP drops to 0, you may move the target to a different visible creature as a Bonus Action on your turn. This spell effect lasts for 1 hour, until the combat ends, or until concentration is broken.</p>	Divination	V	Any	Far	Concentration
Inflict Wounds	<p>Target a creature and roll your spell attack. On a successful hit, harm a creature you touch for 3d10 necrotic damage.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.</p>	Necromancy	V, S	Any	Close	Instant
Longstrider	<p>Touch a visible creature (may include yourself). They gain an extra Movement Action during their turn. This spell effect lasts for 1 minute (or 10 rounds in combat.)</p>	Transmutation	V, S, M (dirt)	Self	Close	Instant

	At Higher Levels . When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.					
Mage Armor	May be cast as a Reaction when combat starts or as a Standard Action on your turn. Your base AC becomes a 13 + DEX modifier for the duration. The spell lasts for 8 hours.	Abjuration	V, S, M (cured leather)	Self	Close	Reaction (combat starts) or Instant
Magic Missile	Target up to three visible creatures and split three separate missiles between them. Each missile automatically hits, and deals 1d4+1 force damage. At Higher Levels . When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.	Evocation	V, S	Any	Any	Instant
Sanctuary	As a Bonus Action , you ward a creature within 20m against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. 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, casts a spell that affects an enemy, or deals damage to another creature, this spell ends. Otherwise, the spell lasts for 1 minute or 10 rounds.	Abjuration	V, S, M (silver mirror)	Any	Any	Instant
Shield	As a Reaction after an attack roll is made targeting you, until the start of your next turn, you gain +5 bonus to AC, and are immune to damage from Magic Missile.	Abjuration	V, S	Self	Close	Reaction (targeted by an attack)
Shield of Faith	As a Bonus Action , a shimmering field appears and surrounds a creature of your choice, granting it a +2 bonus to AC for the duration. This spell lasts for 10 minutes or until your concentration is broken.	Abjuration	V, S, M (parchment)	Any	Any	Concentration
Sleep	This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 6m of the targeted creature (ignoring incapacitated creatures) are targeted. Starting with the creature that has the lowest current hit points. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit	Enchantment	V, S, M (sand, rose petals or cricket)	Any (AoE in a 6m radius)	Any	Instant

	<p>points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.</p> <p>Each creature affected by this spell falls unconscious until the spell ends (after 1 minute or 10 rounds in combat), the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.</p> <p>At Higher levels: when you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.</p>					
Thunderwave	<p>A wave of thunderous force sweeps out from you. Each creature within 6m of you must make a Constitution saving throw. On a failed save, deal 2d8 thunder damage. If they fail a Constitution saving throw, they are pushed 3m directly away. On a successful save, the creature takes half as much damage and isn't pushed.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.</p>	Evocation	V, S	Self (AoE in a 6m radius)	Close	Instant
Zephyr Strike	<p>You may cast this spell as a Bonus Action. Your Movement Actions do not provoke Opportunity Attacks. On your next attack only, you gain advantage and deal an extra 1d8 force damage on a Ranged Attack or Melee Attack Action. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p>	Transmutation	V	Self	Close	Concentration

2nd Level Spells

Name	Effect	School	Component	Target	Range	Cast Time
Aid	Choose up to three creatures within 20m. Each target's hit point maximum and current hit points increase by 5 for the duration. This spell lasts for 8 hours, or until you and the target creatures are separated by 20m. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.	Abjuration	V, S, M (white cloth)	Any	Any	Instant
Animal Messenger	Deliver a message via a tiny beast (squirrel, bird, etc.). You specify a location, which you must have visited, and a recipient who matches a general description, such as a man or woman dressed in the uniform of the town guard or a red-haired dwarf wearing a pointed hat. You may send a message of up to twenty-five words.	Enchantment	V, S, M (food)	Self	Close	Ritual
Arcane Lock	A DM is required for this spell. You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and creatures you designate when you cast this spell can open the object normally. You can also set a password that, when spoken within 3m of the object, suppresses this spell for 1 minute. Otherwise, it is impassable until it is broken or the spell is dispelled or suppressed. While affected by this spell the DC to break the object or pick any locks on it increases by 10.	Abjuration	V, S, M (gold dust)	Object	Close	Instant
Augury	A DM is required for this ritual. By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. Contact a DM, who chooses from the following possible omens: - weal, for good results - woe, for bad results - weal and woe, for both good and bad results - nothing, for results that aren't especially good or bad The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.	Divination	V, S, M (sticks, runes or bones)	Self	Close	Ritual
Barkskin	May be cast as a Reaction when combat starts or as a Standard Action on your turn. Your skin has a rough,	Transmutation	V, S, M (bark)	Any	Touch	Reaction (combat)

	bark-like appearance. Your AC can't be less than 16, regardless of what kind of armor it is wearing. The effect lasts for 1 hour.					starts) or Instant, Concentration
Beast Sense	You touch a willing beast. For up to an hour, you can choose to see through the beast's eyes and hear what it hears, and continue to do so until you decide to return to your normal senses.	Divination	S	Any	Close	Ritual
Blindness/Deafness	You can blind or deafen a foe. Choose a visible creature within 20m to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends. Otherwise the effect lasts for 1 minute (or 10 rounds in combat.) At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.	Necromancy	V	Any	Any	Instant
Blur	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. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.	Illusion	V	Self	Close	Concentration
Branding Smite	You may cast this spell as a Bonus Action . Your next successful Melee Attack Action deals an extra 2d6 radiant damage to the target, which becomes visible if it's hidden or invisible, and the target sheds dim light in a 3m radius and can't become hidden or invisible until the spell ends. This spell lasts for 1 minute (10 rounds in combat), or until your concentration is broken. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.	Evocation	V	Self	Close	Concentration
Darkness	Magical darkness spreads from you, and even spills around corners. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it. All creatures involved, including yourself, in the combat are engulfed in darkness and are blinded while inside its effect. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that	Evocation	V, M (bat fur, pitch or coal)	Self (AoE)	Close	Concentration

	created the light is dispelled. The spell effect lasts for 10 minutes, or until your concentration is broken.					
Detect Thoughts	<p>You can spend your Standard Action on your turn to focus your mind on any one visible creature that you can see within 20m. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p> <p>You initially learn the surface thoughts of the creature- what is most on its mind in that moment. As a Bonus Action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind.</p> <p>Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation. Alternatively, you can use this spell to detect the presence of thinking creatures you can't see and you can search for thoughts within 20m. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language. Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.</p>	Divination	V, S, M (copper piece)	Self	Close	Concentration
Enhance Ability	<p>You touch a creature and bestow upon it a magical enhancement. Choose one of the following benefits - the target gains the effect until the spell ends.</p> <p>Bear's Endurance: The target has advantage on Constitution checks. It also gains 2d6 + your Charisma score modifier as Temporary Hit Points, which are lost when the spell ends.</p> <p>Bull's Strength: The target has advantage on Strength checks. It also deals an additional 1d4 (of the same</p>	Transmutation	V, S, M (fur or feather)	Any	Close	Concentration

	<p>damage type as the original attack) on Strength based attacks.</p> <p>Cat's Grace: The target has advantage on Dexterity checks. It also deals an additional 1d4 (same damage type as the original attack) on Dexterity based attacks.</p> <p>Eagle's Splendor: The target has advantage on Charisma checks. It also deals an additional 1d4 (same damage type as the original attack) on Charisma based attacks.</p> <p>Fox's Cunning: The target has advantage on Intelligence checks. It also deals an additional 1d4 (same damage type as the original attack) on Intelligence based attacks.</p> <p>Owl's Wisdom: The target has advantage on Wisdom checks. It also deals an additional 1d4 (same damage type as the original attack) on Wisdom based attacks.</p>					
Enlarge/Reduce	<p>Target a visible creature, they must make a Constitution saving throw. If they fail, they gain one of the following effects. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p> <p>Enlarge: target gains 1 size (eg: medium to large), deals an additional 1d4 damage on Unarmed Attack and Melee Attack Actions, and gains advantage on Strength checks and saving throws.</p> <p>Reduce: Target loses 1 size (eg: medium to small), deals 1d4 less damage on Unarmed Attack and Melee Attack Actions, and gains disadvantage on Strength checks and saving throws.</p>	Transmutation	V, S, M (powdered iron)	Any	Any	Concentration
Find Steed	<p>You summon a spirit that assumes the form of an unusually intelligent, strong and loyal steed. You may only have 1 steed summoned at a time.</p> <p>Spectral Warhorse: STR+4, DEX+1, CON+1, INT-4, WIS+1, CHA-2. 11 AC, 19 HP. Mount*. Trample*. Cannot attack.</p> <p>*Mount: You may mount or dismount this creature as a Movement Action. While mounted, you gain advantage on your Melee Attack Action against Medium or smaller creatures. If it hits 0, it disappears underneath you and you fall prone.</p>	Conjuration	V, S	Self	Close	Instant

	<p>*Trample: If this creature is not mounted, it may spend its standard action to trample a creature within Close Range (within 3m). The target must succeed a DC 15 Strength check or be knocked prone.</p> <p>This is a summonable creature, see the summonable creature rules for more details.</p>					
Find Traps	You sense the presence (but not the exact location) of any trap within 20m. It will only indicate things that are intended as traps, and not a natural danger such as an unstable ceiling or a hidden sinkhole.	Divination	V, S	Self	Close	Instant
Gentle Repose	You touch a corpse or other remains. For 10 days, the target is protected from decay and can't become undead. The spell does not restore the body or any missing limbs, but it will perfectly preserve the body at the exact time of death. (This may enable a revivify to occur at a later date.)	Necromancy	V, S, M (salt, copper coins)	Any	Close	Ritual
Heat Metal	<p>Choose a visible, manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor within 20m. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a Bonus Action on each of your subsequent turns to cause this damage again. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p> <p>If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.</p>	Transmutation	V, S, M (iron and a flame)	Object	Any	Concentration
Hold Person	<p>Target a visible humanoid. The target must succeed a Wisdom saving throw or become paralyzed. They may re-attempt the saving throw again at the end of each subsequent turn. This spell has no effect on undead. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional</p>	Enchantment	V, S, M (iron)	Any	Any	Concentration

	humanoid for each slot level above 2nd. The humanoids must be within 6m of each other when you target them.					
Invisibility	<p>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. The spell ends for a target that attacks or casts a spell, or after 1 hour has passed or your concentration has broken.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.</p>	Illusion	V, S, M (eye lash)	Any	Close	Concentration
Lesser Restoration	You touch a creature and can remove one of the following conditions: blinded, deafened, paralyzed, or poisoned.	Abjuration	V, S	Any	Close	Instant
Locate Animals or Plants	<p>Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within your district or area, if any are present. This effect lasts for 1 hour, or until your concentration is broken.</p>	Divination	V, S, M (bloodhound fur)	Self	Close	Concentration
Locate Object	Locate an object familiar to the caster within your district or area. This effect lasts for 1 hour, or until your concentration is broken.	Divination	V, S, M (forked twig)	Self	Close	Concentration
Maximilian's Earthen Grasp	<p>Target a visible creature. A medium-sized hand made from compacted soil rises there and reaches for it. The target must make a Strength saving throw. On a failed save, the target takes 2d6 physical damage and is restrained.</p> <p>As a Standard Action, you can cause the hand to crush the restrained target, who must make a Strength saving throw. It takes 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one.</p> <p>To break out, the restrained target can use its Standard Action to make a Strength check against your spell save DC. On a success, the target escapes and is no longer restrained by the hand.</p> <p>As a Bonus Action, you can cause the hand to reach for a different creature within Close Range (within 3m) of the original target. The hand releases a restrained target if you do. If the hand is not restraining someone at the end of a turn, it is dispelled. Otherwise the effect lasts for 1 minute (or 10 rounds.)</p>	Transmutation	V, S, M (hand sculpt)	Any	Any	Instant

