

DUNGEONS & DRAGONS

5.0 - EZ

A supplement to fifth edition for those who prefer simpler rules or want an easy way to introduce the game to new players. These rules can be used with published 5th edition adventures.

REQUIRES THE USE OF
THE FIFTH EDITION
PLAYER'S HANDBOOK,
DUNGEON MASTER'S GUIDE
AND MONSTER MANUAL

Dungeon & Dragons 5.0-EZ

Disclaimer

The following is a document of House Rules. In this document are alternatives to the normal fifth edition Dungeons & Dragons rules. You will still need a copy of "Dungeons and Dragons Rules" available for free here:

<http://dnd.wizards.com/articles/features/basicrules?x=dnd/basicrules>

I also highly recommend the fifth edition "Player's Handbook", "Monster Manual", and "Dungeon Master's Guide" to make full sense of this document.

Copyrights

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

Introduction:

This document is not intended to replace the Player's Handbook, but to supplement it. Many of the rules from the Player's Handbook have been repeated here for convenience. Wherever something is mentioned for which I haven't provided adequate information (Darkvision for instance) refer to the Player's Handbook.

Overview

This is a set of "House Rules". The intention is to simplify the rules, specifically for younger players, or players new to role playing games, and to speed up play. To accomplish this we will use the Player's Handbook with some modifications. The major changes are:

Limited Race Selection

Race limited to Human, Dwarf, Elf, or Halfling

Limited Class Selection

Class limited to Fighter, Cleric, Wizard, or Thief (which is a Rogue, thief)

All class features have been modified somewhat along with the features they get as they advance in levels. For example, Fighters no longer have fighting styles. Instead they get +2 to all attack rolls and, at 10th level, add +2 to all damage rolls.

No Ability Modifiers

The ability modifiers become the ability scores.

No Proficiency Bonus

It is replaced by level tier. (level/4) rounded up. This is one less than proficiency bonus, so on most weapon attacks you add +1 to hit.

No Alignments

No Feats or Multiclassing

Shorter Skill List

The skill list is no longer printed on the character sheet. There is a space to list your skills and other abilities.

Here is the shortened skill list:

Athletics (Str or Dex) [Acrobatics]

Lore (Int or Wis) [Religion, History, Arcana]

Nature (Int or Wis) [Survival, Medicine, Animal Handling]

Perception (Wis or Int) [Investigation, Insight]

Persuasion (Cha or Str) [Intimidation, Deception]

Stealth (Dex) [Sleight of Hand]

Because of the shortened list, characters don't have as many skills. You either have a skill or you don't. If you do, you add your tier to your ability check.

Saving Throws

Your tier is added to all saving throws.

Passive Perception

Passive perception is no longer on the character sheet. That is one less thing to explain to new players. The DM can easily write it on a sheet he keeps. After all, it is the DM that uses it.

Common Speed and Hit Dice

All characters have a move rate of 30 feet.

The hit dice for all characters is d8.

Equipment

Each class has a beginning equipment list. Or they can purchase their equipment from the provided lists.

No Background and No Tool List

It's not that you can't have a background, it is just not part of character creation.

Weapons

Weapons have changed. It is now easy to add additional weapons to the list. There is no damage type. If he damage type is important, for a monster perhaps, the DM makes the logical decision as to what type of damage the weapon does.

Experience Points

Got rid of experience points. You gain a level at points determined by the DM (typically after finishing an adventure.)

Short Rest Healing

No more tracking hit dice. You recover half your lost hit points after a short rest.

Spells Selection & Spell Slots Change

You now get all spells of allowed/selected spell energy type & domain or school. Spell slots are replaced by mana points. No material components for wizards.

SECTION 1 – Character Creation

Step 1: Ability scores.

A strong, muscled warrior. A dexterous thief. An alert tracker. This game represents the various aspects of a character with ability scores.

Take these six numbers 2, 2, 1, 1, 0, -1 and assign them to the following ability scores, in whatever order you wish (write these in pencil, some of them will change based on your character's race). An ability score of 0 indicates that your character is neither good nor bad with that ability. A positive number indicates better than normal and a negative score is below normal.

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

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

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

Intelligence (INT) - Your raw brainpower and analytical thinking

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

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

Alternately, you can roll one 6 sided and one 4 sided die, add them together. Write that down. Repeat this 7 more times, ignore the lowest two, to generate 6 numbers. Subtract 6 from each of these (or refer to the table). This will leave you with 6 numbers, each between 4 and -4.

| | | | | | | | | | |
|---|---|---|---|---|----|----|----|----|---|
| 1 | 0 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 |
| = | = | = | = | = | = | = | = | = | = |
| 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 | -4 | |

For rules in the Player's Handbook that refer to an ability score, you can multiply the score here by 2 and add 10.

Dice

Dice rolls are described with expressions such as "3d4+3," which means "roll three four-sided dice and add 3" (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the "d" tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

Rounding Fractions

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

Step 2: Choose a race

Play is typically on a 1 inch square grid. Each square represents 5 feet. Each character, regardless of race, occupies one square and can move 6 squares (30 feet) each round.

Human

Humans are a versatile race. They are extremely prolific and common among all environments. Their flexibility and adaptability giving them certain advantages over the other races.

Ability Scores: add +1 to 3 abilities (your choice)

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

Language: Common

Dwarf

Dwarves are short and stout, grumpy but loyal, love digging, and tough as an old boot.

Ability Scores: add +1 to CON and to STR

Size, medium (M): 3'-9" to 4'-8" tall, 132 to 178 lbs

Languages: Common and Dwarfish

Most favorable weapons: battleaxe, handaxe, light hammer, and warhammer

Other Dwarf Abilities:

- Darkvision
- Advantage on poison saves
- Take half damage from poison

Elf

Elves are slender and graceful.

Ability Scores: add +1 to DEX and to WIS

Size, medium (M): 4'-8" to 6'-2", 102 to 140 lbs.

Languages: Common and Elvish

Most favorable weapons: longsword, shortsword, shortbow, and longbow

Skill: Perception

Other Elf Abilities:

- Darkvision
- Advantage on charm saves
- Immune to sleep spells
- Can attempt to hide when lightly obscured by natural phenomena

Halfling

Small, cheerful, practical creatures, halflings try to make friends with anybody. They usually don't have any greater goal beyond a simple, pleasant life.

Ability Scores: add +1 to DEX and to CON

Size, small (S): 2'-9" to 3'-3", 37 to 45 lbs.

Languages: Common and Halfling

Other Halfling Abilities:

Can reroll attack roll, ability check, or saving throw when you roll a 1

- Advantage against being frightened
- Can move through other creature's space, if they are medium size (M) or larger.
- Advantage on poison saves
- Take half damage from poison

Step 3: Choose a class

Fighter

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

Most favorable weapons: all weapons

Armor Training: all armor and shields

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

Cleric

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

Most favorable weapons: all light weapons

Armor training: all armor and shields

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

Wizard

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

Most favorable weapons: Daggers, darts, slings, quarterstaves and medium crossbows

Armor training: none

Skills: Select one skill from this list: Lore, Insight, Perception, Nature

Thief

A scoundrel who uses stealth and trickery to overcome obstacles and enemies

Most favorable weapons: all light weapons, longswords, and rapiers

Armor training: light armor

Skills: Select one skill from the following list: Athletics, Persuasion, Perception, Stealth

Additional Ability: proficient with thieves' tools.

Step 4: Languages

Your character knows the languages listed for his race. In addition, if his INT is 2 or higher, he can know a total number of languages equal to his INT selected from the following.

Languages List:

Dwarvish, Elvish, Giant, Gnomish, Goblin, Halfling, Orc

Step 5: Level Tiers

Your character starts out at first level and advances in level as he adventures, from level 1 to a maximum of level 20. The levels are divided into 5 tiers of 4 levels each. Write down your level and your tier number, which for now are both 1. If you attempt an activity that you are good at (it is on the list of your skills and abilities), you add your tier to any ability check you make to accomplish that activity. Your race, and your class will determine what skills and abilities you have.

| Level tiers | | |
|-------------|------|----------|
| Levels | Tier | |
| 1-4 | 1 | Champion |
| 5-8 | 2 | Hero |
| 9-12 | 3 | Exemplar |
| 13-16 | 4 | Paragon |
| 17-20 | 5 | Epic |

Tier 1 - Champion - your character is already a hero, set apart from the common people by your natural talents, learned skills.

Tier 2 - Hero - your character is a shining example of heroism, set well apart from the masses.

Tier 3 - Exemplar - your character is an exceptional example of a hero with truly amazing abilities.

Tier 4 - Paragon - your character is practically unmatched in his abilities.

Tier 5 - Epic - your character has extreme, near-superhuman abilities.

Step 6: Saving Throws

When your character reacts to a situation, you may roll a die to determine how well he or she reacts. This is called a saving throw, and you'll add the most relevant ability score and your tier to the roll.

Step 7: Hit Points

Characters in combat will trade blows without immediate injury or death. Hit Points represent your character's ability to withstand physical combat, either absorbing wounds or avoiding them. You begin the game with a number of Hit Points equal to 8 + your constitution score. As you adventure, you may lose and regain Hit Points, but you may never have more current Hit Points than your Hit Point maximum. Each time you gain a level after the first, add 1d8+CON to your Hit Point maximum.

Step 8: Equipment

The starting equipment for your character is determined by his class.

Fighter's starting equipment

Armor: Scale mail & Shield

Weapons: Longsword & Shortbow

Gear: Backpack with waterskin, one day's iron rations, bedroll, small sack, tinder box, with flint & steel, quiver with 20 arrows.

Gold: 4d4 gp.

Cleric's starting equipment

Armor: Scale mail & Shield

Weapons: Mace & Light crossbow

Gear: Backpack with waterskin, one day's iron rations, bedroll, small sack, and tinder box, with flint & steel. Case with 20 crossbow bolts. Wooden holy symbol. Three torches.

Gold: 1d4 gp.

