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### YOUR TURN (Chapter 9: Combat) (189-190)

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

### MOVE (Chapter 8: Adventuring & Chapter 9: Combat) (190-191/noted)

**Movement:** mv spd. some action/terrain change spd/mv. can mv thru  
non-hostile space or hostile if 2+ size dif  
**Climb:** +5' per 5' (chk if difficult) (182)  
**Crawl:** +5' per 5'  
**Difficult Terrain:** +5' per 5' (inclu cr space (friend/ foe))  
**Drop Prone:** 0'  
**Fly:** if prone/spd 0/no mv, fall unless hover/magic  
**Grapple Move:** spd/2 (unless 2+ larger)  
**Jump, High:** run (10'+) 3+Sm ft, stand Sm ft (min 1), extend arms to  
1.5x height (182)  
**Jump, Long:** run (10'+) S ft, stand S/2 ft, 10Ath to clear low obstacle  
(height 1/4 jump distance), 10Acro to land on feet in dif terrain (182)  
**Mount/Dismount:** 1/turn, spd/2, cannot if not enough mv left (198)  
**Stand Up:** spd/2, cannot if not enough mv left/spd 0  
**Swim:** +5' per 5' and ability chk if difficult (182)  
**Mult Spd:** *When switch mode, subtract amount moved fr new spd*

### ACTIONS (Chapter 9: Combat) (192-193/noted)

**Attack:** attack  
**Cast Spell:** cast spell  
**Dash:** mv 2x spd (after mods) for turn  
**Disengage:** mv does not provoke for rest of turn  
**Dodge:** DA atk v you (if see atk); AD DS (lose if incap/spd 0)  
**Grapple:** See "Attacks"  
**Grapple Escape:** SC(Ath)/ DC(Acr)> SC(Ath) (195)  
**Help:** AD nxt chk/atk v target in 5' of you before your nxt turn  
**Hide:** DC(Stealth)> WC(Per) (half+ cover/ hvy obscur) (173,192)  
**Ready:** Specify perceivable trigger+ action (can mv spd instead); go  
after trigger; spell req concentration+ 1 action max cast time (193)  
extra/multiatk get only 1 atk (because "on its turn") (72/m11)  
**Search:** Search  
**Use Object:** Use special abil/ interact w/ more than 1 object  
**Improvise:** Improvise action not on list

### ATTACKS (Chapter 9: Combat) (194-196)

**Attack If you're making atk roll, counts as atk for other rules**  
**Natural 1 or 20:** Nat 1 miss. Nat 20 hit (+crit)  
**No Proficiency:** no prof bonus  
**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 incap in 5'  
**Opportunity Atk:** target u can see exit reach, use reaction.  
teleport/forced/falling move does not provoke  
**Two-Weapon Fighting:** w/ 2 light melee wpns, use BONUS action for  
off hand atk. No + abil mod to dmg for 2nd. Can throw.  
**Grapple:** 1atk (free hnd); Ath>Ath/Acr, end free  
**Shove:** 1atk; Ath>Ath/Acr (+1sz max); knock prone or push 5'  
**Damage vs Mult Targets:** Make 1 dmg roll  
**Critical Hit:** roll dmg dice (wpn/ spell/ SA) 2x then add mods

### COVER (Chapter 9: Combat) (195/noted)

**Creatures:** provide cover (friend/ foe)  
**1/2 Cover:** 1/2+ blocked; +2 AC/DS  
**3/4 Cover:** 3/4+ blocked; +5 AC/DS  
**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 streamed at: <http://www.twitch.tv/d20play>  
d20play archived at: <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 (Chapters 8 and 9) (197-198/noted)

**Resistance:** dmg/2 after mods, only once  
**Vulnerability:** dmg x2 after mods, only once  
**Instant Death:** If 0hp and remaining dmg > hp max  
**Unconscious:** 0hp unconscious, end if regain hp  
**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=1xsuccess,  
20=regain 1hp; die/stabilize on 3rd fail/success, #fail/success don't  
need to be consecutive and reset w/ regain hp/stabilize  
**Dmg at 0hp:** death sv fail ea dmg (2x if crit). if 1 atk dmg=max hp, die  
**Stabilize:** ACTION, 10WC(Med) (auto healer kit) (151,197)  
**Stable:** no death sv, uncon; end if take dmg; regain 1hp in d4 hr  
**Knock Out:** reduce to 0hp w/ melee atk, uncon, stable  
**Temp hp:** lost first to dmg, healing no restore, no add, no restore  
conscious/ stabilize but can absorb dmg, last til long rest  
**Short Rest:** 1+ hr; spend HD (gain HD+CMod for each) (186)  
**Long Rest:** 8+ hr; 1+hp; regain all hp and HD/2 (1 min) (186/twitter)