Mirror Image	You gain 3 illusory duplicates that mirror you and your movements. Each time you are attacked, roll a 1d20 to determine whether the attack hits you or one of the illusory duplicates. On a result of (9 minus the remaining illusions) or higher, the attack hits a duplicate instead. A duplicate's AC equals 10 + your DEX modifier. If hit, the illusory figure is destroyed. A creature is unaffected by this spell's effect if it is blinded or can't see the target. This effect lasts for 1 minute (10 rounds in combat).	Illusion	V, S	Self	Close	Instant
Misty Step	As a Bonus Action , you may teleport up to 20m away to an unoccupied space in line of sight.	Conjuration	V	Self	Any	Instant
Moonbeam	<p>Target a visible creature, and cause a silvery beam of pale light to shine down. The target is engulfed in ghostly flames that cause searing pain. It must make a Constitution saving throw, and it takes 2d10 radiant damage on a failed save, or half as much damage on a successful one. A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until the end of its next turn. If it fails, they cannot be hidden until the end of its next turn.</p> <p>As a Bonus Action on your turn, you may reapply the beam to a visible creature. The target must repeat the saving throw, and suffer all of the effects and damage described above. This spell effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.</p>	Evocation	V, S, M (feldspar)	Any	Any	Concentration
Pass without Trace	Each visible creature you choose within Close Range (within 3m) of you (including yourself) has a +10 bonus to stealth checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage. This spell effect lasts for 1 hour.	Abjuration	V, S, M (leaf)	Self	Close (AoE in a 3m radius)	Concentration
Phantasmal Force	You craft an illusion that takes root in the mind of a visible creature within 20m. The target must make an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other visible phenomenon of your choice that is perceivable only to the target for the duration. The phantasm includes sound, temperature, and other stimuli, also evident only to the creature.	Illusion	V, S, M (fleece)	Any	Any	Concentration

	<p>While a target is affected by the spell, the target treats the phantasm as if it were real. The target rationalizes any illogical outcomes from interacting with the phantasm.</p> <p>An affected target is so convinced of the phantasm's reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, the phantasm can deal 1d6 psychic damage to the target if it is within Close Range (within 3m) of the phantasm, provided that the illusion is of a creature or hazard. The target perceives the damage as a type appropriate to the illusion.</p> <p>The target can use its Standard Action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends.</p> <p>This spell has no effect on undead or constructs. The spell lasts for 1 minute (10 rounds in combat), or until concentration is broken.</p>					
Prayer of Healing	Target up to six visible creatures within 20m. At the start of your next turn, if you are not silenced, unconscious, incapacitated, paralyzed or petrified and your concentration is not broken, each targeted creature regains hit points equal to 2d8 + your spellcasting ability score modifier. This spell has no effect on undead or constructs.	Evocation	V	Any	Any	Concentration
Protection From Poison	<p>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.</p> <p>For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage. The spell lasts for 1 hour, or until you are 20m separate from the target.</p>	Abjuration	V, S	Any	Close	Instant
Ray of Enfeeblement	Target a visible creature and roll your spell attack. On a successful hit, the target deals only half damage with attacks that use Strength until the spell ends.	Necromancy	V, S	Any	Far	Concentration

	At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.					
Scorching Ray	Target up to three creatures and split three separate attacks between them; roll your spell attack three times. On each successful hit, deal 2d6 fire damage. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.	Evocation	V, S	Any	Far	Instant
Shadow Blade	As a Bonus Action , you weave together threads of shadow to create a sword of solidified gloom in your hand. It counts as a simple melee weapon with which you are proficient. It deals 2d8 psychic damage on a hit, it can be dual-wielded and can be thrown (to perform a ranged attack). In addition, when you use the sword to attack a target that is in darkness, you make the attack roll with advantage. If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a Bonus Action to cause the sword to reappear in your hand. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken. At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 3d8. When you cast it using a 5th spell slot, the damage increases to 4d8.	Illusion	V, S	Self	Close	Concentration
Shatter	A sudden loud ringing noise, painfully intense, erupts from a targeted creature or object. Each creature within Close Range (within 3m) of that target must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.	Evocation	V, S, M (mica)	Any	Any	Instant
Silence	For 10 minutes, no sound can be created within or pass through a 6m radius sphere centered at a target you choose within range. This effect remains stationary. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while	Illusion	V, S	Any (AoE in a 6m radius)	Any	Concentration

	entirely inside it. Casting a spell that includes a verbal component is impossible there.					
Snowball Swarm	<p>A flurry of magic snowballs erupts around a target creature. Each creature within Close Range (within 3m) of that target must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.</p>	Evocation	V, S, M (ice or white rock)	Any (AoE in a 3m radius)	Any	Instant
Spike Growth	<p>Target a creature within 20 meters. Whenever any creature within a 6m radius of the target takes a Movement Action it must make a Dexterity saving throw. On a failure, it takes 2d4 physical damage and loses that Movement Action. On a success, the spell effects end for that creature as it escapes the spikes. The spell effect ends after 10 rounds, when no creatures remain affected, or if your concentration is broken.</p>	Transmutation	V, S, M (thorns)	Any (AoE in a 6m radius)	Any	Concentration
Spiritual Weapon	<p>As a Bonus Action, you create a floating, spectral weapon that hovers in the air by your side. The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.</p> <p>Target a visible creature within 20m of you and roll your spell attack. On a successful hit, deal the target takes force damage equal to 1d8 + your spellcasting ability score modifier. As a Bonus Action on subsequent turns, you can repeat the attack against a creature within 20m. This effect lasts for 1 minute (10 rounds in combat).</p> <p>At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above 2nd.</p>	Evocation	V, S	Self	Any	Instant
Suggestion	<p>You suggest a course of activity (limited to a sentence or two) and magically influence a visible, non-deafened creature within 20m that can 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, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.</p>	Enchantment	V, M (snake tongue)	Any	Any	Concentration

	<p>The target must make a Wisdom saving throw. 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.</p> <p>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.</p> <p>The spell ends if your concentration is broken, or if you or any of your companions damage the target. The effect may otherwise last up to 8 hours.</p>					
Warding Bond	<p>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 20m of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also each time it takes damage, you take the same amount of damage.</p> <p>The spell lasts for 1 hour, if you drop to 0 hit points, or if you and the target become separated by more than 20m. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as a Bonus Action on your turn.</p>	Abjuration	V, S, M (rings)	Any	Close	Instant
Zone of Truth	<p>You create a magical zone that guards against deception within a Close Range (within 3m) radius around yourself. 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 Charisma saving throw. On a failed save, the creature cannot speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.</p> <p>An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such creatures can be evasive in its answers as long as it remains within the boundaries of the truth. This effect lasts for 10 minutes.</p>	Enchantment	V, S	Self (AoE in a 3m radius)	Close	Instant

3rd Level Spells

Name	Effect	School	Component	Target	Range	Cast Time
Animate Dead	<p>You summon undead that take the form of 8 undead minions (skeletons, zombies, etc.) All summonable minions are dismissed when you take a long rest. If the summoner is knocked unconscious or your concentration is broken, the summonable minions are dismissed.</p> <p>Undead: STR+1, DEX-2, CON+3, INT-4, 6-2, CHA-3. 10 AC, +2 attack bonus, 1d6+1 physical damage - Undead Fortitude*.</p> <p>*Undead Fortitude: (Target rolls CON saving throw against DC 5 + (last damage taken) when reduced to 0. If it succeeds, set HP to 1. Radiant damage or Critical Hits ignore this effect.)</p> <p>These are summonable minions, see the summonable minion rules for more details.</p>	Conjuration	V, S	Self	Close	Concentration
Aura of Vitality	<p>Healing energy radiates from you in an aura. You can target one creature within Close Range (within 3m) to regain 2d6 hit points. As a Bonus Action on your turn until the spell ends, you may repeat this effect. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p>	Evocation	V	Self	Close	Concentration
Bestow Curse	<p>You touch a creature, and that creature must succeed on a Wisdom saving throw. If they fail, at the start of your next turn, if you are not silenced, unconscious, incapacitated, paralyzed or petrified and your concentration is not broken, they become cursed. Choose the nature of the curse from the following options:</p> <p>Malady: Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.</p> <p>Weakened: while cursed, the target has disadvantage on attack rolls against you.</p> <p>Lethargy: While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it loses all Standard Actions that turn.</p> <p>Rot: While the target is cursed, your attacks and spells</p>	Necromancy	V, S	Any	Close	Concentration

	<p>deal an extra 1d8 necrotic damage to the target.</p> <p>A Remove Curse spell ends this effect, otherwise it persists until dealt with.</p>					
Blinding Smite	<p>You may cast this spell as a Bonus Action. Your next successful Melee Attack Action deals an extra 3d8 radiant damage to the target. Additionally, the target must succeed on a Constitution saving throw or become blinded until the spell ends. The target may re-attempt the Constitution saving throw at the end of their turn to end the effect early. This spell lasts for 1 minute (10 rounds in combat), or until concentration is broken.</p>	Evocation	V	Self	Close	Concentration
Call Lightning	<p>A storm cloud appears in the shape of a cylinder above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud).</p> <p>Target a visible creature. A bolt of lightning flashes down from the cloud to that point. Each creature within Close Range (within 3m) of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your Standard Action to call down lightning in this way again. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d10 for each slot level above 3rd.</p>	Conjuration	V, S	Any (AoE in a 3m radius)	Any	Concentration
Conjure Animals	<p>You summon fey spirits that take the form of 2 beast minions (wolves, bears, etc.) All summonable minions are dismissed when you take a long rest. If the summoner is knocked unconscious or your concentration is broken, the summonable minions are dismissed.</p> <p>Beast: STR+3, DEX+2, CON+2, INT-4, WIS+1, CHA-2. 14 AC, +5 attack bonus, 2d6+3 physical damage. Keen Senses, Pack Tactics.* Target must succeed a DC 13 Strength saving throw or be knocked prone.</p> <p>*Keen Senses: gains advantage on Perception skill checks.</p>	Conjuration	V, S	Self	Close	Concentration