Wizard's starting equipment

Armor: None

Weapons: Quarterstaff & Medium crossbow

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, tinder box, with flint & steel. Ten candles, map case, three pages of parchment, ink, inkpen, spellbook. Case with 20 crossbow bolts.

Gold: 3d6 gp.

Thief's starting equipment

Armor: Leather

Weapons: Short sword & Medium crossbow

Gear: Backpack with waterskin, one day's iron rations, bedroll, small sack, and tinder box, with flint & steel. Thieves' tools. Hooded lantern and three flasks of oil. Case with 20 crossbow bolts.

Gold: 4d4 gp.

Alternately, you can roll 4d10 and multiply the result by 10. These are your starting gold pieces. Purchase your equipment from the weapons, armor, and equipment tables. Your character has clothing, including footwear, appropriate to his race and class and to the weather. You can buy anything else you want from the tables. If you want something that is not on the table, ask the DM.

All wealth is measured in gold pieces. There are also Copper, Silver, Electrum, and Platinum coins.
10 Copper pieces (cp) = 1 Silver piece
10 Silver pieces (sp) = 1 Gold piece
10 Gold pieces (gp) = 1 Platinum piece (pp)

Weapons

Your character's most favorable weapons are listed for each class and additional weapon types are listed for some races. Your DM may allow you to add weapons to your list if they fall into the same category and sub category as a weapon that is on your list. Add your tier and a +1 weapon bonus to all attack rolls that you make with a weapon that is on your most favorable weapon list.

Weapon Types

Weapons all fall into 3 broad categories; light, medium and heavy. Each weapon category is described below. Generally, heavier weapons do more damage than light

weapons. A weapon may also fall into one of 3 sub-category;

Long weapons: If a weapon is long, you can attack creatures that are 2 squares (10 ft.) away from you. If you use a long weapon to attack a creature that is in an adjacent square (5 ft. away) you cannot add your tier to the attack roll.

Thrown weapons: These weapons are designed to be thrown. If not thrown they can be used as melee weapons. Any weapon, other than a range weapon, can be thrown. If it isn't designed to be thrown, you have disadvantage to hit (range 20/60).

Range weapons: Range weapons use ammunition (such as arrows). Each time you attack with the weapon, you use a piece of ammunition. Drawing the ammunition is part of the attack. You can recover half of the ammunition you used at the end of the battle. If you are in a square adjacent to an enemy, you fire range weapons at a disadvantage. The range shown for thrown and ranged weapons lists two numbers. The first number indicates the weapon's normal range in feet. Any attack beyond that range is made at a disadvantage. The second number is the weapon's maximum range. You can't hit a target beyond that range.

Light Weapons can be wielded by any character in one hand, using the better of strength or dexterity to determine the attack and damage bonus.

- **Light:** Light weapons deal 1d6 points of damage.
- **Light-long:** Long, light weapons deal 1d4 points of damage.
- **Light-thrown:** Light weapons designed to be thrown deal 1d4 points of damage (range 20/60).
- **Light-ranged:** Light ranged weapons deal 1d6 points of damage (range 30/120)

Medium Weapons can be wielded by any medium character with one hand or any small character with 2 hands. They use strength for attack and damage rolls or dexterity for attack and damage rolls if thrown or ranged.

- **Medium:** Medium weapons deal 1d8 points of damage. A medium weapon wielded by a medium creature with two hands deals 1d10 points of damage.
- **Medium-long:** Long, medium weapons deal 1d6 points of damage.
- **Medium-thrown:** Medium weapons designed to be thrown, can use strength as an alternate attribute for attack and damage rolls. A medium-thrown weapon deals 1d6 points of damage (range 30/140).
- **Medium-ranged:** Medium ranged weapons deal 1d8 points of damage, and require 2 hands to fire (range 60/240).

Heavy Weapons can be wielded by any medium character with two hands or any large character with one hand. Heavy weapons used by small characters have a disadvantage to attack rolls. They use strength for attack and damage rolls or dexterity for attack and damage rolls if ranged.

- **Heavy:** Heavy weapons deal 2d6 points of damage.
- **Heavy-long:** Long, heavy weapons deal 1d10 points of damage.
- **Heavy-ranged:** Heavy ranged weapons deal 2d6 points of damage and require 2 hands to fire (range 120/480).

Unarmed Attack: You can use your fists (or head, or foot, etc.) to make an unarmed melee attack. Add your tier and a +1 weapon bonus to the attack roll. An unarmed attack deals a number of points of damage equal to 1+your Strength. [Whenever any rule mentions a weapon attack, an unarmed attack will count as a weapon attack.]

The Weapons Table: Weapons on this table below represents weapons that are commonly available in a

| Armor | | | |
|---------------------|----------|-----------------------------|--------|
| Armor | Cost | Armor Class (AC) | Weight |
| <i>Light Armor</i> | | | |
| Padded | 5 gp | 11 + Dex | 8 lb. |
| Leather | 10 gp | 11 + Dex | 10 lb. |
| Studded leather | 45 gp | 12 + Dex | 13 lb. |
| <i>Medium Armor</i> | | | |
| Hide | 10 gp | 12 + Dex (max 2) | 12 lb. |
| Chain shirt | 50 gp | 13 + Dex (max 2) | 20 lb. |
| Scale mail | 50 gp | 14 + Dex (max 2) | 45 lb. |
| Breastplate | 400 gp | 14 + Dex (max 2) | 20 lb. |
| Half plate | 750 gp | 15 + Dex (max 2) | 40 lb. |
| <i>Heavy Armor</i> | | | |
| Ring mail | 30 gp | 14 | 40 lb. |
| Chain mail | 75 gp | 16 | 55 lb. |
| Splint | 200 gp | 17 | 60 lb. |
| Plate | 1,500 gp | 18 | 65 lb. |
| <i>Shield</i> | | | |
| Shield | 10 gp | Adds +2 to your armor class | 6 lb. |

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

Armor

The types of armor you have training in is listed for each class. If you wear armor that is not on your list, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

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

Light Armor: For light armor, you add your Dexterity to the base number listed on the armor table to determine your Armor Class.

| Adventuring Gear | | | |
|---------------------------|-------|--------------------------------|------|
| Item | cost | Item | cost |
| <i>Ammunition</i> | | | |
| Arrows (20) | 1 gp | Lantern, hooded | 5 gp |
| Crossbow bolts (20) | 1 gp | Mirror, small, steel | 5 gp |
| Sling bullets (20) | 4 cp | Oil, flask of | 1 sp |
| Backpack, leather | 2 gp | Pole, 10' | 5 cp |
| Bedroll | 1 gp | Pouch, belt, component | 5 sp |
| Blanket | 1 gp | Pouch, belt, large | 5 sp |
| Candle | 1 cp | Quiver, holds 20 arrows | 1 gp |
| Case, crossbow bolts (20) | 1 gp | Rations, iron, 1 day | 5 sp |
| Case, map or scroll | 1 gp | Rope, 50' | 1 gp |
| Healer's kit | 5 gp | Sack, large | 2 cp |
| Holy Symbol, iron | 2 gp | Sack, small | 1 cp |
| Holy Symbol, silver | 5 gp | Skin for water or wine | 2 sp |
| Holy Symbol, wooden | 1 gp | Spike, iron, large | 1 sp |
| Holy Water, flask | 25 gp | Tinder Box, with flint & steel | 5 sp |
| | | Torch | 1 cp |

| Weapons | | | | | |
|------------------|-------|---------------|--------------|-------|---------------|
| Name | Cost | Type | Name | Cost | Type |
| Battleaxe | 10 gp | Medium | Longsword | 15 gp | Medium |
| Club | 1 sp | Light | Mace | 5 gp | Light |
| Crossbow, hand | 75 gp | Light-ranged | Maul | 10 gp | Heavy |
| Crossbow, heavy | 50 gp | Heavy-ranged | Morningstar | 15 gp | Medium |
| Crossbow, medium | 25 gp | Medium-ranged | Pike | 5 gp | Medium-long |
| Dagger | 2 gp | Light | Quarterstaff | 2 sp | Light-long |
| Dart | 5 cp | Light-thrown | Rapier | 25 gp | Medium |
| Greataxe | 30 gp | Heavy | Scimitar | 25 gp | Light |
| Greatclub | 2 sp | Medium | Shortbow | 25 gp | Light-ranged |
| Greatsword | 50 gp | Heavy | Shortsword | 10 gp | Light |
| Halberd | 20 gp | Heavy-long | Sickle | 1 gp | Light |
| Handaxe | 5 gp | Medium-thrown | Sling | 1 sp | Light-ranged |
| Javelin | 5 sp | Medium-thrown | Spear | 1 gp | Light-thrown |
| Light Hammer | 2 gp | Light-thrown | Trident | 5 gp | Medium-thrown |
| Longbow | 50 gp | Heavy-ranged | Warhammer | 15 gp | Light |

Medium Armor: For medium armor, you add your Dexterity, to a maximum of +2, to the base number listed on the armor table to determine your Armor Class.

Heavy Armor: For heavy armor, your Armor Class becomes the number listed for that armor on the armor table. You do not add your Dexterity to the number.

Step 9: Name your Character

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

SECTION 2: Adventuring

Ability Checks

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

When your character attempts something, the Dungeon Master (DM) may require you to make an ability check. To make an ability check, roll 1d20 and add the relevant ability score. If it is an ability or a skill that you are experienced with (it is on your character record sheet), you also add your tier. If the total is greater than or equal to the target difficulty number, you succeed; otherwise, you fail.

Hiding

You can attempt to make yourself difficult to detect by some creatures. To hide, make a DEX check. If you are skilled in stealth, you can add your tier to the roll. Compare that to a WIS check by the target. If he is skilled in perception, he adds his tier to his check. If your check is equal to or higher than the target, you are hidden from that creature.

You cannot hide from a creature that can already see you.

Saving Throws

When your character reacts to a (usually dangerous) situation in-game, your DM may ask you to roll a saving throw.

