

**YOUR TURN** (Chapter 1) (15, 19-20, 23-25, 372)

**Your Turn:** move + take an action + potentially take a bonus action  
move can be any mode/combo and split up during turn  
see below for actions. bonus actions are class/feat/etc. specific  
interact with 1 object for free (more req your action) (19-20, 24)

**Reactions:** 1 reaction per round (reset at start of your turn)

**MOVE** (Chapter 1 and Appendix C) (23-26, 360-377)

**Movement:** mv spd. some action/terrain change spd/mv. can mv thru  
non-hostile space or hostile if incapac, tiny, or 2+ size dif

**Climb:** +5' per 5' (15Ath if difficult) (363)

**Crawl:** +5' per 5' (364)

**Difficult Terrain:** +5' per 5' (includ S+ hostile cr space) (24-25, 366)

**Drop Prone:** 0' (unable if spd 0) (25)

**Fly:** if incapac/prone/spd 0, fall unless hover/magic (367)

**Grapple Move:** spd/2 (unless 2+ larger or target T) (367)

**Jump, High:** run 10'+. 3+Sm ft. stand half. reach to 1.5x height (368)

**Jump, Long:** run 10'+. S ft. stand half. 10Ath to clear low obstacle

(height 1/4 jump distance), 10Acr to land on feet in dif terrain (370)

**Mount/Dismount:** 1/turn, spd/2, cannot if not enough mv left (26)

**Stand Up:** spd/2, cannot if not enough mv left/spd 0 (372)

**Swim:** +5' per 5' (15Ath if difficult) (376)

**Mult Spd:** *When switch mode, subtract amount moved fr new spd* (374)

**ACTIONS** (Chapter 1 and Appendix C) (15, 19, 360-377)

**Attack:** atk w wpn/Unarmed Strike (equip/unequip 1 wpn/atk) (15, 361)

**Dash:** xtr mv = spd (after modifiers) (15, 365)

**Disengage:** mv does not provoke for rest of turn (15, 366)

**Dodge:** GrDA (if see atk). AD DS (lose if incapac/spd 0) (15, 366)

**Grapple:** See "Attacks"

**Grapple Escape:** Ath/Acr > Ath (367)

**Help:** AD nxt chk (using skill/tool u prof in)/atk v target in 5' of u before  
SYNT (368)

**Hide:** 15+Ste (3/4+ cover/ hvy obscur and no LOS). Invisible. end  
>whisper/atk/V comp (19, 368)

**Influence:** Dec/Int/Perf/Pers/AnH (willing/hesitant/unwilling auto/chk/no)  
(DC 15/target Int (AD Friendly, DA Hostile)) (15, 369)

**Magic:** cast spell, use magic item, use magic feature (15, 371)

**Ready:** Specify perceivable trigger+ action (can mv spd instead); go after  
trigger; spell req concentration+ 1 action max cast time (15, 372-373)  
extra/multiatk get only 1 atk (because "on its turn") (72/m11)

**Search:** Ins/Med/Per/Sur (15, 373)

**Study:** Arc/His/Inv/Nat/Rel (15, 375)

**Utilize:** Use a nonmagical obj (15, 377)

**ATTACKS** (Chapter 1 and Appendix C) (12, 25-28, 361-377)

**Attack if you're making atk roll, counts as atk for other rules** (361)

**Natural 1 or 20:** Nat 1 miss. Nat 20 hit (+crit) (12, 364)

**No Proficiency:** no prof bonus (12)

**Attack Unseen:** DA

**Attack From Hidden:** AD. lose hidden after atk (hit/ miss)

**Melee Atk:** Sm atk/dmg (finesse wpn special)

**Ranged Atk:** Dm atk/dmg (thrown wpn special). DA long range or if  
hostile cr that can see u and not incapac in 5' (26)

**Opportunity Atk:** target u can see exit reach, use reaction. teleport/mv  
w/o using ur mv/action/bonus/reaction does not provoke (26, 371)

**Two-Weapon Fighting:** w/ 2 light melee wpns, use BONUS action for off  
hand atk. No + abil mod to dmg for 2nd. Can throw.