	<p>*Pack Tactics: the beast has advantage on an attack roll against a creature if at least one of the beast's allies is within Close Range (within 3m) of the creature and the ally isn't incapacitated.</p> <p>These are summonable minions, see the summonable minion rules for more details.</p>					
Conjure Barrage	<p>You throw a non-magical weapon or fire non-magical ammunition into the air to create a cone of identical weapons that shoot forward and then disappear. Each creature within 6m of a targeted area must succeed on a Dexterity saving throw. A creature takes 3d8 damage on a failed save, or half as much damage on a successful one. The damage type is the same as that of the weapon or ammunition used as a component.</p>	Conjuration	V, S, M (ammo or weapon)	Any (AoE in a 6m radius)	Far	Instant
Conjure Lesser Demons	<p>You utter foul words and summon 8 lesser demons (manes, dretches, etc) from the chaos of the Abyss. All summonable minions are dismissed when you take a long rest. If the summoner is knocked unconscious. If your concentration is broken, your circle fails and you will not be protected from the summoned demons.</p> <p>Lesser Demon: STR+0, DEX+0, CON+1, INT-3, WIS-1, CHA-4. 11 AC, +3 attack bonus, 3d4 physical damage. Darkvision. Resistant to damage type: Cold, Fire, Lightning. Immune to damage type: Poison, immune to condition: Poisoned.</p> <p>The demons are hostile to all creatures, including you. The demons pursue and attack the nearest non-demons to the best of their ability.</p> <p>As part of casting the spell, you can form a circle on the ground with blood used as a material component. The circle is large enough to protect only you, but will no longer be in effect if you move from your space. While the spell lasts, the summoned demons can't cross the circle or harm it, and they can't target anyone within it.</p> <p>These are summonable minions, see the summonable minion rules for more details.</p>	Conjuration	V, S, M (fresh blood)	Self	Close	Concentration
Counterspell I	<p>You attempt to interrupt a creature you can see in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC</p>	Abjuration	S	Any	Any	Reaction (spell casting)

	<p>equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.</p>					
Crusader's Mantle	<p>Holy power radiates from you in an aura, awakening boldness in friendly creatures. While within 10m, each creature of your choice (including you) deals an extra 1d4 radiant damage when it hits with a Melee Attack, Offhand Attack, or Ranged Attack Action. This spell effect lasts for 1 minute (10 rounds in combat).</p>	Evocation	V	Self	Close	Concentration
Dispel Magic	<p>Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.</p>	Abjuration	V, S	Any	Any	Instant
Elemental Weapon	<p>A non-magical weapon you touch becomes a magic weapon. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. While you are using this weapon, the weapon has a +1 bonus to attack rolls and deals an extra 1d4 damage of the chosen type when it hits. The spell effect lasts for 1 hour.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 5th level, the bonus to attack rolls increases to +2 and the extra damage increases to 2d4.</p>	Transmutation	V, S	Object	Close	Concentration
Enemies Abound	<p>You reach into the mind of one visible creature and force it to make an Intelligence saving throw. A creature automatically succeeds if it is immune to being frightened. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies until the spell ends.</p> <p>Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success. Whenever the affected creature chooses another creature as a target, it must choose the target at</p>	Enchantment	V, S	Any	Any	Concentration

	<p>random from among the creatures it can see within 20m. Assign a number to each creature within that range and roll 1d(the highest number assigned) to determine the target. If any creature provokes an Opportunity Attack from the affected creature, the creature must make that attack if it can. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p>					
Erupting Earth	<p>Choose a visible target. A fountain of churned earth and stone erupts from that point. Each creature within Close Range (within 3m) must make a Dexterity saving throw. A creature takes 3d12 damage on a failed save and loses one Movement Action on their next turn, or half as much damage on a successful one and loses no actions.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.</p>	Transmutation	V, S, M (obsidian)	Any (AoE in a 3m radius)	Any	Instant
Fast Friends	<p>Target a humanoid within 20m that can see and hear you, and that can understand you. The creature must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed in this way, it undertakes to perform any services or activities you ask of it in a friendly manner, to the best of its ability.</p> <p>You can set the creature new tasks when a previous task is completed, or if you decide to end its current task. If the service or activity might cause harm to the creature, or if it conflicts with the creature's normal activities and desires, the creature can make another Wisdom saving throw to try to end the effect. This save is made with advantage if you or your companions are fighting the creature. If the activity would result in certain death for the creature, the spell ends.</p> <p>The spell ends if your concentration is broken or after 1 hour. When the spell ends, the creature knows it was charmed by you.</p>	Enchantment	V	Any	Any	Concentration
Fear	<p>You project a phantasmal image of a creature's worst fears. Each creature within Close Range (within 6m) of the target must succeed on a Wisdom saving throw or drop whatever it is holding and becomes frightened. It may re-attempt a Wisdom saving throw at the end of its turn to end the effect early. This effect lasts for 1</p>	Illusion	V, S, M (white feather)	Any (AoE in a 6m radius)	Any	Concentration

	<p>minute (10 rounds in combat), or until your concentration is broken.</p> <p>The frightened creatures must spend their turns trying to move as far away from you as they can, and they can't willingly move to a space within 10m of you. They also cannot take Standard Actions except to try to escape from an effect that prevents them from moving. If there's nowhere to move, they cannot act.</p>					
Fireball	<p>Target a visible creature. That target and each creature within 6m of the target takes 8d6 fire damage on a failed Dexterity save, or half as much damage on a successful one.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.</p>	Evocation	V, S, M (bat guano and sulfur)	Any (AoE in a 6m radius)	Any	Instant
Flame Projectiles	<p>You may cast this spell as a Bonus Action. The next creature you hit with a Ranged Attack Action takes an extra 1d6 fire damage. This effect lasts for your next 12 Ranged Attack Actions or 1 hour.</p>	Transmutation	V, S	Self	Close	Instant
Gaseous Form	<p>You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected.</p> <p>While in this form, the target can enter and occupy the space of another creature. The target has resistance to non-magical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces.</p> <p>While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells. The effect lasts for 1 hour or until your concentration is broken.</p>	Transmutation	V, S, M (gauze)	Any	Close	Concentration
Haste	<p>Target a willing creature. That target gains 1 additional Movement Action, and 1 additional Standard Action that can be used for only one additional weapon attack), Disengage, Hide, or Use an Object) each turn. Additionally, they gain +2 bonus to AC and an advantage on DEX saving throws. When the spell ends,</p>	Transmutation	V, S, M (licorice root)	Any	Any	Concentration

	<p>the target becomes paralyzed for one turn, as a wave of lethargy sweeps over it. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p>					
Hypnotic Pattern	<p>You create a twisting pattern of colors that weaves through the air inside a 6m cube within 20m. The pattern appears for a moment and vanishes.</p> <p>Each non-blind creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and loses all their Movement Actions.</p> <p>The spell ends for an affected creature if your concentration is broken, it takes any damage or if someone else uses a Standard Action to shake the creature out of its stupor. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p>	Illusion	S, M (incense)	Any	Any	Concentration
Lightning Arrow	<p>You may cast this spell as a Bonus Action. The next creature you target with a Ranged Attack Action takes 4d8 lightning damage instead of your weapon damage if you hit.</p> <p>Whether you hit or miss, every other creature within Close Range (within 3m) of the target takes 2d6 lightning damage, halved on a successful Dexterity saving throw.</p>	Transmutation	V, S	Self	Close	Instant
Lightning Bolt	<p>A stroke of lightning bursts out from you in a straight line 20m long and 3m wide, in a direction of your choice. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.</p>	Evocation	V, S, M (crystal or glass)	Any	Any	Instant
Magic Circle	<p>Target a visible creature. You create glowing runes about the floor or other surfaces around them. Choose one of the following types of creatures: celestials, elementals, fey, fiends or undead. The circle affects creatures of the chosen type in the following ways:</p>	Abjuration	V, S, M (holy water)	Any	Any	Instant

	<p>The creature can't willingly enter the cylinder by non-magical means. To teleport inside, it must first succeed a Charisma saving throw.</p> <p>The creature has disadvantage on attack rolls against targets inside the circle. Targets within the circle can't be charmed, frightened, or possessed by the creature.</p> <p>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. The effect lasts for 1 hour.</p>					
Mass Healing Word	<p>You may cast this spell as a Bonus Action. Heal up to six visible creatures of your choice within 20m for 1d4 + your spellcasting ability score modifier. This spell has no effect on undead or constructs.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the healing increases by 1d4 for each slot level above 3rd.</p>	Evocation	V	Any	Any	Instant
Protection From Energy	<p>A willing creature you touch gains resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder. This spell effect lasts until your concentration is broken.</p>	Divination	V, S	Any	Close	Concentration
Remove Curse	<p>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.</p>	Abjuration	V, S	Any	Close	Instant
Revivify	<p>You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.</p>	Necromancy	V, S, M (diamonds)	Any	Close	Instant
Sending	<p>You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.</p>	Evocation	V, S, M (copper wire)	Any	Any	Instant
Slow	<p>Target up to six creatures of your choice within 20m. Each target must succeed on a Wisdom saving throw or be affected by this spell.</p>	Transmutation	V, S, M (drop of molasses)	Any	Any	Concentration

	<p>An affected target loses one Movement Action, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use Reactions. On its turn, it can use either a Standard Action or a Bonus Action, not both. Regardless of the creature's abilities or items, it can't make more than one attack during its turn.</p> <p>If the creature attempts the Cast a Spell Action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn. If it can't, the spell is wasted.</p> <p>A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it. This effect lasts for 1 minute, or 10 rounds in combat.</p>					
Speak With Dead	<p>You grant the semblance of life and intelligence to a corpse of your choice within 20m, allowing it to answer the questions you pose. 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.</p> <p>Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.</p>	Necromancy	V, S, M (burnt incense)	Any	Any	Instant
Speak With Plants & Animals	<p>Plants gain limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants and animals about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances. This effect lasts for 10 minutes.</p>	Transmutation	V, S	Self	Close	Ritual
Spirit Guardians	<p>You call forth spirits to protect you. They flit around you to a distance of 6m. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish. This effect lasts for 1</p>	Conjuration	V, S, M (holy symbol)	Self	Close	Concentration