To make a saving throw, roll 1d20 and add the relevant ability score and your tier to the roll.

Advantage and Disadvantage

Sometimes, a character is in a particularly positive or negative situation. This puts the character at advantage or disadvantage when making attack rolls, ability checks, or saving throws.

If your character makes a roll with advantage, roll two d20s and only use the highest number rolled.

If your character makes a roll with disadvantage, roll two d20s and only use the lowest of the two numbers.

Advantage and disadvantage do not stack and cancel each other out. So, if two abilities give you advantage, you still only roll two d20s. If you have both advantage and disadvantage, only roll one d20.

Advantage and disadvantage never apply to damage rolls.

SECTION 3: Combat

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

Roll Initiative

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

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

Surprise

If one group attacks an enemy group that is unaware of the first group's presence, the first group has surprise. Begin combat as usual, rolling initiative and proceeding through combat, but for the first round, the surprised creatures can do nothing on their turns. This includes losing use of any reaction for one round, measured from the beginning of combat until the start of his turn on round two. After the first round, combat continues as normal.

Actions in Combat

Each creature in combat can do the following during its turn:

One primary action

Attack — Make one melee or ranged attack

Dash — Move up to 6 squares (30 feet), in addition to your regular movement below

Disengage — Your movement does not provoke opportunity attacks this round.

Dodge — Until the start of your next turn, any attack against you is made with disadvantage (if you can see the attacker) and you make Dexterity saving throws with advantage

Heal — Tend to one dying creature (see Dying and Death below)

Help — Choose one creature within 5 feet of you; it gains advantage on its next attack or ability check before the start of your next turn

Hide — Make a Dexterity check to hide

Ready — Choose an action (such as an attack), and a trigger for that action. Until the start of your next turn, when that trigger occurs, you can take that action

Recall Lore — Make an Intelligence check to recall useful information about a creature or environment

Search — Investigate your environment for clues and/or hidden items

Use an Object — Interact with an object

One movement, You can move up to 6 squares (30 feet) during your turn.

One bonus action, only if made available by a rule (as in two-weapon fighting)

One reaction, only if made available by a rule (as in opportunity attacks)

One minor activity, such as opening an unlocked door, picking up a rock, or calling out a brief order

You can perform these actions in any order you choose. Movement can be split up, so you could choose to move 10 feet, perform an attack action, then move another 20 feet.

Making an Attack

You can make a melee attack against any creature within one square (5 feet) of your character, or within two squares (10 feet) if you are using a long weapon. You can attack with a range weapon if the target is within the weapon's range (refer to the weapon section above). To do so, roll 1d20 and add either your Strength or Dexterity (depending on the weapon type), and add your tier and add an additional +1 weapon bonus. [If the weapon is not on your character's weapon list, you do not add your tier or your weapon bonus.] Apply advantage or disadvantage if necessary.

If the result is equal to or greater than the enemy's Armor Class, the attack hits.

Critical Hits And Fails

When making an attack, if the die rolls 20, before any bonuses or penalties, you score a critical hit. In this case, the attack automatically hits (no matter the target's Armor Class), and you roll twice as many damage dice as you normally would. So, if you score a critical hit with a handaxe, instead of rolling 1d6, roll 2d6.

When making an attack, if the die rolls 1, you score a critical failure and the attack automatically misses.

Taking Damage

If an attack hits, roll the weapon's damage die, and add either your Strength or your Dexterity depending on the weapon. Reduce the target creature's Hit Points by the amount of damage. If the creature falls to 0 Hit Points or fewer, it is dying. (However, most DMs kill monsters outright at 0 or fewer Hit Points.)

Dying and Death

A creature reduced to 0 or fewer Hit Points is dying. A creature reduced to as many Hit Points below 0 as the character's Hit Point maximum dies outright. A dying creature makes a death saving throw on its turn; no other action, movement, or activity. There are no modifiers to this roll.

| <u>Roll</u> | <u>Result</u> |
|-------------|----------------------|
| 20 | Creature stabilizes. |
| 10-19 | Mark 1 success. |
| 2-9 | Mark 1 failure. |
| 1 | Mark 2 failures. |

On the 3rd failure, the creature dies. On the 3rd success, the creature stabilizes.

A stabilized creature is unconscious, has 0 Hit Points, and does not roll death saving throws.

Successes and failures reset as soon as a dying creature stabilizes.

Any creature can make a Wisdom ability check to give first aid to a dying creature to stabilize it, and succeeds if they roll a 10 or more. They can add their tier+1 to their roll if they are skilled in Nature.

Opportunity Attacks

Opportunity attacks are provoked if two combatants are within 5 feet of each other and one of them moves away from the other. The creature not acting can use its reaction to make one free melee attack against the creature that is moving away. The creature's movement is interrupted while the reacting creature attacks before it moves away. Because it's using its reaction, a creature can make only one opportunity attack per round.

Two-Weapon Fighting

If you hold a light melee weapon in each hand, you can attack with them both. Choose which weapon you're using as your primary weapon, and which as your secondary weapon. You can attack with your secondary weapon by using your bonus action, and you don't add your ability score to the damage on that attack.

Healing

If your character spends at least one hour performing no strenuous activity – this means no fighting, no bargaining, and otherwise no activity that would invoke a die roll – the character has just completed a **Short Rest**. If your character sleeps and performs no other heavy activities for at least 8 hours, he or she has just completed a **Long Rest**.

When you complete a **Short Rest**, you regain half of your lost hit points.

When you complete a **Long Rest**, you regain all your lost Hit Points. You can only benefit from one long rest per day.

Conditions

A creature can be affected by any of the following conditions, possibly even several conditions at once.

A **blinded** creature can't see, and fails any ability check involving sight. A blinded creature has disadvantage on its attack rolls, and attacks against it are made with advantage.

A **charmed** creature won't attempt to harm the creature that charmed it. The creature that charmed it has advantage on any social ability check involving the charmed creature.

A **deafened** creature can't hear, and fails any ability check involving hearing.

A **frightened** creature has disadvantage on attack rolls and ability checks while it can see the source of its fear. The frightened creature won't willingly move closer to the source of its fear.

A **grappled** creature has a movement of 0. The grapple ends if the grappler becomes incapacitated, or if the grappled creature makes a successful Strength or Dexterity check against the grappling creature's Strength check. The grappling creature can drag its grappled creature at half speed.

An **incapacitated** creature can't take actions (it can move, though).

An **invisible** creature cannot be seen (but can be heard, smelled, etc.). An invisible creature has advantage on its attack rolls, and attacks against it are made with disadvantage.

A **paralyzed** creature is incapacitated and can neither move nor speak. The paralyzed creature fails Dexterity- and Strength-based saving throws, attacks against it have advantage, and any melee attack against it that hits is an automatic critical hit.

A **petrified** creature, along with any nonmagical object it is wearing or carrying, is turned to stone. It gets 10 times heavier, is incapacitated, unaware of its surroundings and can't move or speak. Attacks against it have advantage. It fails all Strength and Dexterity saving throws. It takes half damage from all attacks and is immune to poison and disease, but any already in its system is only suspended.

A **poisoned** creature takes disadvantage on ability checks and attack rolls.

A **prone** creature can crawl at half speed, or use half its speed to stand up. A prone creature takes disadvantage on attack rolls; melee attacks against it have advantage, and ranged attacks against it have disadvantage.

A **restrained** creature has a movement of 0. The creature attacks and makes Dexterity checks with disadvantage, and attacks against it are made with advantage.

A **stunned** creature is incapacitated, can't move, and can barely speak. It fails Strength and Dexterity saving throws, and attacks against it are made with advantage.

An **unconscious** creature is incapacitated, can't move, can't speak, and is not aware of its surroundings. It drops whatever it's holding, falls prone, and fails Strength and Dexterity saving throws. Attacks against it have advantage, and any melee attack against it that hits is an automatic critical hit.

SECTION 4: Leveling Up

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

When your character reaches levels 5, 9, 13, and 17 you also add one to your tier.

You also receive additional new features depending upon your class. Refer to the following information regarding each class. Each listed feature is available when you reach the level listed above the feature.

Any feature that ends in (1/rest) indicates that after you use it once, you can't use that feature again until after a short or long rest. (1/long rest) means you must finish a long rest before you can use it again. Larger numbers mean that you can use it more times between rests.

You can't increase any ability score above +5.

Fighter

Level 1

add 2 to all weapon attack rolls
as a bonus action, heal 1d10+your level (1/rest)

Level 2

take 2 Actions in one round (1/rest)

Level 3

critical hit on a 19 or 20

Level 4

Increase one Ability by 1

Level 5

attack 2 times with each Attack Action

Level 6

Increase one Ability by 1

Level 7

Add your +1 to all STR, DEX and CON checks

Level 8

Increase one Ability by 1

Level 9

reroll a failed saving throw (1/long rest)

Level 10

add +2 to all melee weapon damage rolls

Level 11

attack 3 times with each Attack Action

Level 12

Increase one Ability by 1

Level 13

can reroll a failed saving throw (2/long rest)

Level 14

Increase one Ability by 1

Level 15

critical hit on 18, 19 or 20

Level 16

Increase one Ability by 1

Level 17

take 2 actions in one round (2/rest)
reroll a failed saving throw (3/long rests)

Level 18

when down half, regain 5+CON Hit Points (1/turn)

Level 19

Increase one Ability by 1

Level 20

attack 4 times with each Attack Action



Cleric

At 2nd level, you can use **Channel Divinity** to *Turn Undead* or *Preserve Life*.

Turn Undead: All undead within 30 feet make WIS saving throw or flee for 1 minute or until it takes damage. At higher levels, undead of a certain challenge rating (CR) or lower that fail their save are destroyed.

Preserve Life: As an action, all creatures of your choosing within 30 feet of you heal hit points = 5 times your level (divided between them). Can restore up to half their hit points maximum.

You can cast spells - refer to Section 5: Spellcasting.