**Damage vs Mult Targets Req Save:** Make 1 dmg roll (28)

**Critical Hit:** roll dmg dice (wpn/ spell/ SA) 2x then add mods (27-28)

**Unarmed Strike:** 1atk (Sm+PB) for 1+Sm dmg. Or (v +1sz max) grapple,  
shove 5', or prone (8+Sm+PB S/DS neg) (377)

**COVER** (Chapter 1 and Appendix C) (25-26, 364)

**Creatures:** provide cover (friend/ foe) (26)

**1/2 Cover:** 1/2+ blocked; +2 AC/DS (26)

**3/4 Cover:** 3/4+ blocked; +5 AC/DS (26)

**Determine Cover:** Choose 1 corner of 1 square you occupy or origin of  
spell. Draw line to every corner of 1 square target occupies. 1/2 cover  
if 1-2 obstructed. 3/4 cover if 3+ obstructed. Line along edge/corner of  
obstacle unobstructed (but no provide LOS) (d251)

**D20PLAY LINKS**

d20play youtube: <http://www.youtube.com/c/d20play>

d20play twitter: <http://www.twitter.com/d20play>

d20play schedule: <http://www.d20play.com/schedule.html>

**DAMAGE, HEALING, DYING, RESTING** (Ch. 1 and Appx. C) (28-29, 360-377)

**Resistance:** dmg/2 after mods, only once. (28, 373)

**Vulnerability:** dmg x2 after mods, only once. (28, 377)

**Order:** modifiers > resistance > vulnerability (28)

**Instant Death:** 0hp and remain dmg > hp max. hp max reduced to 0. (28)

**Unconscious:** 0hp unconscious, end if regain hp. (28)

**Death Save:** start turn at 0hp, roll d20 (no abil mod but benefit fr  
item/spell that improve save), 1=2xfail, 2-9=1xfail, 10-19=1xsucccess,  
20=regain 1hp; die/stabilize on 3rd fail/succcess, #fail/succcess don't  
need to be consecutive and reset w/ regain hp/stabilize (28-29)

**Dmg at 0hp:** death sv fail ea dmg (2x crit). if 1 atk dmg=max hp, die (29)

**Stabilize:** ACTION, 10Med (auto healer kit) (29, 225)

**Stable:** no death sv, uncon; end if take dmg; regain 1hp in d4 hr (29)

**Knock Out:** reduce to 0hp w/ melee atk, 1 hp, uncon, SR (29, 370)

**Temp hp:** lost first to dmg, healing no restore, no add, no restore

conscious/ stabilize but can absorb dmg, last til long rest (29)

**Short Rest:** 1+ hr. 1+hp. spend HD (gain HD+Cm for each) (373)

**Long Rest:** 8+ hr. 1+hp. regain all hp/HD/Abil. reduce exhaust 1. (370)

**SPELLCASTING** (Chapter 7: Spellcasting) (235-237, 363, 373)

**Spell Components:** 1 free hand for S/ M comp (236-237)

**Casting in Armor:** must be trained w/ armor (235)

**Long Casting Times:** require concentration (236)

**Range:** Target/ Initial effect location, area can extend beyond (236)

**Touch Range:** can affect caster (236)

**Concentration:** lose if start other conc spell/ incapac/ killed/ take dmg and  
fail CC (higher of 10 or dmg/2 (30 max)). End any time (FREE) (237,  
363). Arcane ward dmg not counted, temp hp dmg is counted (twitter),  
ready a spell req concentration+ 1 action max cast time (373))

**One Spell with a Spell Slot per Turn:** 1 spell slot per turn (236)

**MISC RULES** (Chapter 1 and Appendix C) (10, 12-13, 23, 360-376)

**AC:** 10+armor+shield+Dex Mod (if have multiple features that give  
different ways to calculate AC, choose one) (12, 361)