	<p>minute (10 rounds in combat), or until your concentration is broken.</p> <p>When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. When a creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8 necrotic damage (if you are evil). On a successful save, the creature takes half as much damage.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.</p>					
Stinking Cloud	<p>Target a visible creature, creates a yellow, nauseating gas in a 6m radius around the target. The target and each creature within Close Range (within 6m) of the target must make a Constitution saving throw at the start of its turn. If failed, the target becomes paralyzed until the start of their next turn. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken. Immunities and resistances to poison apply.</p>	Conjuration	V, S, M (rotten egg)	Any (AoE in a 6m radius)	Any	Concentration
Thunder Step	<p>You teleport yourself to an unoccupied space you can see within 20m. Immediately after you disappear, a thunderous boom sounds, and each creature within Close Range (within 3m) of the space you left must make a Constitution saving throw, taking 3d10 thunder damage on a failed save, or half as much damage on a successful one.</p> <p>You can bring along objects as long as their weight doesn't exceed what you can carry. You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within Close Range (within 3m) of you when you cast this spell.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.</p>	Conjuration	V	Self	Any	Instant
Tidal Wave	<p>You conjure up a wave of water that crashes down on a target. Each creature within 6m must make a Dexterity saving throw. On a failure, a creature takes 4d8 damage and is knocked prone. On a success, a</p>	Conjuration	V, S, M (water)	Any	Any	Instant

	creature takes half as much damage and isn't knocked prone . Any exposed flames within Close Range (within 3m) of the target are doused.					
Tongues	This spell grants the creature within Close Range (within 3m) 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. This spell lasts for 1 hour.	Divination	V, M (clay figure)	Any	Close	Instant
Vampiric Touch	Touch a creature, and make a Spell Attack . On a hit, the target takes 3d6 necrotic damage instead, 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 a Standard Action . This effect lasts for 1 minute, or 10 rounds in combat. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.	Necromancy	V, S	Any	Close	Concentration
Water Walk	You may move across any liquid surface--such as water, acid, mud, snow, quicksand, or lava--as if it were harmless solid ground (creatures crossing molten lava would still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for one hour.	Transmutation	V, S, M (cork)	Any	Any	Instant
Wind Wall	Target a visible creature, you create a wall of strong wind rising from the ground around it. When the wall appears, each hostile creature within 6m of the target must make a Strength saving throw. A creature takes 3d8 physical damage on a failed save, or half as much damage on a successful one. Fog, smoke, gas, and gaseous spell effects like Stinking Cloud or Cloudkill are immediately ended when this spell is cast, and have no effect if cast within the area for the duration of the spell. Creatures in gaseous form cannot enter the area of this spell, and Ranged Attacks against or by creatures within the area of this spell are rolled with disadvantage. This spell ends after 10 rounds, or if concentration is lost.	Evocation	V, S, M (a fan)	Any (AoE in a 6m radius)	Any	Concentration

4th Level Spells

Name	Effect	School	Component	Target	Range	Cast Time
Banishment	<p>You attempt to send one creature that you can see within range to another plane of existence. If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. If the target fails a Charisma saving throw, they are incapacitated. The target remains there for 1 minute (10 rounds in combat) or until your concentration is broken, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.</p> <p>If the target is a player character, they may re-attempt the Charisma saving throw at the end of their turn to end the effect early.</p> <p>If the target is native to a plane of existence other than the one you are on, and the spell is not interrupted before the end of the full minute, the target is banished to its native plane and does not return.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.</p>	Abjuration	V, S, M (an item distasteful to the target)	Any	Any	Concentration
Blight	<p>Target a visible creature and they must make a Constitution saving throw. The target takes 8d8 Necrotic damage on a fail or half as much on a success.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.</p>	Necromancy	V, S	Any	Any	Instant
Charm Monster	<p>Target a visible creature within 20m. It must make a Wisdom saving throw, and it does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature is friendly to you. When the spell ends, the creature knows it was charmed by you. The effect lasts for 1 hour.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 6m of each other when you target them.</p>	Enchantment	V, S	Any	Any	Instant

Confusion	<p>Target a creature within 20m. Each creature within Close Range (within 3m) of the target must roll a Wisdom saving throw at the start of their turn. If they fail, they must roll a 1d6 at the start of their turn to determine their behavior. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p> <p>1: The creature cannot take any Standard Actions, and must move within Close Range (within 3m), or as close as it can, of the furthest creature within 20m.</p> <p>2-3: The creature cannot move or take any Actions this turn.</p> <p>4-5: Assign a number to each creature within Close Range (within 3m) of the target, counting up from 1, and roll 1d(the highest number). The creature must make a Melee Attack Action (including any extra attacks or effects) against the target with the resulting number. If there is no creature within its reach, the target does nothing this turn.</p> <p>6: The creature can act and move normally.</p>	Enchantment	V, S, M (3 nut shells)	Any (AoE in a 3m radius)	Any	Concentration
Conjure Greater Demon	<p>You utter foul words and summon 1 greater demon (shadow demon, bargura, etc) from the chaos of the Abyss. A summoned creature may only act on their summoner's turn. All summonable creatures are dismissed when you take a short or long rest. If the summoner is knocked unconscious, the summonable creatures are dismissed. A summoned demon disappears when it drops to 0 hit points or when the spell ends.</p> <p>Greater Demon: STR+4, DEX+2, CON+3, INT-2, WIS+2, CHA-1. 15 AC, 68 HP, +7 attack bonus, 6d6+6 physical damage. Darkvision. Resistant to damage type: Cold, Fire, Lightning. Immune to damage type: Poison, immune to condition: Poisoned.</p> <p>At the end of each of the demon's turns, it makes a Charisma saving throw. On a failed save, the demon continues to obey you. On a successful save, your control of the demon ends, and the demon spends its turns pursuing and attacking the nearest non-demons to the best of its ability. If your concentration is broken, the demon doesn't disappear and will behave as though it succeeded the Charisma saving throw above.</p>	Conjuration	V, S, M (fresh blood)	Self	Close	Concentration

	<p>As part of casting the spell, you can form a circle on the ground with blood used as a material component. The circle is large enough to protect only you, but will no longer be in effect if you move from your space. While the spell lasts, the summoned greater demon can't cross the circle or harm it, and they can't target anyone within it.</p> <p>This is a summonable creature, see the summonable creature rules for more details.</p>					
Conjure Woodland Beings	<p>You summon 8 fey minions (sprites, dryads, satyr, etc.) All summonable minions are dismissed when you take a long rest. If the summoner is knocked unconscious or your concentration is broken, the summonable minions are dismissed.</p> <p>Fey Creature: STR+1, DEX+3, CON+1, INT+0, WIS+1, CHA+0. 13 AC, +4 attack bonus, 2d6+3 physical damage. Keen Senses.*</p> <p>*Keen Senses: gains advantage on Perception skill checks.</p> <p>These are summonable minions, see the summonable minion rules for more details.</p>	Conjuration	V, S, M (berry)	Self	Close	Concentration
Control Water	<p>You may control any freestanding water inside of a 10m cubic area. Pick one of the following effects:</p> <p>Flood: the water level raises by twice its normal height until it causes flooding. Any target within 10m must succeed a Dexterity saving throw with disadvantage or be knocked prone.</p> <p>Part Water: you cause the water to move and create a trench pathway that extends around you in an aura. This spell effect lasts for 10 minutes, or until your concentration is broken.</p> <p>Redirect Flow: you cause flowing water to move in a direction of your choice, even if it must flow over obstacles. This spell effect lasts for 10 minutes, or until your concentration is broken</p> <p>Whirlpool: you cause a whirlpool to form in the center of the water. Any creature in the water during this effect takes 2d8 physical damage at the start of each turn. They must also make a Strength saving throw. If they fail, they are pulled towards the center of the whirlpool and become restrained. They may re-attempt this saving throw at the start of their next turn to become no longer restrained. This spell effect lasts</p>	Abjuration	V, S, M (dust and water)	Object	Any	Concentration

	for 1 minute (10 rounds in combat), or until your concentration is broken.					
Death Ward	As a Bonus Action or Reaction to a creature hitting 0 HP, you touch a creature and grant it a measure of protection from death. The first time the target would drop to 0 HP, the target instead drops to 1 hit point, and the spell ends. This spell effect lasts for 8 hours, or until you and the target are separated by 20m.	Abjuration	V, S	Any	Close	Instant
Dimension Door	You teleport yourself from your current location to any other spot within your district or area. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200m straight downward" or "upward to the northwest at a 45-degree angle, 300m." You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within Close Range (within 3m) of you when you cast this spell. In order to automatically flee combat, you must be able to move.	Conjuration	V	Any	Any	Instant
Divination	A DM is required for this ritual. Your magic and an offering put you in contact with a god or a god's servants. You may ask a single question concerning a specific goal, event, or activity to occur within 7 days. The DM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen. The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.	Divination	V, S, M (incense, and an offering)	Self	Close	Ritual
Dominate Beast	Target a visible beast. It must succeed on a Wisdom saving throw or it becomes charmed . If you or your allies are fighting it, it has advantage on the saving throw. While the target is charmed , it will act before your turn as though it were a summonable creature and you may directly control all of its actions. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends. If you or one of your companions harms the target, the spells ends. The effect lasts for 1 day or until your concentration is	Enchantment	V, S	Any	Any	Concentration

	broken, but you may only have 1 animal charmed at a time.					
Elemental Bane	<p>Target a visible creature within 20m, and choose one of the following damage types: acid, cold, fire, lightning, or thunder. The target must succeed on a Constitution saving throw or be affected by the spell for its duration. The first time each turn the affected target takes damage of the chosen type, the target takes an extra 2d6 damage of that type. Moreover, the target loses any resistance to that damage type until the spell ends. The effect lasts for 1 minute (or 10 rounds in combat.)</p> <p>At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 10m of each other when you target them.</p>	Transmutation	V, S	Any	Any	Instant
Fire Shield	<p>Thin and wispy flames wreath your body for the duration, shedding bright light in a 10m radius. You roll disadvantage on stealth checks.</p> <p>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.</p> <p>In addition, whenever a creature within Close Range (within 3m) of you hits you with an Unarmed Attack or Melee Attack Action, the shield erupts with flame. The attacker takes 2d8 fire damage from a warm shield, or 2d8 cold damage from a cold shield.</p> <p>This effect can be ended early as a Bonus Action. Otherwise this effect lasts for 10 minutes.</p>	Evocation	V, S, M (phosphorus or firefly)	Self	Close	Instant
Freedom of Movement	You touch a willing creature. The target's Movement Actions cannot be removed or limited by terrain, spells or magical effects. They cannot be paralyzed or restrained . They automatically escape from anything that has them grappled . The spell effect lasts for 1 hour.	Abjuration	V, S, M (leather strap)	Any	Close	Instant
Greater Invisibility	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. The invisibility does not end when the target attacks or	Illusion	V, S	Any	Close	Concentration