Level 1

Select one Clerical Domain

Select 2 energy spell types

add +1 to all WIS checks and saves

Level 2

Channel Divinity (1/rest)

Level 3 – no new features this level

Level 4

Increase one Ability by 1

Level 5

Roll 1 extra die for Cantrip damage

Level 6

Channel Divinity (2/rest)

Level 7 – no new features this level

Level 8

Increase one Ability by 1

Turn Undead will Destroy Undead of CR 1

Level 9

Cantrip damage increase

Level 10

Select a second Clerical Domain

Level 11

Turn Undead will Destroy Undead of CR 2

Level 12

Increase one Ability by 1

Level 13

Roll 2 extra die for Cantrip damage

Level 14

Turn Undead will Destroy Undead of CR 3

Level 15 – no new features this level

Level 16

Increase one Ability by 1

Level 17

Roll 3 extra die for Cantrip damage

Turn Undead will Destroy Undead of CR 4

heal spells do maximum healing

Level 18

Channel Divinity (3/rest)

Level 19

Increase one Ability by 1

Level 20 – no new features this level

Wizard

You can cast spells - refer to Section 5: Spellcasting.

Level 1

Select one Wizard School

Select energy spell types = INT (min 2)

add +1 to all INT checks and saves

Level 2

can choose to not effect 1+spell's level creatures in area of effect spells

Level 3 – no new features this level

Level 4

Increase one Ability by 1

Level 5

Roll 1 extra die for Cantrip damage

Level 6

creatures that save against cantrips take 1/2 damage

Level 7 – no new features this level

Level 8

Increase one Ability by 1

Level 9

Cantrip damage increase

Level 10

Select a second Wizard School

add your INT to spell damage rolls

Level 11 – no new features this level

Level 12

Increase one Ability by 1

Level 13

Roll 2 extra die for Cantrip damage

Level 14

≤10th level spells do maximum damage (1/long rests)

Level 15 – no new features this level

Level 16

Increase one Ability by 1

Level 17

Roll 3 extra die for Cantrip damage

Level 18

choose two 3rd level or lower spells you know to now cast as cantrips

Level 19

Increase one Ability by 1

Level 20

choose two 6th level or lower spells you know to now cast as cantrips

Thief

Sneak attack: Once per turn, if you attack with advantage, or if another of your group is within 5 feet of your target, you deal extra damage with the attack. The attack must use a light, light-thrown, or light-ranged weapon. The amount of extra damage increases as you advance in levels as indicated on below.

Level 1

sneak attack extra damage is 1d6
you know thieves' cant
add +1 to all DEX checks and saves

Level 2

can Dash, Disengage, or Hide as a bonus action

Level 3

sneak attack extra damage increases to 2d6
can make DEX (Stealth) check to pick pockets as a bonus action
can use thieves' tools as a bonus action
can use an object as a bonus action
climbing doesn't cost extra movement

Level 4

Increase one Ability by 1

Level 5

sneak attack extra damage increases to 3d6
can use a reaction to halve damage received

Level 6

Select one of your skills, from now on you use it with advantage

Level 7

sneak attack extra damage increases to 4d6
on DEX saves, take no damage on a save or half damage on a fail

Level 8

Increase one Ability by 1

Level 9

sneak attack extra damage increases to 5d6
advantage on DEX (Stealth) checks if you move 15 feet or less

Level 10

Increase one Ability by 1

Level 11

sneak attack extra damage increases to 6d6
on ability checks for things you are skilled at, treat 1-9 as a 10

Level 12

Increase one Ability by 1

Level 13

sneak attack extra damage increases to 7d6
can ignore class, race and level requirements to use a magic item.

Level 14

can locate hidden or invisible creatures within 10' (if you can hear)

Level 15

sneak attack extra damage increases to 8d6
make Wisdom saving throws with advantage

Level 16

Increase one Ability by 1

Level 17

sneak attack extra damage increases to 9d6
take 2 turns on first round, first on your initiative & then on your initiative -10 (if not surprised)

Level 18

attacks against you can't have advantage (if you are not incapacitated)

Level 19

sneak attack extra damage increases to 6d6
Increase one Ability by 1

Level 20

treat a miss as a hit, or any ability roll as a 20 (1/long rest)

SECTION 5: Spellcasting

This section provides the rules for casting spells.

What Is a Spell?

Behind reality as the player-characters know it, there is a sort of internal "skeleton", over which reality exists like skin atop muscle and bone. This "skeleton" can best be envisioned as an unseen essence that pervades all parts of the multiverse, directly linking everything to every other thing. This is the source of all magic. When you cast a spell, you actually create a specific alteration in the local essence, which then causes the spell effect you wanted in the 'real' world. We call this essence "mana".

All the physical laws of the universe are simply reflections of the true, background laws that govern this universal essence.

Clerics are conduits for divine magic, the power of the gods. Divine casting is done by channeling the mana provided by their deities to cast spells.

Wizards create elaborate mental structures within the mazes of their own minds, traps which funnel magical mana like a roof collects rainwater for a barrel, stored and ready to be used over the course of a day.



Mana Points

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

- To calculate your number of mana points add 4 to your tier, then multiply that by your level.

Example: If you are level 5 you will also be tier 2. [Refer to "Step 5: Level Tiers" on page 4.] So add 4 to your tier (4+2=6) then multiply that by your level to determine your number of mana points (6x5=30). By following this example you can see that you will have 5 mana points at level 1, and 180 at level 20.

- The mana cost of a spell is equal to the spell's level. So to cast a 2nd level spell would require deducting 2 from your mana points. The same spell can be cast over and over as long as there are mana points in your pool.
- Most spells allow the spending of additional mana points to achieve additional (or more powerful) effects. If you enhance a spell this way, you must declare how many mana points you are going to spend on a spell before you cast it.
- Cantrips are 0 level spells. They use a negligible amount of mana and do not deduct from a character's mana points.
- To recover mana a character must rest. Spell casters recover 100% of their mana after a long rest

Casting Spells

You can cast any spell of a spell level equal to your character level or lower that is on one of your spell lists.

- When you cast a spell you deduct (or "spend") a number of mana points equal to the spell's level.
- You can cast the same spell over and over, as long as you have the mana points for it.
- You can enhance some spells by spending more mana points.
- If you end up spending all of your mana points, you will only be able to cast cantrips until after you finish a long rest.

Enhancing Spells

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

- You can enhance spells that do damage even if the spell description doesn't explicitly say so. Unless the description says otherwise, each additional mana point adds one additional die to the damage roll.

Example: Let's say a cleric wants to cast *Guiding Bolt* and wants it to do more damage than normal, so he decides to spend an additional 3 mana points. Because *Guiding Bolt* is a first level spell it cost 1 mana point to cast. He subtracts 4 points from his pool of mana points, 1 to cast the spell and 3 more to enhance it. When he rolls for damage he adds 3 die, one for each additional mana point he spent. So instead of rolling 4d6 (the amount of damage listed in the spell description), he rolls 7d6.

- Cantrips cannot be enhanced with mana points but cantrips that do damage increase in power as you increase in level. You add one additional die to the damage roll at character levels 5, 9, 13, and 17.

Spell Save DC

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

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

Spell attack Modifier

Some spells require you to make a spell attack.

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

Concentration

Some spells last as long as you maintain concentration.

Conditions under which concentration ends are:

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

Spell components

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

- You must say the magic words (the verbal component) in a clear and forceful voice that can be heard from at least 20 feet away.

- You must have at least one hand free to make the proper physical gestures (the somatic component) to focus the magical energies that the spell releases.
- A cleric must boldly present his holy symbol (the material component) that represents his connection to his deity.
- Wizards do not require material components to cast their spells.
- Casting a spell while omitting one of these components (casting a spell while in an area of magical silence for example) cost double the number of mana points. Add together the total mana normally required to cast the spell, including any additional mana points for enhancing the spell, and multiply the results by 2.
- Casting a spell lacking more than one component is not possible

Example: A 4th level wizard can cast any spell on one of his spell lists up to and including a level 4 spell. When he advances to 5th level he can then also cast level 5 spells.

Overlapping Spells

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

Spell levels

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

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

SECTION 6: What Spells Can I Cast?

As a Cleric or Wizard you will select what categories of spells you want to specialize in. Each category contains a list of several spells of different levels. As your character advances in level he will be able to cast any of the spells on the list for that category that is of his character level or lower. For a wizard, this represents his long hours of study of this particular field of magic and his finally mastering the more difficult, and more powerful, spells. For a cleric, this represents his deity granting him access to more powerful spells as a reward for his dedication and service.

The categories of spells are divided into three major groups. Energy Spells, Clerical Domains, and Wizard Schools. The specific spells that are included in each category are listed in "SECTION 7: Spell Lists".

Energy Spells

Energy spells are grouped by the type of energy they control.

The 6 energy types are:

- **Cold**
- **Fire**
- **Force**
- **Lightning**
- **Radiant**
- **Thunder**



Clerics: At first level you select two energy spell types of your choice except for *force* or *lightning*. Clerics cannot choose either of those two energy spell types.

Wizards: At first level you select a number of energy spell types of your choice equal to your INT (minimum of two). One of the spell types you select must be *force*. If a wizard's intelligence score is increased his number of energy spell types can also increase.

Clerical Domains

If you are a cleric, in addition to your energy spell lists, you can also cast the spells on a clerical domain spell list.

The 4 clerical domains are:

- **Abjuration**
- **Divination**
- **Negative Energy** (Necromancy)
- **Positive Energy** (Heal spells).

A first level cleric must choose either the **Positive Energy** or the **Negative Energy** domain. He adds a second domain of his choice at 10th level.

Wizard Schools

If you are a wizard, in addition to your energy spell lists, you can also cast the spells on a wizard school spell list. A wizard will focus his studies on a specific type of spell.

The 5 wizard schools are:

- **Conjuration**
- **Enchantment**
- **Evocation**
- **Illusion**
- **Transmutation**

first level wizard chooses one of these schools. He can add another school at 10th level.