### SPELLCASTING (Chapter 10: Spellcasting)

**Spell Components:** 1 free hand for S/ M comp (203)  
**Casting in Armor:** must be prof w/ armor (201)  
**Long Casting Times:** require concentration (202)  
**Range:** Target/ Initial effect location, area can extend beyond (202)  
**Touch Range:** can affect caster (202)  
**Concentration:** lose if start other conc spell/ incap/ killed/ take dmg  
and fail CC (higher of 10 or dmg/2). End any time (FREE) (203).  
Arcane ward dmg not counted, temp hp dmg is counted (twitter),  
ready a spell req concentration+ 1 action max cast time (193)  
**Bonus Action Spell, no other spell xcpt 1 action cantrip** (202)

### MISC RULES

**AC:** 10+armor+shield+Dex Mod (if have multiple features that give  
different ways to calculate AC, choose one) (14))  
**Ability Chk, Atk Roll, Saving Throw** different (173)  
**AD/DA:** apply only 1x, cancel even if not equal, reroll only 1 (173)  
**Proficiency 1 time only** (173)  
**Contest Tie:** No change (174)  
**Passive Check** +/-5 for AD/DA (175)  
**Repeat Check:** If no failure penalty, get max roll after 10x (d237)  
**Falling:** d6 bludgeoning/10' (20d6 max); prone if take dmg (183)  
**Initiative Tie:** PCs only, players decide, otherwise DM does (189)  
**Surprised:** no mv/action 1st turn, no reaction til 1st turn end (189)

### CONDITIONS (Appendix A)

**Blinded:** GrAD; DA atk; fail chk req sight (290)  
**Charmed:** No atk/ target charmer w/ harmful ability/ effect; AD  
charmer social chk v you (290)  
**Deafened:** fail chk req hearing (290)  
**Frightened:** DA abil chk/ atk w/ source of fear in sight; can't willingly  
mv closer to source of fear (290)  
**Grappled:** spd 0 (no bonus); end grappler incap/out of reach (290)  
**Incapacitated:** no action/ reaction (290)  
**Invisible:** no see w/o magic/ special sense; hvy obscured for hiding;  
GrDA; AD atk (291)  
**Paralyzed:** incap (no action/reaction); no mv/speak; fail SS/DS; GrAD;  
any hit crit if atkr in 5' (291)  
**Petrified:** transformed with nonmagic obj worn/carried; 10x weight; no  
aging; incap (no action/reaction); no mv/speak; unaware of  
surroundings; GrAD; fail SS/DS; resist all dmg; immune poison/  
disease (only suspended if already in system) (291)  
**Poisoned:** DA atk/abil chk (292)  
**Prone:** DA atk/atk v you if not in 5'; AD atk v you if in 5' (292)  
**Restrained:** spd 0 (no bonus); GrAD; DA atk/DS (292)  
**Stunned:** incap (no action/reaction); no mv; faltering speech; fail  
SS/DS; GrAD (292)  
**Unconscious:** incap (no action/reaction); drop held items; fall prone; no  
mv/speak; fail SS/DS; GrAD; any hit crit if atkr in 5' (292)  
**Exhaustion:** 1-DA abil chk; 2-spd/2; 3-DA atk/sv; 4-maxhp/2; 5-spd 0;  
6-dead; cumulative; reduce 1 with extended rest (291)

### SKILLS (Chapter 7: Using Ability Scores) (174)

**DC5:** Very Easy, **DC10:** Easy, **DC15:** Medium  
**DC20:** Hard, **DC25:** Very Hard, **DC30:** Nearly Impossible

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**MOUNTED COMBAT** (Chapter 9: Combat) (198)

**Ride:** Willing creature 1+ larger  
**Mount/Dismount:** 1/turn, spd/2, cannot if not enough mv left  
**Mount Forced Move:** 10DS or fall, land prone in 5'  
**Rider Prone:** 10DS or fall, land prone in 5'  
**Mount Prone:** REACTION land on feet, else dismounted+prone in 5'  
**Controlled:** must be trained. init change to match u. mv as direct. only Dash, Disengage, Dodge action. mv and act on trn mounted.  
**Independent:** retain init. mv and act as it wish. any actions  
**OA:** If mount provokes OA, can target rider or mount

**UNDERWATER COMBAT** (Chapter 9: Combat) (198)

**Resist:** resist fire if completely immersed in water  
**MWAtk:** DA (xpt swim spd, dagger, javelin, shortsword, spear, trident)  
**RWAtk:** Long rng auto miss, norm rng DA (xpt xbow, net, javelin, spear, trident, dart)

**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 lv, 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 1: Step-by-Step Characters)

**Rules:** PHB+1 and see ALPG (p2)  
**Class:** Cleric domain: not limited to those of deity (p2)  
**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)  
**Equipment:** start w/ class/background, 1 trinket of ur choice (p2)  
**Alignment:** CG, NG, LG, CN, N, LN, (LE Lord's Ally/Zhent only) (p2)