	casts a spell. The spell ends after 1 minute (10 rounds in combat), or your concentration has broken.					
Guardian of Faith	<p>You summon a large spectral guardian that hovers in an unoccupied space of your choice that you can see within 20m. The guardian occupies that space and is indistinct except for a gleaming sword and shield emblazoned with the symbol of your deity.</p> <p>The guardian does not act, is not targetable and is immobile. Instead any creature hostile to you that moves to a space within 6m of the guardian for the first time on a turn must succeed on a Dexterity saving throw. 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, or when eight hours have passed</p>	Conjuration	V	Self	Close	Instant
Guardian of Nature	<p>You may cast this spell as a Bonus Action. A nature spirit answers your call and transforms you into one of two powerful guardian forms:</p> <p>Primal Beast: you gain an additional Movement Point, and darkvision. You deal an extra 1d6 force damage and gain advantage on Melee Attack, Offhand Melee or Unarmed Attack Actions.</p> <p>Great Tree: you gain 10 temporary HP. You gain advantage on Constitution saving throws and on your Cast A Spell Action.</p> <p>This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p>	Transmutation	V	Self	Close	Concentration
Ice Storm	<p>Target a visible creature, it and each creature within 6m of it must make a Dexterity saving throw. A creature takes 2d8 physical damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.</p>	Evocation	V, S, M (dust and water)	Any (AoE in a 6m radius)	Any	Instant
Locate Creature	Locate a creature familiar to the caster within your district or area. This effect lasts for 1 hour, or until your concentration is broken.	Divination	V, S, M (bloodhound fur)	Self	Close	Concentration
Phantasmal Killer	Target a visible creature, they must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the	Illusion	V, S	Any	Any	Concentration

	<p>target's turns, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends. This spell effect lasts for 1 minute or 10 rounds in combat.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.</p>					
Polymorph (Other)	<p>Target another visible creature, they must make a Wisdom saving throw if they are unwilling. On a failure, it transforms the target creature into a tiny beast (bunny, crab, frog, etc.) or a huge beast (giant ape, bear, bull, etc.) Their ability scores, AC, HP and attacks are temporarily changed to the selected form below. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken, or until the target's new HP pool drops to 0. Their original HP pool is then restored. (Excess damage on that last hit is still carried over.) The target cannot speak, cast spells, or activate, use, wield or otherwise benefit from any of its equipment while transformed.</p> <p>Tiny Beast: STR-4, DEX+2, CON+0, INT-4, WIS+1, CHA-2. 12 AC, 2 HP, +0 attack bonus, 1 physical damage. Keen Senses.*</p> <p>Huge Beast: STR+5, DEX+2, CON+4, INT-4, WIS+1, CHA-2. 12 AC, 100 HP, +8 attack bonus, 1d10+5 physical damage. Extra Attack.*</p> <p>*Keen Senses: gains advantage on Perception skill checks.</p> <p>*Extra Attack: you may attack twice whenever you perform a Melee Attack Action.</p>	Transmutation	V, S, M (caterpillar cocoon)	Any	Any	Concentration
Shadow of Moil	<p>Flame-like shadows wreath your body until the spell ends, causing you to become heavily obscured to others. The shadows turn dim light within 10 feet of you into darkness, and bright light in the same area to dim light. (Applicable in DMed events only).</p> <p>Until the spell ends, you have resistance to radiant damage. In addition, whenever a creature within Close Range (within 3m) of you hits you with an attack, the shadows lash out at that creature, dealing it 2d8 necrotic damage. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p>	Necromancy	V, S, M (an undead eye ball)	Self	Close	Concentration

Sickening Radiance	<p>Target a creature within range. Target gains a 6m radius green light, rolls disadvantage on stealth checks and cannot become invisible. This effect lasts for 1 minute (10 rounds in combat), or until concentration is broken.</p> <p>When a creature moves into or starts its turn within Close Range (within 3m) of the target, that creature must succeed on a Constitution saving throw or suffer the following: take 4d10 radiant damage, and they gain one level of exhaustion (described below). The light and any levels of exhaustion caused by this spell go away when the spell ends.</p> <p>Exhaustion levels:</p> <p>1: Disadvantage on ability checks 2: cannot use Reactions 3: Disadvantage on attack rolls and saving throws 4: Maximum hit points halved 5: cannot use Movement Actions 6: you are unconscious</p>	Evocation	V, S	Any (AoE in a 6m radius)	Any	Concentration
Stoneskin	<p>May be cast as a Reaction when combat starts or as a Standard Action on your turn. Your skin becomes as hard as stone. You gain resistance to physical damage (excluding magical weapons). The effect lasts for 1 hour.</p>	Transmutation	V, S, M (diamond dust)	Self	Touch	Reaction (combat starts) or Instant, Concentration
Storm Sphere	<p>A sphere of whirling air springs into existence around you. Each other creature within Close Range (within 3m) of you must succeed on a Strength saving throw or take 2d6 physical damage.</p> <p>This turn and each subsequent turn until the spell expires, as a Bonus Action, you can cause a bolt of lightning to leap from the center of the sphere towards one creature within 20m. On a hit, the target takes 4d6 lightning damage. The sphere lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases for each of its effects by 1d6 for each slot level above 4th.</p>	Evocation	V, S	Self (AoE in a 3m radius)	Close	Concentration

<p>Vitriolic Sphere</p>	<p>Target a visible creature, a sphere of emerald acid streaks there and explodes. The target and each creature within Close Range (within 6m) of the target must succeed on a Dexterity saving throw. On a failed save, a creature takes 10d4 acid damage initially, and then 5d4 acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage, and no damage at the end of its next turn.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the initial damage increases by 2d4 for each slot level above 4th.</p>	<p>Evocation</p>	<p>V, S, M (slug bile)</p>	<p>Any (AoE in a 6m radius)</p>	<p>Any</p>	<p>Instant</p>
<p>Watery Sphere</p>	<p>Target a visible creature, a sphere of water hovers there. The target and each creature within Close Range (within 3m) of the target must succeed on a Strength saving throw. On a successful save, nothing happens. On a failed save, a creature is restrained by the sphere and engulfed by the water. At the end of its turn, a restrained target can repeat the saving throw to break free.</p> <p>As a Standard Action on your turn, you can move the sphere to another visible creature in range. Any creatures still restrained by the sphere move with it. The Sphere can restrain no more than 4 Medium or smaller creatures at time, or 1 large creature.</p> <p>When the spell ends, the sphere falls to the ground and extinguishes all normal flames within Close Range (within 3m). Any creature still restrained by the sphere is knocked prone where it falls. The effect lasts for 1 minute (10 rounds in combat) or until your concentration is broken.</p>	<p>Conjuration</p>	<p>V, S, M (water)</p>	<p>Any (AoE in a 3m radius)</p>	<p>Any</p>	<p>Concentration</p>

5th Level Spells

Name	Effect	School	Component	Target	Range	Cast Time
Animate Objects	<p>You turn objects into animated construct minions or summonable creatures. All summonable minions and creatures are dismissed when you take a long rest. If the summoner is knocked unconscious or your concentration is broken, the summonable minions and creatures are dismissed. If an animated object is dismissed, knocked unconscious or the spell effect ends, it reverts to its original object form.</p> <p>Target up to 8 tiny or small objects, or 2 large objects, or 1 huge object that you can see. (You cannot mix and match, it must be all of the same type.) You can't animate any object larger than huge. If the object lacks legs or other appendages it can use for locomotion, it hovers just above the ground.</p> <p>Tiny/ Small Object: STR-3, DEX+4, CON+0, INT-4, WIS-4, CHA-5, 18 AC, +8 attack bonus, 1d4 + 4 physical damage.</p> <p>These are minions, see minion rules for more details.</p> <p>Large Object: STR+2, DEX+0, CON+0, INT-4, WIS-4, CHA-5, 10 AC, 50 HP, +6 attack bonus, 2d10 + 2 physical damage.</p> <p>Huge Object: STR+4, DEX-2, CON+0, INT-4, WIS-4, CHA-5, 10 AC, 80 HP, +8 attack bonus, 2d12 + 4 physical damage.</p> <p>This is a summonable creature, see the summonable creature rules for more details.</p> <p>As a Bonus Action on your turn, you may mentally command the objects to act. Otherwise they will only defend themselves by taking the Dodge Action.</p>	Transmutation	V, S	Object	Any	Concentration
Bigby's Hand	<p>You summon a large hand of shimmering, translucent force by your side. All summonable creatures are dismissed when you take a long rest. If the summoner is knocked unconscious or breaks concentration, the summonable creatures are dismissed. The summonable creature is also dismissed after 1 minute (or 10 rounds in combat.)</p>	Evocation	V, S, M (egg shell and glove)	Self	Close	Concentration

	<p>Bigby's Hand: STR+8, DEX+0, CON+0, INT-3, WIS-3, CHA+0, 20 AC, HP equal to yours, +10 attack bonus.</p> <p>As a Bonus Action on your turn, you can move the hand and cause one of the following effects:</p> <p>Clenched Hand: the hand strikes one target within Close Range (within 3m). On a hit, the target takes 4d8 force damage.</p> <p>Forceful Hand: the hand pushes a creature within Close Range (within 3m). The target must make an opposed Athletics (Strength) check against the Hand's Strength. If the target is medium or smaller, they make it with disadvantage. If they fail, the hand moves and pushes the target with it up to 10m away.</p> <p>Grasping Hand: the hand attempts to grapple a creature within Close Range (within 3m). The target must make an opposed Athletics (Strength) check against the Hand's Strength. If the target is medium or smaller, they make it with disadvantage. If they fail, they become grappled. On subsequent turns, you can use a Bonus Action to have the hand crush a grappled target: taking 2d6 + your spellcasting ability score modifier physical damage.</p> <p>Interposing Hand: the hand interposes itself between you and a target creature within Close Range (within 3m). The target must make an opposed Athletics (Strength) check against the Hand's Strength. If the target is medium or smaller, they make it with disadvantage. If they fail, that target cannot move within Close Range (within 3m) of you and any attacks against you are made with disadvantage.</p> <p>This is a summonable creature, see the summonable creature rules for more details.</p>					
Cloudkill	<p>Creates a yellow, nauseating gas in a 6m radius around a visible target. A creature within 6m of the target must make a Constitution saving throw. If failed, a creature takes 5d8 poison damage and becomes poisoned or half as much damage on a save. A creature poisoned by this spell may re-attempt the Constitution saving throw at the end of each of their turns to end the effect.</p> <p>Immunities and resistances to poison apply.</p>	Conjuration	V, S	Any (AoE in a 6m radius)	Any	Instant