SECTION 7: Spell Lists

Reading the Spell Descriptions

The various spell properties are listed below.

Casting Time

This is how long it takes to cast the spell.

Range

The range is the maximum distance from you to the point of origin of the spell. A spell with the range of "touch" requires you to touch the creature or object the spell will effect. If the target of a "touch" spell is not willing to have the spell effect it, you make a spell attack to touch the creature. If the range is "self", the spells origin point is the spellcaster.

Area of Effect (AoE)

The origin point for an area of effect spell can be any point of your choosing within the spell's range.

- **Cone:** Origin point is the tip of the cone, it extends out from there the distance of the cone and is as wide at the far end as it is long.
- **Cube:** Origin point can be any point on the surface of the cube, the cube is has same dimension in all three directions.
- **Distance:** The maximum number of feet from the point of origin to the effect.
- **Line:** Origin point is one end of the line, it extends the direction you choose and is 5 feet wide.
- **Radius:** Origin point is the bottom center of a cylinder that is 40' tall.
- **Sphere:** Origin point is the center of the sphere.

Target

The target is how many creatures or objects the spell can effect. You can typically target a creature or object of your choice that you can see that is within the spell's range.

Damage

This is how many hit points of damage the target of the spell receives if it is successful.

Save

Indicates the ability that is used to save against the spell. A successful save results in no damage for a cantrip, or half damage for all other spells. Spells that have no save listed require a successful spell attack to do any damage.

Duration

This is how long the spell lasts. The caster can end a spell early if he chooses to. A spell with no duration listed is instantaneous. A spell which requires concentration will list how long the spell will last if concentration is maintained.

Heals

This is the number of hit points the spell heals and/or any other healing effect the spell has.

Energy Spells

Cold Spell List

Cold spells do cold damage. Effected creatures are reduced to a speed of 10 ft until the start of your next turn. Creatures killed by a cold spell become frozen statues until thawed. There are 4 spells on the cold spell list. These spells are: *Ray of Frost*, *Ice Storm*, *Cone of Cold* and *Freezing Sphere*.

Cantrip: *Ray of Frost*

Casting Time: one action

Range: 60 ft.

Target: 1 creature or object

Damage: 1d8 cold/tier

Duration: instantaneous

A frigid beam of blue-white light streaks toward the target.

Level 8: *Ice Storm*

Casting Time: one action

Range: 300 ft.

Area of Effect: 20 ft. radius

Damage: 4d6 cold + 2d8 bludgeoning

Save: dexterity

Duration: instantaneous

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder. Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

Level 10: *Cone of Cold*

Casting Time: one action

Range: self

Area of Effect: 60 ft. cone

Damage: 8d8 cold

Save: constitution

Duration: instantaneous

A blast of cold air erupts from your hands.

Level 14: *Freezing Sphere*

Casting Time: one action

Range: 300'

Area of Effect: 60 ft. radius sphere

Damage: 10d6 cold

Save: constitution

Duration: instantaneous

A frigid globe of cold energy streaks from your fingertips to a point where it explodes in a 60-foot-radius sphere.

Fire Spell List

Fire spells do fire damage and flammable objects ignite if not worn or carried. There are 6 spells on the fire spell list. These spells are: *Fire Bolt*, *Burning Hands*, *Fireball*, *Flame Strike*, *Delayed Blast Fireball* and *Meteor Swarm*.

Cantrip: ***Fire Bolt***

Casting Time: one action

Range: 120 ft.

Target: 1 creature or object

Damage: 1d10 fire / tier

Duration: instantaneous

You hurl a mote of fire.

Level 2: ***Burning Hands***

Casting Time: one action

Range: self

Area of Effect: 15 ft. cone

Damage: 3d6 fire

Save: dexterity

Duration: instantaneous

A thin sheet of flames shoots forth from your outstretched fingertips.

Level 6: ***Fireball***

Casting Time: one action

Range: 150 ft.

Area of Effect: 20 ft. radius sphere

Damage: 8d6 fire

Save: dexterity

Duration: instantaneous

A bright streak flashes from your pointing finger to a point where it then blossoms with a low roar into an explosion of flame. The fire spreads around corners.

Level 10: ***Flame Strike***

Casting Time: one action

Range: 60 ft.

Area of Effect: 10 ft. radius

Damage: 4d6 fire + 4d6 radiant

Save: dexterity

Duration: instantaneous

[You must be able to cast both fire and radiant spells to cast *flame strike*.] For each additional mana point spent, you decide if you want the additional damage die to do fire damage or radiant damage.

Level 15: ***Delayed Blast Fireball***

Casting Time: one action

Range: 150 ft.

Area of Effect: 20 ft. radius sphere

Damage: 12d6 + 1d6/turn fire

Save: dexterity

Duration: concentration up to 1 minute

A beam of light flashes forth, then condenses at a chosen point as a glowing bead. When the spell ends, either because your concentration is broken or because you decide to end it, the bead blossoms into an explosion of flame that spreads around corners. Each creature in the area of effect must make a saving throw for half damage. The spell's base damage is 12d6. If at the end of your turn the bead has not yet detonated, the damage increases by 1d6. If the glowing bead is touched before the interval has expired, the creature touching it must make a Dexterity saving throw. On a failed save, the spell ends immediately, causing the bead to erupt in flame. On a successful save, the creature can throw the bead up to 40 feet. When it strikes a creature or a solid object, the spell ends, and the bead explodes.

Level 20: ***Meteor Swarm***

Casting Time: one action

Range: 1 mile

Area of Effect: four 40 ft. radius spheres

Damage: 20d6 fire + 20d6 bludgeoning

Save: dexterity

Duration: instantaneous

Blazing orbs of fire plummet to the ground at four different points. The sphere spreads around corners. A creature in the area of more than one fiery burst is affected only once. This spell cannot be enhanced by spending more mana points.



Force Spell List

This is the default spell type for wizards. Force spells do force damage. You can target individual objects instead of individual creatures. If targeted, a hit can damage a nonmagical object up to 10 ft. cube. There are 4 spells on the force spell list. These spells are: *Eldritch Blast*, *Magic Missile*, *Sword of Force* and *Disintegrate*.

Cantrip: *Eldritch Blast*

Casting Time: one action

Range: 120 ft.

Target: 1 creature

Damage: 1d10 force / tier

Duration: instantaneous

A beam of crackling energy streaks toward the target. At higher tiers, each die represents a separate beam. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

Level 1: *Magic Missile*

Casting Time: one action

Range: 120 ft.

Target: 1 or more creatures

Damage: each dart does 1d4+1 force

Duration: instantaneous

You create three glowing darts of magical force. Each dart hits a targeted creature. The darts all strike simultaneously, and you can direct them to hit one creature or several. The spell creates one more dart for each additional mana point spent.

Level 14: *Sword of Force*

Casting Time: one action

Range: 60 ft.

Target: 1 point in space

Damage: 3d8 force

Duration: concentration up to 1 minute

You create a sword-shaped plane of force & melee spell attack; On a hit, the target takes the damage; bonus action to move 20 ft and/or attack

Level 20: *Disintegrate*

Casting Time: one action

Range: 60 ft.

Target: 1 creature or object or magical force creation

Damage: 10d6+40 force

Save: dexterity

Duration: instantaneous

If the damage taken reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is carrying, except magic items, are reduced to a pile of dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell. This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell.

Lightning Spell List

Lightning spells do lightning damage. Creatures wearing metal armor have disadvantage on saving throws against area of effect lightning spells. You have advantage on your attack rolls against individual creatures that are wearing metal armor. Unattended flammable objects ignite. There are 3 spells on the lightning spell list. These spells are: *Shocking Grasp*, *Lightning Bolt* and *Chain Lightning*.

Cantrip: *Shocking Grasp*

Casting Time: one action

Range: touch

Target: 1 creature

Damage: 1d8 lightning / tier

Duration: instantaneous

Lightning springs from your hand to shock a creature that you touch.

Level 5: *Lightning Bolt*

Casting Time: one action

Range: self

Area of Effect: 100 ft. line

Damage: 8d6 lightning

Save: dexterity

Duration: instantaneous

A stroke of lightning blasts out from you in a direction you choose.

Level 11: *Chain Lightning*

Casting Time: one action

Range: 250 ft.

Area of Effect: 30' radius (up to 4 targets)

Damage: 10d8 lightning

Save: dexterity

Duration: instantaneous

A bolt of lightning arcs to the target. Up to three bolts then leap up to 30' from that target to other targets. A target can be a creature or an object and can be targeted by only one of the bolts. Rather than adding damage, one additional bolt leaps from the first target to another target for each additional mana point spent.



Radiant Spell List

Radiant spells do radiant damage. Targets in an area of effect spell receive no bonus for cover on their saving throw. Undead and oozes have disadvantage on their saves. If a creature is effected by a radiant spell a dim light surrounds the target giving advantage to the next attack against it, until the start of your next turn. There are 5 spells on the radiant spell list. These spells are: *Sacred Flame*, *Guiding Bolt*, *Spirit Guardians*, *Sunbeam* and *Sunburst*.

Cantrip: *Sacred Flame*

Casting Time: one action

Range: 60 ft.

Target: 1 creature

Damage: 1d8 radiant / tier

Save: dexterity

Duration: instantaneous

Flame-like radiance descends on a creature that you can see within range.

Level 1: *Guiding Bolt*

Casting Time: one action

Range: 120 ft.

Target: 1 creature

Damage: 4d6 radiant

Duration: instantaneous

A flash of light streaks toward the target.

Level 6: *Spirit Guardians*

Casting Time: one action

Range: self

Area of Effect: 15 ft.

Damage: 3d8 radiant

Save: wisdom

Duration: concentration up to 10 minutes

You call forth angelic or fey spirits to protect you. You can designate anyone you wish to be unaffected by them. An affected creature's speed is halved in the area, and when it enters the area for the first time on a turn or starts its turn there, it must make a saving throw or take damage.