**Ability Chk, Atk Roll, Saving Throw** different (10, 360, 364)

**AD/DA:** apply only 1x, cancel even if not equal, reroll only 1 (13)

**Proficiency 1 time only** (13)

**Passive Check +/-5** for AD/DA (40, 372)

**Repeat Check:** If no failure penalty, get max roll after 10x (d237)

**Falling:** d6 bludgeoning/10' (20d6 max); prone if take dmg. fall into liquid,  
15Ath/Acr half dmg. (367)

**Heroic Inspiration:** reroll 1 die (must keep new roll). if have and gain,  
can give to other (368)

**Initiative Tie:** PCs only, players decide, otherwise DM does (23)

**Surprised:** DA Init (23, 376)

**CONDITIONS** (Chapter 1 and Appendix C) (29, 360-377)

**Blinded:** can't see. GrAD. DA atk. fail chk req sight. (361)

**Bloodied:** half hp or less. (362)

**Charmed:** No atk/ target charmer w/ harmful ability/ effect. AD charmer  
social chk v you. (363)

**Deafened:** can't hear. fail chk req hearing. (365)

**Exhaustion:** -2/lv atk/sv/chk. -5/lv spd. reduce 1 with long rest. (366)

**Frightened:** source in sight, DA chk/atk. can't willingly mv closer. (367)

**Grappled:** spd 0. DA atk xpt grappler. end incapac/out of reach (367)

**Incapacitated:** no action/bonus/react/concentrate/speak. DA init. (369)

**Invisible:** no see w/o magic/ special sense; GrDA; AD init/atk (unless  
target can see u) (370)

**Paralyzed:** incapac. spd 0. fail SS/DS. GrAD. any hit crit if atkr in 5' (371)

**Petrified:** xform. nm obj worn/carry xform. 10x weight. no aging. incapac.  
spd 0. GrAD. fail SS/DS. resist all. immune poisoned. (372)

**Poisoned:** DA atk/chk. (372)

**Prone:** DA atk. grAD in 5'. grDA otherwise. (372)

**Restrained:** spd 0. GrAD. DA atk/DS (373)

**Stunned:** incapac. fail SS/DS. GrAD (376)

**Unconscious:** incapac/prone/drop held. spd 0. fail SS/DS. GrAD. hit crit if  
atkr in 5'. unaware surroundings. (377)

**SKILLS** (Chapter 1 and Appendix C) (11)

**DC5:** Very Easy, **DC10:** Easy, **DC15:** Medium

**DC20:** Hard, **DC25:** Very Hard, **DC30:** Nearly Impossible

**MOUNTED COMBAT** (Chapter 1) (26-27)**Ride:** Willing creature. 1+ larger. appropriate anatomy. (26)**Mount/Dismount:** 1/turn, spd/2, cannot if not enough mv left (26)**Mount Forced Move or You/Mount Knocked Prone:** 10DS or fall, land prone in vac space in 5' (27)**Controlled:** must be trained. init change to match u. mv as direct. only Dash, Disengage, Dodge action. mv and act on trn mounted. (26)**Independent:** retain init. mv and act as it wish. any actions (26)**OA:** If mount provokes **OA**, can target rider or mount**UNDERWATER COMBAT** (Chapter 1 and Appendix C) (27)**Resist:** resist fire if completely immersed in water (27)**MWAtk:** DA (xpt swim spd, piercing dmg) (27)**RWAtk:** Long rng auto miss, norm rng DA (27)**MAGIC ITEMS** (DMG Chapter 7: Treasure)**Identify:** Determine if magic by touch/ detect magic. ID scroll by read (on class spell list to use (d200)), potion by taste, other w/ Identify spell or by touch+ concentrate during short rest (d136)**Attune:** touch+ concentrate during short rest (not same one ID'd in). Item attune to 1 creature. Creature attune to 3 items. End if >100' away for 24h or if die or voluntarily during short rest (d136)**Spell Scroll:** use if on class spell list; if higher lvl, 10+SL SA chk, fail disappear w/o effect; 10+SL IC(Arc) to copy (either way disappear); sl0-2|+5/13; sl3-4|+7/15; sl5-6|+9/17 --sl7-8|+10/18 --sl9|+11/19**CHARACTER CREATION** (Chapter 2: Creating a Character) (33-47, p1)**Rules:** see d20playHowTo or ALPG (p1)**Class:** Cleric must chose a deity from a campaign (p1)**Abilities:** Array (15, 14, 13, 12, 10, 8) or Point Buy (27 points; 8=0, 9=1, 10=2, 11=3, 12=4, 13=5, 14=7, 15=9) (p1)**Equipment:** start w/ class/background, 1 trinket of ur choice (p1)**Alignment:** any or non-evil (p1)**DOWNTIME ACTIVITIES** (Chapter 8: Adventuring) (187/noted)*no lifestyle cost, before/during/after session (p3)**reduce death penalties 1 per day in addition to activities (ad3)***Craft:** Can combine efforts (f10)**Practice Profession:** Improve to comfortable/wealthy lifestyle**Recuperate/Research/Train:** See PHB. Train is 250dd at 1gp/dd**Catch Up:** spend 10 downtime days to gain a level (p4)**Spells:** 1/d (1/2d L5+). Acolyte 1/d free (xpt Comp) (p4, ad4)**Trade:** 5 downtime. same rarity (xpt unique). same campaign. (p4)**Brew Potion/Scribe Scroll:** See XGE**FORGOTTEN REALMS** (Current Year 1500DR (Sea's Secrets Revealed))**Months** (each 3 weeks of 10 days (unnamed))