Commune	<p>A DM is required for this ritual. You contact your deity or a divine proxy and ask up to three questions that can be answered with a yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question.</p> <p>Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the DM might offer a short phrase as an answer instead.</p>	Divination	V, S, M (incense and vial of holy water)	Self	Close	Ritual
Commune with Nature	<p>You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 100m of you. In caves and other natural underground settings, the radius is limited to 60m. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns.</p> <p>You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:</p> <ul style="list-style-type: none"> • terrain and bodies of water • prevalent plants, minerals, animals, or peoples • powerful celestials, fey, fiends, elementals, or undead <ul style="list-style-type: none"> • influence from other planes of existence • buildings <p>For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.</p>	Divination	V, S	Self	Close	Instant
Cone of Cold	Target a visible creature, the target and each creature within 6m of the caster must roll a Constitution saving throw. They take 8d8 cold damage on a failed save, or half as much damage on a successful one.	Evocation	V, S, M (small crystal or glass cone)	Self (AoE in a 6m radius)	Close	Instant
Conjure Elemental	You call forth an elemental servant of either air, earth, fire, or water. If the spell is countered or your concentration is broken, the elemental is still summoned but becomes hostile to the summoner only. A summoned creature may only act on their summoner's turn. All summonable creatures are dismissed when you	Conjuration	V, S, M (incense for air, soft clay for earth, sulfur for fire or sand for water)	Any	Any	Concentration

	<p>take a short or long rest. If the summoner is knocked unconscious, the summonable creatures are dismissed.</p> <p>Air Elemental: STR+2, DEX+5, CON+2, INT-2, WIS+0, CHA-2. 15 AC, 90 HP, +8 attack bonus, 2d8+5 physical damage - Whirlwind*. Immune to poison damage.</p> <p>Fire Elemental: STR+0, DEX+3, CON+3, INT-2, WIS+0, CHA-2. 13 AC, 102 HP, +6 attack bonus, 2d10+3 fire damage. Immune to poison and fire damage.</p> <p>Water Elemental: STR+4, DEX+2, CON+4, INT-3, WIS+0, CHA-1. 14 AC, 114 HP, +7 attack bonus, 2d8+4 physical damage - Whelm*. Immune to poison damage. Vulnerable to cold damage.</p> <p>Earth Elemental: STR+5, DEX-1, CON+5, INT-3, WIS+0, CHA-3. 17 AC, 126 HP, +8 attack bonus, 2d8+5 physical damage. Immune to poison damage.</p> <p>*Whirlwind: A creature damaged by this must make a DC 13 STR saving throw. On failure, is knocked prone and pushed 3m directly away.</p> <p>*Whelm: A creature damaged by this must make a DC 15 STR saving throw. On failure, they become held and take 2d8 + 4 physical damage at the end of their turn. (To escape, must spend a Standard Action to succeed DC 14 STR saving throw.)</p> <p>This is a summonable creature, see the summonable creature rules for more details.</p>					
Contact Other Plane	<p>A DM is required for this ritual. You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane. 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.</p> <p>On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The DM 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 DM might instead offer a short phrase as an answer.</p>	Divination	V	Self	Close	Ritual

<p>Dispelling Evil and Good</p>	<p>Shimmering energy surrounds and protects you from fey, undead, and creatures originating from beyond the Material Plane. Celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against you. You can break the spell early with one of the following actions:</p> <p>Break Enchantment: As your Standard Action, you touch a creature you can reach that is charmed, frightened, or possessed by a celestial, an elemental, a fey, a fiend, or an undead. The creature you touch is no longer charmed, frightened, or possessed by such creatures.</p> <p>Dismissal: As your Standard Action, you make a Melee Attack Action against a celestial, an elemental, a fey, a fiend, or an undead. On a hit, the creature must succeed on a Charisma saving throw or be sent back to its home plane (if it isn't there already). If they aren't on their home plane, undead are sent to the Shadowfell, and fey are sent to the Feywild.</p>	<p>Abjuration</p>	<p>V, S, M (holy water)</p>	<p>Self</p>	<p>Close</p>	<p>Concentration</p>
<p>Dominating Person</p>	<p>Target a visible humanoid. It must succeed on a Wisdom saving throw or it becomes charmed. If you or your allies are fighting it, it has advantage on the saving throw. While the target is charmed, you can use your telepathic link to issue commands to the creature while you are conscious (no action required), which it must do its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.</p> <p>Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends. If you or one of your companions harms the target, the spell ends. The effect lasts for 1 day or until concentration is broken.</p>	<p>Enchantment</p>	<p>V, S</p>	<p>Any</p>	<p>Any</p>	<p>Concentration</p>
<p>Dream</p>	<p>This spell shapes a creature's dreams. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. 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 his or her surroundings, but can't take actions or move.</p>	<p>Illusion</p>	<p>V, S, M (sand, ink or writing quill)</p>	<p>Any</p>	<p>Any</p>	<p>Instant</p>

	<p>If the target is 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 also shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of the spell early. The target recalls the dream perfectly upon waking. If the target is awake when you cast the spell, the messenger knows it, and can either end the trance (and the spell) or wait for the target to fall asleep, at which point the messenger appears in the target's dreams.</p> <p>You can make the messenger appear monstrous and 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 Wisdom saving throw. On a failed save, echoes of the 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.</p> <p>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 saving throw with disadvantage.</p>					
Enervation	<p>Target a visible creature, the target must make a Dexterity saving throw. On a successful save, the target takes 2d8 necrotic damage, and the spell ends. On a failed save, the target takes 4d8 necrotic damage, and until the spell ends, you can use your Standard Action on each of your turns to automatically deal 4d8 necrotic damage to the target. The spell ends if you use your Standard Action to do anything else, if the target flees, or if the combat ends.</p> <p>Whenever the spell deals damage to a target, you regain hit points equal to half the amount of necrotic damage the target takes.</p>	Necromancy	V, S	Any	Any	Concentration
Far Step	<p>As a Bonus Action, you may teleport up to 20m to an unoccupied space you can see. On each of your turns before the spell ends, you can use a Bonus Action to teleport in this way again. This effect lasts for 1 minute (10 rounds in combat), or until your concentration is broken.</p>	Conjuration	V	Self	Close	Concentration

Geas	<p>You place a magical command on a visible creature within 20m, 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 Wisdom saving throw 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.</p> <p>You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends. You can end the spell early by using a Bonus Action to dismiss it. A remove curse, greater restoration, or wish spell also ends it. Otherwise it persists until dealt with.</p>	Enchantment	V	Any	Any	Instant
Greater Restoration	<p>You touch a creature and can choose one of the following: remove charmed or petrified, end a negative effect on the target's ability scores, remove a curse, or restore a missing limb.</p>	Abjuration	V, S	Any	Close	Instant
Hold Monster	<p>Target a visible creature. The target must succeed a Wisdom saving throw or become paralyzed. They may re-attempt the saving throw again at the end of each subsequent turn. This spell has no effect on undead. The effect lasts for 1 minute, or 10 rounds in combat.</p>	Enchantment	V, S, M (iron)	Any	Any	Concentration
Holy Weapon	<p>You may cast this spell as a Bonus Action. Pick one of your equipped weapons and until the spell ends, you deal an extra 2d8 radiant damage to the target with that weapon. Additionally your weapon is considered magical. Your weapon gains a 10m radius light while you wield it, and anyone within the effect rolls disadvantage on Dexterity (Stealth) checks.</p> <p>You may spend a Bonus Action to dismiss this spell and cause the weapon to emit a burst of radiance. Each visible creature of your choice within Close Range must make a Constitution saving throw. On a failed save, a creature takes 4d8 radiant damage and is blinded for 1 minute (or 10 rounds in combat.) On a successful save, a creature takes half damage and is not blinded. A creature may re-attempt the constitution save to end the blinded effect at the end of their turn.</p> <p>This spell lasts for 1 hour, or until your concentration is broken.</p>	Evocation	V	Self	Close	Concentration

Immolation	<p>Flames wreath one visible creature within 20m. The target must make a Dexterity saving throw. It takes 8d6 fire damage on a failed save, or half as much damage on a successful one.</p> <p>On a failed save, the target also burns for the spell's duration. The burning target sheds light in a 10m radius and at the end of each of its turns, the target repeats the saving throw. It takes 4d6 fire damage on a failed save, and the spell ends on a successful one. These magical flames can't be extinguished by non-magical means. This effect lasts for 1 minute, or 10 rounds in combat. If damage from this spell kills a target, the target is turned to ash.</p>	Evocation	V	Any	Any	Concentration
Infernal Calling	<p>You utter foul words and summon 1 devil (barbed devil, bearded devil, etc) from the Nine Hells. A summoned creature may only act on their summoner's turn. All summonable creatures are dismissed when you take a short or long rest. If the summoner is knocked unconscious, the summonable creatures are dismissed. A summoned devil disappears when it drops to 0 hit points or when the spell ends.</p> <p>Devil: STR+3, DEX+3, CON+4, INT+1, WIS+2, CHA+2. 15 AC, 110 HP, +6 attack bonus, 6d6+6 fire damage. Darkvision (unimpeded by magical darkness). Advantage on saving throws against spells. Resistant to damage type: Physical, Cold. Immune to damage type: Fire, Poison. Immune to condition: Poisoned.</p> <p>At the start of your turn, you must make a Charisma (Deception, Intimidation, or Persuasion) check contested by its Wisdom check. If your check succeeds, the devil carries out your commands. If your check fails, the devil will instead do nothing on your turn but attempt to seduce you into devilish deals.</p> <p>This is a summonable creature, see the summonable creature rules for more details.</p>	Conjuration	V, S, M (ruby)	Self	Close	Concentration
Insect Plague	<p>Target a visible creature, the target and each creature within 6m, including those who move within 6m of it, must make a Constitution saving throw. A creature takes 4d10 physical damage on a failed save and loses a Movement Action, or half as much damage on a successful one. While you maintain concentration, this effect continues to harm the target and any creature within Close Range as described above. This effect</p>	Conjuration	V, S, M (sugar)	Any (AoE in a 6m radius)	Any	Concentration

	lasts for 1 minute (10 rounds in combat), or until your concentration is broken.					
Legend Lore	<p>A DM is required for this ritual. 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.</p> <p>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 Moradin, may awaken the true powers of the axe, and only with the sacred word Rudnogg on the lips."</p>	Divination	V, S, M (incense)	Self	Close	Ritual
Mass Cure Wounds	Heal up to six visible creatures of your choice within 20m for 3d8 + your spellcasting ability score modifier. This spell has no effect on undead or constructs.	Evocation	V, S	Any	Any	Instant
Modify Memory	<p>You attempt to reshape another creature's memories. Target one creature within 20m. An unwilling target may make a Wisdom saving throw. On a failed save the target becomes charmed by you and incapacitated for the duration, though it can still hear you. If you are fighting the creature, it has advantage on the saving throw.</p> <p>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.</p> <p>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</p>	Enchantment	V, S	Any	Any	Concentration