Level 11: *Sunbeam*

Casting Time: one action

Range: self

Area of Effect: 60 ft. line

Damage: 6d8 radiant

Save: constitution

Duration: concentration up to 1 minute

A beam of brilliant light flashes out from your hand. On a failed save, a creature is also blinded until your next turn. You can create a new beam as your action on any turn until the spell ends. For the duration, a mote of brilliant radiance shines in your hand. It sheds bright sunlight in a 30-foot radius and dim light for an additional 30 feet.

Level 17: *Sunburst*

Casting Time: one action

Range: 500 ft.

Area of Effect: 60 ft. radius

Damage: 12d6 radiant

Save: constitution

Duration: instantaneous

On a failed save, a creature is also blinded for 1 minute. On a successful save, it isn't blinded. A blinded creature makes another saving throw at the end of each of its turns to be no longer blinded. This spell dispels any darkness in its area that was created by a spell.

Thunder Spell List

Thunder spells do thunder damage. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. Nonmagical unattended objects also take damage. Creatures that fail their save and unsecured objects are pushed 10 ft away from the origin point of the spell. These spells emits a thunderous boom audible out to 300 feet. There are 3 spells on the thunder spell list. These spells are: *Thunderwave*, *Shatter* and *Destructive Wave*.

Level 1: *Thunderwave*

Casting Time: one action

Range: self

Area of Effect: 15 ft. cube

Damage: 2d8 thunder

Save: constitution

Duration: instantaneous

A wave of thunderous force sweeps out from you.

Level 6: *Shatter*

Casting Time: one action

Range: 60 ft.

Area of Effect: 10 ft. radius sphere

Damage: 8d8 thunder

Save: constitution

Duration: instantaneous

A sudden loud ringing noise, painfully intense, erupts from the spell's point of origin.

Level 10: *Destructive Wave*

Casting Time: one action

Range: self

Area of Effect: 30 ft. radius

Damage: 5d6 thunder + 5d6 radiant or necrotic

Save: constitution

Duration: instantaneous

[You must be able to cast both thunder and either radiant or necrotic spells to cast *destructive wave*.] You create a burst of energy that ripples outward from you. You can select which creatures are effected. Effected creatures that fail their save take both thunder damage and either radiant or necrotic damage (your choice).

Clerical Domains

Abjuration Spell List

The Abjuration Domain emphasizes magic that blocks, banishes, or protects. There are 20 spells on the adjuration spell list. These spells are: *Sanctuary*, *Shield of Faith*, *Mage Armor*, *Shield*, *Aid*, *Lesser Restoration*, *Warding Bond*, *Counterspell*, *Dispel Magic*, *Protection from Energy*, *Beacon of Hope*, *Remove Curse*, *Stoneskin*, *Death Ward*, *Freedom of Movement*, *Greater Restoration*, *Globe of Invulnerability*, *Antimagical Field*, *Holy Aura* and *Imprisonment*.

Level 1: *Sanctuary*

Casting Time: 1 minute

Range: 30 ft.

Target: 1 creature

Save: wisdom

Duration: instantaneous

Any who want to attack warded creature must first make save; doesn't protect vs. area spells.

Level 2: *Shield of Faith*

Casting Time: one bonus action

Range: 60 ft.

Target: 1 creature

Duration: concentration up to 10 minutes

1 creature gains +2 AC for the duration

Level 3: *Mage Armor*

Casting Time: one action

Range: touch

Target: 1 creature

Duration: 8 hours

Target that isn't wearing armor has AC 13 + Dex modifier; spell ends if it dons armor

Level 4: *Shield*

Casting Time: one reaction

Range: self

Duration: 1 round, when hit by attack or *magic missile*

If hit by attack, add +5 to your AC until start of your next turn; or stop *Magic Missile* spell damage

Level 5: *Aid*

Casting Time: one action

Range: 30 ft.

Target: up to 3 creatures

Duration: 8 hours

Current hp and hp max gain +5 for the duration. +5 hp for each additional mana point spent.

Level 6: *Lesser Restoration*

Casting Time: one action

Range: touch

Target: 1 creature

Duration: instantaneous

Cure one disease or end one condition (blinded, deafened, paralyzed, or poisoned)

Level 7: *Warding Bond*

Casting Time: one action

Range: touch

Target: 1 creature

Duration: 1 hour

Creature gets +1 to AC, +1 to saves, resistance all damage; if it takes damage you take same damage; ends if target moves more than 60 ft away from you.

Level 8: *Counterspell*

Casting Time: one reaction

Range: 60 ft.

Target: 1 creature that is casting a spell

Duration: instantaneous

Stop a spell being cast; make DC 10+(Spell Level) WIS check

Level 9: *Dispel Magic*

Casting Time: one action

Range: 120 ft.

Target: 1 creature or magical effect

Duration: instantaneous

Dispel any magical effect on a creature or object; make DC 10+(Spell Level) WIS check

Level 10: *Protection from Energy*

Casting Time: one reaction

Range: touch

Target: 1 creature

Duration: concentration up to 1 hour

Target gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage (your choice when you cast the spell)

Level 11: *Beacon of Hope*

Casting Time: one action

Range: touch

Target: 1 creature

Duration: concentration up to 1 hour

Target gets adv. on Wis/Death saves and gains max hp from any healing

Level 12: *Remove Curse*

Casting Time: one action

Range: touch

Target: 1 creature or object

Duration: instantaneous

Target is freed of all curses; cursed magic items break attunement with owner

Level 13: ***Stoneskin***

Casting Time: one action
Range: touch
Target: 1 creature
Duration: 8 hours

Target gets resistance to nonmagical Bludgeoning, Piercing, and Slashing damage

Level 14: ***Death Ward***

Casting Time: one action
Range: touch
Target: 1 creature
Duration: concentration up to 1 hour

Once, when creature drops to 0 hp it drops to 1 hp instead; or negates first instantaneous kill effect

Level 15: ***Freedom of Movement***

Casting Time: one action
Range: touch
Target: 1 creature
Duration: 1 hour

Magic cannot reduce speed, paralyze, restrain; use 5 ft to escape nonmagical restrains

Level 16: ***Greater Restoration***

Casting Time: one action
Range: touch
Target: 1 creature
Duration: instantaneous

Reduce 1 level of exhaustion or end one effect: charmed, petrified, curse, ability score reduction, or hit point reduction.

Level 17: ***Globe of Invulnerability***

Casting Time: one action
Range: self
Area of Effect: 10 ft. radius
Duration: concentration up to 1 minute

Spells of level 3 or lower cast outside area cannot effect inside area. Will effect spells of levels above 3rd level if additional mana points are spent, 1 point per spell level.

Level 18: ***Antimagic Field***

Casting Time: one action
Range: self
Area of Effect: 10 ft. radius sphere
Duration: concentration up to 1 hour

No magical effects functions in area except those created by an artifact or a deity

Level 19: ***Holy Aura***

Casting Time: one action
Range: self
Area of Effect: 30 ft. radius
Duration: concentration up to 1 minute

Any you choose in area have advantage on saves and attacks against them have disadvantage; fiend and undead that attack a warded creature must make a constitution save or be blinded for the spells duration.

Level 20: ***Imprisonment***

Casting Time: one minute
Range: 30 ft.
Target: 1 creature
Damage: bound by the spell
Save: wisdom
Duration: until dispelled

If target succeeds in saving, it is immune to future castings of this spell. The creature doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive it. You choose the type of magical restraint. It can be burial, chaining, hedged prison, minimus containment, or slumber. Refer to the Player's Handbook for information on these forms of imprisonment. During the casting of the spell, you can specify a condition that will cause the spell to end and release the target. A dispel magic spell can end the spell only if it is cast enhanced by an additional 10 mana points, targeting the prison.



Divination Spell List

You work to master spells of discernment, remote viewing, supernatural knowledge, and foresight. There are 12 spells on the divination spell list. These spells are: *Guidance*, *Comprehend Languages*, *Detect Magic*, *Identify*, *Augury*, *Arcane Eye*, *Divination*, *Locate Creature*, *Commune*, *True Seeing*, *Find the Path* and *Foresight*.

Cantrip: *Guidance*

Casting Time: one action

Range: touch

Target: 1 willing creature

Duration: concentration up to 1 minute

Before or after making an ability check, the target adds 1d4 to ability check of its choice, once during the duration.

Level 1: *Comprehend Languages*

Casting Time: one action

Range: self

Duration: 1 hour

Understand all spoken languages or written language when touched; does not help vs. cyphers

Level 2: *Detect Magic*

Casting Time: one action

Range: self

Duration: concentration up to 10 minutes

Know presence of magic within 30 ft; take 1 action to see magical auras and determine energy type, domain, or school.

Level 4: *Identify*

Casting Time: one action

Range: touch

Target: 1 object or creature

Duration: instantaneous

1 magical item or magic-imbued creature/object; learn properties, how to use, and spells affecting it

Level 6: *Augury*

Casting Time: one action

Range: self

Duration: instantaneous

Receive omen about specific course of action you plan to take in the next 30 min; can only cast once between long rests

Level 8: *Arcane Eye*

Casting Time: one action

Range: 30 ft.

Target: point you can see

Duration: concentration up to 1 hour

Create invisible, moving (unlimited range, 30ft/round) 1" magic eye with darkvision you can see through

Level 10: *Divination*

Casting Time: one action

Range: self

Duration: instantaneous

Get answer to one question about a goal, event, or activity to occur within the next 7 days; can only cast once between long rests

Level 12: *Locate Creature*

Casting Time: one action

Range: self

Duration: concentration up to 1 hour

Learn direction to closest named or described kind or specific creature within 1000 ft; know direction of its movement; can't locate creature if beyond 10' wide running water.

Level 14: *Commune*

Casting Time: 1 minute

Range: self

Duration: 1 minute

Ask up to three yes/no questions to your deity; can only cast once between long rests

Level 16: *True Seeing*

Casting Time: one action

Range: touch

Target: 1 creature

Duration: 1 hour

Target gains truesight 120 ft; see through illusions, hidden doors, ethereal plane

Level 18: *Find the Path*

Casting Time: 1 minute

Range: self

Duration: concentration up to 1 day

Know the shortest route to a location you are familiar with that is on the same plane as you.