Hammer-Alturiak-Ches (Jan-Mar)

Tarsakh-Mirtul-Kythorn (Apr-Jun)

Flamerule-Eleasias-Eleint (Jul-Sep)

Marpenoth-Uktar-Nightal (Oct-Dec)

**Holidays**

Midwinter (between Hammer and Alturiak)

Greengrass (between Tarsakh and Mirtul)

Midsummer (between Flamerul and Eleasias)

Shieldmeet (during Midsummer once every four years)

Highharvestide (between Eleint and Marpenoth)

Spring Solstice (19th of Ches) -Summer Solstice (20th of Kythorn)

Autumn Solstice (21st of Eleint) -Winter Solstice (20th of Nightal)

**Factions****Harpers** is a scattered network of spellcasters and spies who advocate equality and covertly oppose the abuse of power.**Order of the Gauntlet** is composed of faithful and vigilant seekers of justice who protect others from the depredations of evildoers.**Emerald Enclave** is a widespread group of wilderness survivalists who preserve the natural order while rooting out unnatural threats.**Lord's Alliance** is a loose coalition of established political powers concerned with mutual security and prosperity**Zhentarim** is an unscrupulous shadow network that seeks to expand its influence and power throughout Faerun.**D&D ADVENTURERS LEAGUE**Resources and Links: [dndbeyond forum](#)**Character Advancement** (p2, ad4)

max gp				max gp			
Lv	Prf	session	MI	Lvl	Prf	session	MI
1	+2	500	1/5/5	11	+4	50,000	6/5/10
2	+2	500	1/5/5	12	+4	50,000	6/5/10
3	+2	500	1/5/5	13	+5	50,000	6/5/10
4	+2	500	1/5/5	14	+5	50,000	6/5/10
5	+3	5,000	3/5/10	15	+5	50,000	6/5/10
6	+3	5,000	3/5/10	16	+5	50,000	6/5/10
7	+3	5,000	3/5/10	17	+6	100,000	10/5/15
8	+3	5,000	3/5/10	18	+6	100,000	10/5/15
9	+4	5,000	3/5/10	19	+6	100,000	10/5/15
10	+4	5,000	3/5/10	20	+6	100,000	10/5/15

**Rewards** (p3-4, ad4, noted)**Level Up:** can gain lvl w/ finish adventure or part of hardcover. (p2, ad4)**Downtime:** earn 10 downtime between each session (p4)**Mundane Equip:** use during session, divide at end of session (ad4)**Consumable Magic Items:** use in-session, all can keep at end (ad4)**Permanent Magic Items:** use in-session, all can keep at end (ad4)**Story Items:** only usable during sessions of adventure awarded in, only 1 at table (ad4)**Raise Dead Options** (body recovered unless specified) (p4)

1.) raised during adventure (normal cost), gain all rewards

2.) raided after the adventure (free), gain only rewards until you fell.

**Rebuilding** (between session (p2))

Keep: name, rewards, equip (xpt starting). Replace: all else.

**Starting at Level 5** (p1)

Standard gear, 500gp, 40 downtime, one of the following: +1 wpn, +1 shield, +1 rod of the pact keeper, +1 wand of the war mage, +1 all-purpose tool, +1 amulet of the devout, +1 arcane grimoire, +1 bloodwell vial, +1 dragonhide belt, +1 moon sickle, +1 rhythm-maker's drum, bag of holding.

**Buying Potions and Scrolls** (p4) and **Spells** (ad3)

Potion	Cost	Scroll	Cost	Spell	Cost
healing	50	cantrip	25*	Cure Wounds	10
climbing	75	1st level	75*	Identify	20
animal friendship	100	2nd level	150*	Lesser Restoration	40
greater healing	100	3rd level	300*	Prayer of Healing	40
water breathing	100	4th level	500*	Dispel Magic	90
superior healing	500	5th level	1000*	Remove Curse	90
supreme healing	5000	*plus comp cost		Speak with Dead	90
invisibility	5000			Divination	210
				Greater Restoration	450
				Raise Dead	1000
				Resurrection	3000
				True Resurrection	30000

**DMing** (ad2)

Empowered to adjust adventure and how group interacts with world. May add/remove thematically appropriate monsters (ad3)