	<p>memory isn't altered. Otherwise, the modified memories take hold when the spell ends.</p> <p>A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs.</p> <p>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 DM might deem a modified memory too nonsensical to affect a creature in a significant manner.</p> <p>A remove curse or greater restoration spell cast on the target restores the creature's true memory. Otherwise the effect persists until dealt with.</p>					
Negative Energy Flood	<p>Target a visible creature, and it must make a Constitution saving throw. If it fails, it takes 5d12 necrotic damage or half as much on a successful one. A target killed by this damage rises up as an undead minion (zombie, skeleton, etc.) at the start of your next turn. Undead who are targeted by this spell are healed instead of being damaged.</p> <p>Undead: STR+1, DEX-2, CON+3, INT-4, WIS-2, CHA-3. 8 AC, +1 attack bonus, 1d6+1 physical damage - Undead Fortitude*.</p> <p>*Undead Fortitude: (Target rolls CON saving throw against DC 5 + (last damage taken) when reduced to 0. If it succeeds, set HP to 1. Radiant damage or critical hits ignore this effect.)</p> <p>Max 1 instance of each spell's summonable minion(s) at a time. All summonable minions are dismissed when you take a short or long rest. If the summoner is knocked unconscious, the summonable minions are dismissed.</p> <p>These are summonable minions, see the summonable minion rules for more details.</p>	Necromancy	V	Any	Any	Instant
Raise Dead	<p>A DM is required for this ritual. You return a dead creature you touch to life. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point.</p> <p>This spell also neutralizes any poison and cures non-magical diseases that affected the creature at the time it died. This spell doesn't, however, remove magical</p>	Necromancy	V, S, M (resurrection crystal)	Any	Close	Ritual

	<p>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.</p> <p>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.</p> <p>Coming back from the dead is an ordeal. They will suffer memory loss, forgetting all events 24 hours prior to their death. They are also weakened and cannot willingly participate in combat or other strenuous actions. The only Standard Action that revived players can perform in combat is Flee during their recovery period (which lasts for 1 week after being resurrected.)</p>					
Reincarnate	<p>A DM is required for this ritual. You touch a dead humanoid or a piece of a dead humanoid. The spell forms a new adult body for it and then calls the soul to enter that body. If the target's soul isn't free or willing to do so, the spell fails.</p> <p>The magic fashions a new body for the creature to inhabit, which likely causes the creature's race and appearance to change. The reincarnated creature recalls its former life and experiences. It retains the capabilities it had in its original form, except it exchanges its original race for the new one and changes its racial traits accordingly.</p> <p>Coming back from the dead is an ordeal. They will suffer memory loss, forgetting all events 24 hours prior to their death. They are also weakened and cannot willingly participate in combat or other strenuous actions. The only Standard Action that revived players can perform in combat is Flee during their recovery period (which lasts for 48 hours after being resurrected.)</p>	Transmutation	V, S, M (oils)	Any	Close	Ritual
Seeming	<p>Target any number of visible creatures within 20m. Any unwilling targets can make a Charisma saving throw, and if it succeeds, it is unaffected by this spell. You may choose a new, illusory appearance for each target until you use your Bonus Action to dismiss it. They can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change their 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.</p>	Illusion	V, S	Any	Any	Instant

	<p>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.</p> <p>To discern that they are disguised, a creature can use its Standard Action to inspect their appearance and must succeed on an Intelligence (Investigation) check against your spell save DC. The effect lasts for 8 hours, or until the illusion is broken.</p>					
Synaptic Snap	<p>Cause psychic energy to explode at a target. Each creature within Close Range (within 6m) of that target must make an Intelligence saving throw. A creature with an Intelligence score of 2 or lower can't be affected by this spell.</p> <p>A target takes 8d6 psychic damage on a failed save, or half as much damage on a successful one. After a failed save, a target has muddled thoughts for 1 minute (or 10 rounds in combat.)</p> <p>During that time, it rolls a 1d6 and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can make an Intelligence saving throw at the end of each of its turns, ending the effect on itself on a success.</p>	Enchantment	V, S	Any (AoE in a 6m radius)	Any	Instant

Appendix A: Guards & Creatures

Guard Template

Guard

Medium humanoid (any race), lawful alignment

Armor Class: 16 (chain shirt, shield)

Hit Points: 11 (2d8 + 2)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills: Perception +2

Challenge Rating: 1/8

Spear. Melee or Ranged Weapon Attack: +3 to hit, close range, one target. Hit: 4 (1d6 + 1) physical damage, or 5 (1d8 + 1) physical damage if used with two hands to make a melee attack.

Guards represent the rank and file of the city watch, militia, hired bodyguards and mercenaries.

Wizard

Medium humanoid (any race), lawful alignment

Armor Class: 12 (or 15 with Mage Armor)

Hit Points: 30 (4d6+12)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	16 (+3)	18 (+4)	10 (+0)	10 (-0)

Skills: Arcana +6

Challenge Rating: 1

Spellcasting. The Wizard's spellcasting ability is Intelligence (spell save DC 14). Their spell attack is +6 to hit.

Cantrips: Mage Hand, Poison Spray, Ray of Frost, Thunderclap.

1st (4 slots): Burning Hands, Charm Person, Mage Armor, Magic Missile

2nd (3 slots): Hold Person, Scorching Ray, Mirror Image

Staff. Melee Weapon Attack: +1 to hit, close range, one target. Hit: 3 (1d6-1) piercing damage.

Wizards represent the novice wizard rank and file of the city watch, militia, hired bodyguards and mercenaries.

Veteran Guard

Medium humanoid (any race), lawful alignment

Armor Class: 17 (chain shirt, shield)

Hit Points: 65 (10d8 + 20)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Skills: Perception +4, Athletics +4, Insight +4

Challenge Rating: 2

Multiattack. The captain makes two melee attacks with its longsword.

Longsword. Melee Weapon Attack: +5 to hit, close range, one target. Hit: 7 (1 d8 + 3) physical damage, or 8 (1d10 + 3) physical damage if used with two hands.

Veteran Guards represent the on the ground veterans of the city watch

Veteran Wizard

Medium humanoid (any race), lawful alignment

Armor Class: 15 (or 16 with Mage Armor)

Hit Points: 72 (10d6+42)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	16 (+3)	20 (+5)	10 (+0)	10 (-0)

Skills: Arcana +9

Challenge Rating: 3

Spellcasting. The Wizard's spellcasting ability is Intelligence (spell save DC 16). Their spell attack is +9 to hit.

Cantrips: Mage Hand, Poison Spray, Ray of Frost, Thunderclap.

1st (4 slots): Burning Hands, Charm Person, Mage Armor, Magic Missile

2nd (3 slots): Hold Person, Scorching Ray, Mirror Image

3rd (3 slots): Counterspell, Dispel Magic, Lightning Bolt

4th (3 slots): Polymorph (Other), Stoneskin, Locate Creature

5th (2 slots): Cone of Cold, Mislead

Staff. Melee Weapon Attack: +3 to hit, close range, one target. Hit: 3 (1d6-1) piercing damage.

Veteran Wizards represent the on the ground veterans of the city watch

Paladin

Medium humanoid (any race), Lawful Good

Armor Class: 18 (plate; 20 with shield of faith)

Hit Points: 120 (16d8 + 48)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Wis +5, Cha +6

Skills: Investigation +5, Persuasion +6, Religion +5

Senses: passive Perception 12

Languages: Common, (+3 Choices)

Aura of Protection

Spellcasting. The paladin is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The paladin has the following paladin spells prepared:

1st (4 slots): Compelled Duel, Detect Evil and Good, Shield of Faith

2nd (3 slots): Zone of Truth

Multiattack. The Paladin makes two melee weapon attacks.

Greatsword. +7 to hit, reach 3m., one target. Hit: 11 (2d6+4) slashing damage4) slashing damage plus 7 (2d6) radiant damage.

Elite Guard

Medium humanoid (any race), lawful alignment

Armor Class: 18 (plate)

Hit Points: 115 (11d12 + 66)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	22 (+6)	13 (+1)	14 (+2)	10 (+0)

Skills: Athletics +6, Perception +6

Challenge Rating: 7

Magical Armor. The guard captain's armor is made out of a special mithril blend, causing it to be resistant to all magical effects, such as the spell heat metal.

Indomitable. The guard captain is unable to be intimidated.

Multiattack. The guard captain can make up to three attacks with his great sword. He can use Sweeping Strike or Trip Attack in place of two of the attacks.

Great Sword. Melee Weapon Attack: +9 to hit, close range, one target. Hit: 12 (2d6 + 5) physical damage.

Sweeping Strike. The guard captain sweeps his sword in a large arc, making an attack roll against all creatures within **Close Range** (within 3m).

Trip Attack. The guard captain chooses one creature within **Close Range** (within 3m), makes a weapon attack roll, and on a successful hit, the target creature must pass a DC 16 Dexterity saving throw or be knocked prone.

Elite Guards represent the on the ground elites of the city watch.

Griffon Rider

Medium humanoid (any race), lawful alignment

Armor Class: 17 (studded leather)

Hit Points: 119 (14d8 + 56)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	18 (+4)	12 (+1)	15 (+2)	14 (+2)

Saving Throws: Dexterity +9, Wisdom +6

Skills: Acrobatics +9, Animal Handling +8, Perception +8

Challenge Rating: 9

Feral Protector. If the rider's griffon has taken damage since the rider's previous turn, the rider has advantage on its next turn.

Mark of the Beast. The griffon rider can cast the spell *hunter's mark* as a bonus action, giving both the rider and the griffon the benefits of the spell.

Multiattack. The captain makes two melee attacks with its lance, and one melee attack with its whip.

Lance. Melee Weapon Attack: +7 to hit, close range, one target. Hit: 8 (1d12 + 3) physical damage.

Whip. Melee Weapon Attack: +9 to hit, close range, one target. Hit: 7 (1d4 + 5) physical damage.

Griffon Riders represent one half of the most elite city watch, they are always accompanied by a griffon.

Griffon

Large monstrosity, unaligned

Armor Class: 12

Hit Points: 59 (7d10+21)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills: Perception +5, Darkvision

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Multiattack. The griffon makes one melee attack with its beak, and one melee attack with its claws.

Beak. Melee Weapon Attack: +6 to hit, close range, one target. Hit: 8 (1d8 + 4) physical damage.