Level 20: *Foresight*

Casting Time: 1 minute

Range: touch

Target: 1 creature

Duration: 8 hours

Target can't be surprised; has advantage on attacks, ability checks, and saves; attacks against the target have disadvantage. The spell ends if you cast it again before its duration ends.



Negative Energy Spell List

The study of negative energy spells is also called necromancy. Necromancy explores the cosmic forces of life, death, and undeath. Necrotic spells that do damage, do necrotic damage, and damaged creatures can't regain hit points until the start of your next turn. Damaged undead creatures also have disadvantage on attack rolls against you until the end of your next turn. Creatures killed become zombies under your command. There are 9 spells on the negative energy spell list. These spells are: *Chill Touch*, *InFLICT Wounds*, *Revivify*, *Speak with Dead*, *Raise Dead*, *Harm*, *Finger of Death*, *Resurrection* and *Astral Projection*.

Cantrip: *Chill Touch*

Casting Time: one action
Range: 120 ft.
Target: 1 creature
Damage: 1d8 necrotic / tier
Duration: instantaneous

You make a spell attack against a creature with ghostly, skeletal hand that appears in its space.

Level 2: *InFLICT Wounds*

Casting Time: one action
Range: touch
Target: 1 creature
Damage: 3d10 necrotic
Duration: instantaneous

Make a melee spell attack against a creature.

Level 4: *Revivify*

Casting Time: one action
Range: touch
Target: 1 creature that has died within the last minute
Duration: instantaneous

Returns to life with 1 hit point; can't return if died of old age; can't restore missing body parts.

Level 7: *Speak with Dead*

Casting Time: one action
Range: 10 ft.
Target: 1 dead creature
Duration: 10 minutes

Corpse can answer up to five questions; must have mouth; can't be undead; fails if it was the target of this spell within the last 10 days.

Level 10: *Raise Dead*

Casting Time: 1 hour
Range: touch
Target: 1 dead creature
Duration: instantaneous

Corpse no longer than 10 days dead restored to 1 hp; soul must be willing

Level 13: *Harm*

Casting Time: one action
Range: 60 ft.
Target: 1 creature
Damage: 14d6 necrotic
Save: constitution
Duration: instantaneous

The damage can't reduce the target's hit points below 1. On a failed save, its hit point maximum is reduced by an amount equal to the damage it took for 1 hour. Any effect that removes a disease allows a creature's hit point maximum to return to normal.

Level 16: *Finger of Death*

Casting Time: one action
Range: 60 ft.
Target: 1 creature
Damage: 7d8+30 necrotic
Save: constitution
Duration: instantaneous

You send negative energy coursing through a creature, causing it searing pain.

Level 18: *Resurrection*

Casting Time: 1 hour
Range: touch
Target: 1 creature that has been dead for 100 yrs. or less
Duration: instantaneous

Creature that didn't die of old age, and isn't undead, if its soul is free and willing, returns to life with all its hit points. If the creature has been dead for one year or longer, until you finish a long rest you can't cast spells, and you have disadvantage on all attack rolls, ability checks, and saving throws.

Level 20: *Astral Projection*

Casting Time: 1 hour
Range: 10 ft.
Target: You and up to eight willing creatures
Save: constitution
Duration: special

You project your astral bodies into the Astral Plane. The material body you leave behind is unconscious and in a state of suspended animation; it doesn't need food or air and doesn't age. The spell ends for you and your companions when you use your action to dismiss it. When the spell ends, the affected creature returns to its physical body, and it awakens.



Positive Energy Spell List

Positive energy spells are identical in most ways to attack spells but rather than inflicting hit point damage, they heal the indicated amount of hit point damage. Healing spells have no effect on undead or constructs. There are 6 spells on the positive energy spell list. These spells are: *Spare the Dying*, *Healing Word*, *Mass Healing Word*, *Mass Cure Wounds*, *Heal* and *Regenerate*.

Cantrip: *Spare the Dying*

Casting Time: one action
Range: touch
Target: 1 creature
Heals: make stable
Duration: instantaneous

When you touch a living creature that has 0 hit points it becomes stable.

Level 1: *Healing Word*

Casting Time: one action
Range: 60'
Target: 1 creature
Heals: (1d4 or 1d8) + your wisdom hit points
Duration: instantaneous

The target creature regains hit points equal to 1d4 + your wisdom. If you touch the creature, it regains hit points equal to 1d8 + your wisdom.

Level 5: *Mass Healing Word*

Casting Time: one action
Range: 60'
Target: 6 creatures
Heals: 1d4 + your wisdom hit points
Duration: instantaneous

Up to 6 target creatures regain hit points equal to 1d4 + your wisdom.

Level 9: *Mass Cure Wounds*

Casting Time: one action
Range: 60'
Target: 6 creatures
Heals: 3d8 + your wisdom hit points
Duration: instantaneous

Up to 6 target creatures regain hit points equal to 3d8 + your wisdom

Level 13: *Heal*

Casting Time: one action
Range: 60'
Target: 1 creature
Heals: 70 hit points
Duration: instantaneous

The target creature regains 70 hit points and ends blindness, deafness, and any diseases.

Level 16: *Regenerate*

Casting Time: 1 minute
Range: touch
Target: 1 creature
Heals: 4d8 + 15 hit points + 1 hp per turn + restore severed body part
Duration: 1 hour

The target regains 4d8 + 15 hit points and, for the spell's duration, regains 1 hit point at the start of each of its turns (10 hit points each minute). If you have the target's severed body part and hold it to the stump, it is restored after 2 minutes.



Wizard Schools

Conjuration Spell List

As a conjurer, you favor spells that produce objects and creatures out of thin air. There are 6 spells on the conjuration spell list. These spells are: *Mage Hand*, *Web*, *Dimension Door*, *Heroes' Feast*, *Teleport* and *Maze*.

Cantrip: *Mage Hand*

Casting Time: one action

Range: 30 ft.

Duration: 1 minute

Create spectral hand for simple tasks or carry up to 10 lb; 1 action to control; cannot have multiple instances

Level 4: *Web*

Casting Time: one action

Range: 60 ft.

Area of Effect: 20 ft. cube

Duration: concentration up to 1 hour

20-ft cube, anchored, all save or restrained; the area is difficult terrain and lightly obscured; STR check each round vs. Spell DC to free

Level 8: *Dimension Door*

Casting Time: one action

Range: 500 ft.

Target: you & 1 willing creature within 5' of you

Duration: instantaneous

Teleport targets up to 500 ft to a place you can see, specify, or describe.

Level 12: *Heroes' Feast*

Casting Time: 10 minutes

Range: 30 ft.

Duration: 1 hour

Feeds you+12 creatures; 1h to consume; cured of disease & poison; immune to poisoned & frightened; advantage on WIS saves; +2d10 hp and max hp increased the same; benefits last 24 hrs.

Level 16: *Teleport*

Casting Time: one action

Range: 10 ft.

Target: you & 8 willing creatures within range, or unattended 10'cube object

Duration: instantaneous

Teleport targets to a place know to you. The DM rolls 1d100 and consults the teleport table.

Refer to the Player's Handbook for more information regarding this spell.

Teleportation Table

| Familiarity | Mishap | Similar Area | Off Target | On Target |
|-------------------|--------|--------------|------------|-----------|
| Permanent Circle | x | x | x | 01-100 |
| Associated Object | x | x | x | 01-100 |
| Very Familiar | 01-05 | 06-13 | 14-24 | 25-100 |
| Seen Casually | 01-33 | 34-43 | 44-53 | 54-100 |
| Viewed Once | 01-43 | 44-53 | 54-73 | 74-100 |
| Description | 01-43 | 44-53 | 54-73 | 74-100 |
| False Description | 01-50 | 51-100 | x | x |

Level 19: *Maze*

Casting Time: one action

Range: 60 ft.

Target: 1 creature

Save: intelligence

Duration: instantaneous

Creature is banished to labyrinthine demiplane; DC 20 save each round to escape; reappears in same spot



Enchantment Spell List

Enchantment spells affect the minds of others, influencing or controlling their behavior. There are 10 spells on the enchantment spell list. These spells are: *Command*, *Charm Person*, *Sleep*, *Hold Person*, *Suggestion*, *Dominate Person*, *Mass Suggestion*, *Otto's Irresistible Dance*, *Dominate Monster* and *Power Word Stun*.

Level 1: *Command*

Casting Time: one action

Range: 60 ft.

Target: 1 creature

Save: wisdom

Duration: instantaneous

Target saves or follows one word command, such as approach, drop, flee, grovel, halt; must hear and understand; doesn't affect undead; can target 1 additional creature for each additional mana point spent.

Level 3: *Charm Person*

Casting Time: one action

Range: 30 ft.

Area of Effect: 30 ft.

Target: 1 creature

Save: wisdom

Duration: 1 hour

Target saves or is charmed; has advantage on save if you or your allies are fighting it; can target 1 additional creature in the area of effect for each additional mana point spent.

Level 5: *Sleep*

Casting Time: one action

Range: 90 ft.

Area of Effect: 20 ft.

Target: 5d8 hp of creatures

Save: wisdom

Duration: 1 minute

Targets save or fall asleep, starting with the lowest current hp creature; doesn't affect undead or creatures immune to charm; roll additional 2d8 for each additional mana point spent.

Level 7: *Hold Person*

Casting Time: one action

Range: 60 ft.

Area of Effect: 30 ft.

Target: 1 humanoid creature

Save: wisdom

Duration: concentration up to 1 minute

Target saves or paralyzed; extra save at end of each turn; can target 1 additional creature in the area of effect for each additional mana point spent.

Level 9: *Suggestion*

Casting Time: one action

Range: 30 ft.