**DOWNTIME ACTIVITIES** (Chapter 8: Adventuring) (187/noted)

no lifestyle cost (p3), before/during/after session (p4)  
 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:** 4>5) 25 days; 10>11) 75 days; 16>17) 150 days (p4). retain ACP, do not gain TCP/DD/RE (facebook)  
**Spells:** 1/d (even if own party). Acolyte 1/d free (xpt Comp) (p4, ad4)  
**Trade:** same rarity, table, and PCs appropriate tier. 15dd xpt at same table. certs not req but must accompany trade or be destroyed (p4)  
**Brew Potion/Scribe Scroll:** See XGE

**FORGOTTEN REALMS** (Current Year 1492DR (Three Ships Sailing))

**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 Flamerule 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**

AL Players Pack: <http://www.dmsquild.com/product/208178>

**Character Advancement** (p3)

Level	Prof	ACP	GP	TCP	Level	Prof	ACP	GP	TCP
1	+2	-	-		11	+4	8	550	
2	+2	4	75	ABC8	12	+4	8	550	
3	+2	4	75	F16	13	+5	8	550	
4	+2	4	75		14	+5	8	550	
5	+3	4	150		15	+5	8	550	E16
6	+3	8	150		16	+5	8	550	H20
7	+3	8	150	D16	17	+6	8	5500	I24
8	+3	8	150	G20	18	+6	8	5500	
9	+4	8	150		19	+6	8	5500	
10	+4	8	150		20	+6	8	5500	

**Rewards** (S8+ adventure may override) (ad4/noted)

**ACP:** 1/hr (rnd down) (up to noted duration for S7-) or as noted in adventure. spend to gain noted level

**TCP:** 1/ACP (T1-2). 2/ACP (T3-4) **DD:** 5/2ACP **RE:** 1/4ACP

**GP:** gain w/ level (plus 5500/8ACP past L20)

**Treasure/Award w/ Monetary Value:** ignore

**Mundane Equip:** use during session, no sell, lose end of session

**Consumable Magic Items:** use during session, keep (if not used)

**Permanent Magic Items:** use during session, unlock (keep with TCP)

**Story Items:** only usable during sessions of adventure awarded in

**Lead:** can lend equipment/item during session, return if unused (p3)

**Spellcasting:** can divide cost of spellcasting services during adv (p3)

**Lifestyle:** T1 modest. T2 comfortable. T3 wealthy. T4 aristocratic (p4)

**Renown/Character Level/Rank/Benefit** (p2, rr&r)

0	1	1	potion healing
2	3	2	100gp PHB item
10	8	3	Inspiration
20	13	4	potion of superior healing or elixir of health
30	18	5	vehicle with noncombat crew

**Raise Dead Options** (body recovered unless specified) (ad3)

1.) dead PC pay for raise dead or TCP cost of scrolls (may incur debt)  
 2.) party pay for raise dead (gp only) or another PC can share scroll

**Rebuilding** (during first tier only (p4))

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

**Items for Purchase** (can convert 1TCP to 50gp) (p3, ad3, f8, c4, c48)

Item (gp cost)	Se	TCP	Item (gp cost)	Se	TCP
chainmail/chainshirt +1	E	G20	cape mountebank	8	G20
leather/scale/spiked +1	E	G20	chime opening	8	C8
breastplate/splint +1	E	H20	cloak elvenkind	8	F16
studded leather +1	E	H20	cloak invisibility	8	I24
halfplate/plate +1	E	I24	eyes minute seeing	8	C8
bag of holding	E	B8	portable hole	8	D16
p-heal/grheal (50/100)	E	A/A8	rod security	8	H20
p-superiorheal (500)	E	C8	slipper spider clmb	8	F16
p-supremeheal (5000)	E	D16	spellguard shield	8	H20
rod pct keeper +1/2/3	E	F16/G/H20	staff of the magi	8	I24
shield +1/2/3	E	F16/G/H20	cure wounds (10)		
scroll-0/1 (25/75)	E	A/A8	identify (10)		
scroll-2/3 (150/300)	E	A/B8	lesser rest, prayer heal (40)		
scroll-4/5 (500/1000)	E	C/C8	dispel mag, rem curse (90)		
scroll-6/7/8/9	E	D/D/D/E16	speak with dead (90)		
wand war mage +1/2/3	E	F16/G/H20	divination (120)		
weapon +1/2/3	E	F16/G/H20	greater rest (450)		
p-climbing (75)			raise dead (1000)		
p-animalfriendship, waterbreath (100)			resurrection (3000)		
p-invisibility (5000)			true resurrection (30000)		

**DMing** (ad3)

Empowered to adjust adventure and how group interacts with world.

May add/remove thematically appropriate monsters (ad3)

ACP/TCP/DD/RE/GP: at same rate as PCs (TCP tier based on level of PC before reward bundle applied (f11))

No magic item unlocks or other special rewards (story awards, downtime activities, etc.)

DM Quest Item: awarded to DM, no trade. awarded to PC, can trade