Claws. Melee Weapon Attack: +6 to hit, close range, one target. Hit: 10 (2d6 + 4) physical damage.

Griffons represent one half of the most elite city watch, they are always accompanied by a griffon rider.

Find Familiars

Bat

Tiny (celestial, fey, or fiend), unaligned

Armor Class: 12

Hit Points: 3

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8 (-1)	2 (-4)	12 (+1)	4 (-3)

Skills: --

Senses: Blindsight 20 meters, Passive Perception 11

Languages: --

Challenge Rating: 0

Proficiency bonus: +2

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Cat

Tiny (celestial, fey, or fiend, unaligned)

Armor Class: 12

Hit Points: 4

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (0)	3 (-4)	12 (+1)	7 (-2)

Skills: Perception +3, Stealth +4

Senses: Passive Perception 13

Languages: --

Challenge Rating: 0

Proficiency bonus: +2

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

Crab*Tiny (celestial, fey, or fiend), unaligned***Armor Class:** 11 (Natural Armor)**Hit Points:** 4

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (0)	10 (0)	1 (-5)	8 (-1)	2 (-4)

Skills: Stealth +2**Senses:** Blindsight 10m, Passive Perception 9**Languages:** --**Challenge Rating:** 0**Proficiency bonus:** +2**Amphibious.** The crab can breathe air and water.**Frog***Tiny (celestial, fey, or fiend), unaligned***Armor Class:** 11**Hit Points:** 3

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	8 (-1)	1 (-5)	8 (-1)	3 (-4)

Skills: Perception +1, Stealth +3**Senses:** Darkvision 10m, Passive Perception 11**Languages:** --**Challenge Rating:** 0**Proficiency bonus:** +2**Amphibious.** The frog can breathe air and water.**Standing Leap.** The frog's long jump is up to 4m and its high jump is up to 2m, with or without a running start.**Hawk***Tiny (celestial, fey, or fiend), unaligned***Armor Class:** 13**Hit Points:** 3

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	8 (-1)	2 (-4)	14 (+2)	6 (-2)

Skills: Perception +4**Senses:** Passive Perception 14**Languages:** --**Challenge Rating:** 0**Proficiency bonus:** +2**Keen Sight.** The hawk has advantage on Wisdom (Perception) checks that rely on sight.**Lizard***Tiny (celestial, fey, or fiend), unaligned***Armor Class:** 10**Hit Points:** 4

STR	DEX	CON	INT	WIS	CHA
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2 (-4)	11 (+0)	10 (+0)	1 (-5)	8 (-1)	3 (-4)
Skills: --					
Senses: Darkvision 10m, Passive Perception 9					
Languages: --					
Challenge Rating: 0					
Proficiency bonus: +2					

Octopus					
<i>Small (celestial, fey, or fiend), unaligned</i>					
Armor Class: 12					
Hit Points: 6					
STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	3 (-4)	10 (+0)	4 (-3)
Skills: Perception +2, Stealth +4					
Senses: Darkvision 10m, Passive Perception 12					
Languages: --					
Challenge Rating: 0					
Proficiency bonus: +2					
Hold Breath. While out of water, the octopus can hold its breath for 30 minutes.					
Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.					
Water Breathing. The octopus can breathe only underwater.					

Owl					
<i>Tiny (celestial, fey, or fiend), unaligned</i>					
Armor Class: 11					
Hit Points: 3					
STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	8 (-1)	2 (-4)	12 (+1)	7 (-2)
Skills: Perception +3, Stealth +3					
Senses: Darkvision 40m, Passive Perception 13					
Languages: --					
Challenge Rating: 0					
Proficiency bonus: +2					
Fly. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.					
Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.					

Poisonous Snake					
<i>Tiny (celestial, fey, or fiend), unaligned</i>					
Armor Class: 13					
Hit Points: 4					
STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	1 (-5)	10 (+0)	3 (-4)
Skills: --					
Senses: Blindsight 3m, Passive Perception 10					
Languages: --					
Challenge Rating: 1/8					

Proficiency bonus: +2

Quipper

Tiny (celestial, fey, or fiend), unaligned

Armor Class: 13

Hit Points: 3

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

Skills: --

Senses: Darkvision 20m, Passive Perception 8

Languages: --

Challenge Rating: 0

Proficiency bonus: +2

Water Breathing. The quipper can breathe only underwater.

*The quipper must be in water to use the **help action**.

Rat

Tiny (celestial, fey, or fiend), unaligned

Armor Class: 10

Hit Points: 3

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	4 (-3)

Skills: --

Senses: Darkvision 10m, Passive Perception 10

Languages: --

Challenge Rating: 0

Proficiency bonus: +2

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Raven

Tiny (celestial, fey, or fiend), unaligned

Armor Class: 12

Hit Points: 3

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+2)	6 (-2)

Skills: Perception +3

Senses: Passive Perception 13

Languages: --

Challenge Rating: 0

Proficiency bonus: +2

Mimicry. The raven can mimic simple sounds it has heard, such as a person whisper, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Sea Horse

Tiny (celestial, fey, or fiend), unaligned

Armor Class: 11

Hit Points: 3

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	8 (-1)	1 (-5)	10 (+0)	2 (-4)

Skills: --

Senses: Passive Perception 10

Languages: --

Challenge Rating: 0

Proficiency bonus: +2

Water Breathing. The sea horse can breathe only underwater.

*The Sea Horse must be in water to use the **help action**.

Spider

Tiny (celestial, fey, or fiend), unaligned

Armor Class: 12

Hit Points: 3

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	1 (-5)	10 (+0)	2 (-4)

Skills: Stealth +4

Senses: Darkvision 10m, Passive Perception 10

Languages: --

Challenge Rating: 0

Proficiency bonus: +2

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.

Weasel

Tiny (celestial, fey, or fiend), unaligned

Armor Class: 13

Hit Points: 3

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	2 (-4)	12 (+1)	3 (-4)

Skills: Perception +3, Stealth +5

Senses: Passive Perception 13

Languages: --

Challenge Rating: 0

Proficiency bonus: +2

Keen Hearing and Smell. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pact of The Chain Familiars

Imp

Tiny fiend (devil), lawful evil

Armor Class: 13

Hit Points: 10

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (-2)

Skills: Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances: Cold; Nonmagical Attacks that aren't Silvered

Damage Immunities: Fire, Poison

Condition Immunities: Poisoned

Senses: Darkvision 40m, Passive Perception 11

Languages: Common, Infernal

Challenge Rating: 1

Proficiency bonus: +2

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

Magic Resistance. The imp has advantage on saving throws against spells and other magical effects.

Sting. *Melee attack:* +5 to hit one target. *Hit:* 1d4 + 3 physical damage, and the target must make a DC 11 Constitution saving throw, taking 3d6 poison damage on a failed save, or half as much damage on a successful one.

Invisibility. As a **Standard Action** the imp may turn invisible until it attacks or until its concentration is broken or ended. Any equipment the imp wears or carries is invisible with it.

Quasit

Tiny fiend (devil), chaotic evil

Armor Class: 13

Hit Points: 7

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills: Stealth +5

Damage Resistances: Cold, Fire, Lightning; Nonmagical Attacks

Damage Immunities: Poison

Condition Immunities: Poisoned

Senses: Darkvision 40m, Passive Perception 10

Languages: Abyssal, Common

Challenge Rating: 1

Proficiency bonus: +2

Magic Resistance. The quasit has advantage on saving throws against spells and other magical effects.

Claws. *Melee attack:* +4 to hit one target. *Hit:* 1d4 + 3 physical damage, and the target must make a DC 10 Constitution saving throw, taking 2d4 poison damage and becoming poisoned for 1 minute (10 rounds in combat). The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/Combat). As a **Standard Action**, the quasit targets a visible creature within 6m. The target must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute (10 rounds in combat). The target can repeat the saving throw at the end of each of its turns.

Invisibility. As a **Standard Action** the quasit may turn invisible until it attacks or until its concentration is broken or ended. Any equipment the quasit wears or carries is invisible with it.

Sprite

Tiny fey, neutral good

Armor Class: 15 (Leather Armor)

Hit Points: 2

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills: Perception +3, Stealth +8

Senses: Passive Perception 13

Languages: Common, Elvish, Sylvan

Challenge Rating: 1/4

Proficiency bonus: +2

Longsword. *Melee Weapon Attack:* +2 to hit one target. *Hit:* 1 physical damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit one target. *Hit:* 1 physical damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute (10 rounds in combat). If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. As a **Standard Action**, the sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. As a **Standard Action** the sprite may turn invisible until it attacks or until its concentration is broken or ended. Any equipment the sprite wears or carries is invisible with it.

Ranger Companion

PB = player's proficiency bonus

Beast of The Land

Medium beast

Armor Class: 13 + PB (natural armor)

Hit Points: 5 + (5x ranger level)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11 (+0)

Senses: Darkvision 20m, Passive Perception 12

Languages: Understands the languages the ranger speaks.

Challenge Rating: PB

Charge. If the beast moves at least 20 feet straight toward a target and then hits it with a maul attack on the same turn, the target takes an extra 1d6 physical damage. If the target is a creature, it must succeed on a Strength saving throw against your spell save DC or be knocked prone.

Primal Bond. You can add your proficiency bonus to any ability check or saving throw that the beast makes.

Maul. *Melee Weapon Attack:* your spell attack modifier to hit, reach 3m., one target. *Hit:* 1d8 + 2 + PB physical damage.

Beast of The Sea

Medium beast

Armor Class: 13 + PB (natural armor)

Hit Points: 5 + (5x ranger level)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11 (+0)

Senses: Darkvision 20m, Passive Perception 12

Languages: Understands the languages the ranger speaks.

Challenge Rating: PB

Amphibious. The beast can breathe both air and water.

Primal Bond. You can add your proficiency bonus to any ability check or saving throw that the beast makes.

Binding Strike. *Melee Weapon Attack:* your spell attack modifier to hit, reach 3m., one target. *Hit:* 1d6 + 2 + PB physical damage, and the target is grappled (escape DC equals your spell save DC). Until this grapple ends, the beast can't use this attack on another target.

Beast of The Sky

Small beast

Armor Class: 13 + PB (natural armor)

Hit Points: 4 + (4x ranger level)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	8 (-1)	14 (+2)	11 (+0)

Senses: Darkvision 20m, Passive Perception 12

Languages: Understands the languages the ranger speaks.

Challenge Rating: PB

Flyby. The beast doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Primal Bond. You can add your proficiency bonus to any ability check or saving throw that the beast makes.

Shred. *Melee Weapon Attack:* your spell attack modifier to hit, reach 3m., one target. *Hit:* 1d4 + 3 + PB physical damage.

Change Log

Changes to this handbook are [found here](#).