Target: 1 creature

Save: wisdom

Duration: concentration up to 8 hours

Save or follow understood reasonable stated course of action; ends if harmed by you or ally

Level 11: *Dominate Person*

Casting Time: one action

Range: 60 ft.

Target: 1 humanoid creature

Save: wisdom

Duration: concentration up to 1 minute

Save or charmed, follows telepathic commands, you can take 1 action to take complete control; on receiving damage it saves again; can spend mana points to extend the duration 1 minute per point spent.

Level 13: *Mass Suggestion*

Casting Time: one action

Range: 60 ft.

Target: 12 creatures

Save: wisdom

Duration: 24 hours

Targets save or follow stated course of action; can spend mana points to extend the duration 1 day per point spent.

Level 15: *Otto's Irresistible Dance*

Casting Time: one action

Range: 30 ft.

Target: 12 creatures

Save: wisdom

Duration: concentration up to 1 minute

Target dances in place, can't move, has disadvantage on attacks/saves, attacks against target are made with advantage; Save each round

Level 17: *Dominate Monster*

Casting Time: one action

Range: 60 ft.

Target: 1 creature

Save: wisdom

Duration: concentration up to 1 hour

Save or charmed, follows telepathic commands, you can take 1 action to take complete control; on receiving damage it saves again; can spend mana points to extend the duration 1 hour per point spent.

Level 19: *Power Word Stun*

Casting Time: one action

Range: 60 ft.

Target: 1 creature

Save: constitution

Duration: Instantaneous

1 creature with 150 current hp or less is stunned; save at end of each turn to end effect

Evocation Spell List

You focus your study on spells that manipulate magical energy to produce a desired effect. Evocation spells cannot be enhanced by spending additional mana points. There are 5 spells on the evocation spell list. These spells are: *Darkness*, *Misty Step*, *Wall of Stone*, *Blade Barrier* and *Earthquake*.

Level 4: *Darkness*

Casting Time: one action

Range: 60 ft.

Area of Effect: 15 ft. radius sphere

Duration: concentration up to 10 minutes

15-ft rad darkness on point or object; darkvision doesn't work; only magical light of a 2nd level spell or higher isn't dispelled.

Level 8: *Misty Step*

Casting Time: one bonus action

Range: self

Duration: Instantaneous

You teleport 30 feet to a unoccupied space you can see

Level 10: *Wall of Stone*

Casting Time: one action

Range: 120 ft.

Area of Effect: special

Duration: concentration up to 10 minutes

Ten 10×10-ft panels 6" thick, wall connected with existing stone; half thickness, double surface; each panel is AC 5, 30 hp/inch thick; becomes permanent if concentration is maintained for duration

Level 12: *Blade Barrier*

Casting Time: one action

Range: 90 ft.

Area of Effect: special

Damage: 6d10 slashing

Save: dexterity

Duration: concentration up to 10 minutes

100×20×5ft (l×w×h) wall or 60' dia 20x5ft (h×t) ring; creatures must save when they enter the wall or start their turn there; save halves damage; provides 3/4 cover

Level 19: *Earthquake*

Casting Time: one action

Range: 500 ft.

Area of Effect: 100 ft.

Damage: knocked prone

Save: dexterity

Duration: concentration up to 1 minute

Cause an earthquake in Area of Effect; one fissure 10' wide, 1d10x10ft deep across Area of Effect; at start of each of your turns, creatures save to not fall in; structures take 50 hp damage at start of each of your turns, at 0 hp they collapse, adjacent creatures save or take 5d6 Damage, prone, buried in rubble. DC 20 Str.(athletics) check to escape.

Illusion Spell List

You work to master spells that deceive the senses or minds of others. There are 10 spells on the Illusion spell list. These spells are: *Minor Illusion*, *Disguise Self*, *Silent Image*, *Arcane Lock*, *Blur*, *Invisibility*, *Silence*, *Major Image* and *Greater Invisibility*.

Cantrip: *Minor Illusion*

Casting Time: one action

Range: 30 ft.

Area of Effect: 5 ft. cube

Duration: 1 minute

Sound or 5-ft cube visible illusion; INT(Perception) check vs. spell save DC to detect illusion.

Level 1: *Disguise Self*

Casting Time: one action

Range: self

Duration: 1 hour

Alter appearance; Int(Perception) check vs. spell DC to determine disguise

Level 2: *Silent Image*

Casting Time: one action

Range: 60 ft.

Area of Effect: 15 ft. cube

Duration: concentration up to 10 minutes

15-ft cube purely visible illusion; 1 action move it; INT (Perception) check vs. spell DC to detect illusion.

Level 3: *Arcane Lock*

Casting Time: one action

Range: touch

Duration: until dispelled

Entryway locked; password or designated creature opens; +10 to the DC to break or pick lock

Level 4: *Blur*

Casting Time: one action

Range: self

Duration: concentration up to 1 minute

Enemies have dis. on attacks vs. you; the spell has no effect against creature without sight or that can see through illusions

Level 5: *Invisibility*

Casting Time: one action

Range: touch

Target: 1 creature

Duration: concentration up to 1 hour

Target becomes invisible; anything worn/carried is also invisible; attacking/casting makes the creature visible; spending additional mana points adds 1 additional creature per 2 mana points spent.

Level 6: *Silence*

Casting Time: one action

Range: 120 ft.

Area of Effect: 20 ft. radius sphere

Duration: concentration up to 10 minutes

No sound can propagate; all within Area of Effect are deafened, immune to Thunder damage, can't use verbal comp.

Level 7: *Major Image*

Casting Time: one action

Range: 120 ft.

Area of Effect: 20 ft. cube

Duration: concentration up to 10 minutes

Illusion includes visible, audible, olfactory, temperature; can use 1 action to move it; INT(Perception) check vs. spell DC to detect illusion; spending an additional 4 mana points will make this spell last until dispelled, without requiring concentration.

Level 8: *Greater Invisibility*

Casting Time: one action

Range: touch

Target: 1 creature

Duration: concentration up to 1 minute

Target is invisible until end of the spell; anything the target is wearing or carrying is also invisible.

Transmutation Spell List

You work to master spells that change the properties of a creature, object, or environment. There are 9 spells on the transmutation spell list. These spells are: *Prestidigitation*, *Thaumaturgy*, *Knock*, *Levitate*, *Spider Climb*, *Fly*, *Haste*, *Passwall* and *Etherealness*.

Cantrip: *Prestidigitation*

Casting Time: one action

Range: 10 ft.

Duration: 1 hour

Minor trick; harmless sensory effect, illusory image, snuff light, clean/soil/chill/warm/flavor etc.

Cantrip: *Thaumaturgy*

Casting Time: one action

Range: 30 ft.

Duration: 1 minute

Minor wonder; your voice booms, flames flicker, tremors in the ground, ominous sounds, etc.

Level 1: *Knock*

Casting Time: one action

Range: 60 ft.

Target: 1 object

Duration: Instantaneous

Target is unlocked (1 lock), unstuck, unbarred, arcane lock suppressed for 10 min; audible for 300 ft

Level 3: *Levitate*

Casting Time: one action

Range: 60 ft.

Target: 1 creature or object up to 500 lb.

Save: constitution

Duration: concentration up to 10 minutes

Target save or rise vertically, up to 20 ft; you can use 1 action (or part of your move if self) to move up/down 20 ft; Target floats gently to the ground when spell ends.

Level 5: *Spider Climb*

Casting Time: one action

Range: touch

Target: 1 creature

Duration: concentration up to 1 hour

Gains climbing speed equal to walking speed; can go on walls and ceilings & leave hands free; can target one additional creature by spending additional mana points, 2 points per creature.

Level 7: *Fly*

Casting Time: one action

Range: touch

Target: 1 creature

Save: constitution

Duration: concentration up to 10 minutes

Gains fly speed of 60 ft; when spells ends it falls; can target one additional creature by spending additional mana points, one point per creature.

Level 10: *Haste*

Casting Time: one action

Range: 30 ft.

Target: 1 creature

Duration: concentration up to 1 minute

Target's speed is doubled, adv. on Dex saves, one extra attack, dash, disengage, or hide action; can't move or take actions until after its next turn after spell ends

Level 13: *Passwall*

Casting Time: one action

Range: 30 ft.

Target: wall

Duration: 1 hour

Create a passage (max. 5 ft wide, 8 ft tall, 20 ft deep) in a wooden, plaster or stone surface for duration.

Level 16: *Etherealness*

Casting Time: one action

Range: self

Duration: up to 8 hours

You pass into the Border Ethereal Plane; can move there in any direction, but you are able to perceive only 60 ft into your originating plane; can target one additional willing creature within 10 feet of you for each additional mana point spent.

SECTION 8 - Converting Adventures

These rules keep the character levels and power very close to those in the fifth edition Player's Handbook. If you play using these rules, you can still use published 5th edition adventures, and the encounters will require little or no modifications. You should be able to use everything without change except what is listed here.

Ability checks

Fifth edition ability modifiers = EZ's ability scores

EZ uses a shorter list of ability scores. When an ability check is called for use these:

- Acrobatics = Athletics
- Religion, History, Arcana = Lore
- Survival, Medicine, Animal Handling = Nature
- Investigation, Insight = Perception
- Intimidation, Deception = Persuasion
- Sleight of Hand = Stealth

Damage Types

EZ weapons do not have a damage type. For monsters that are resistant or immune to certain types of damage, the DM will decide if a weapon does slashing, bludgeoning or piercing damage.

Spells

Fifth edition has a much longer list of spells and a different method of determining which spells can be selected and cast each day. Also the spell levels are not the same as character levels and only go up to spell level 9.

- For monsters with spellcasting abilities, use the spell description in the Player's Handbook.
- When a number of slots is listed, they can use those slots to cast that many spells of that level or lower. They don't have to use spell slots to cast cantrips.

Proficiency bonus

- Fifth edition uses something called a proficiency bonus. Use your tier + 1 instead.

Passive Perception

- This is just what your character would get if he made a perception (WIS) check and rolled a 10 on his d20.



