

- Combat Rules

- o <https://roll20.net/compendium/dnd5e/Rules:Combat#content>

- *These D&D 5E Free Basic Rules only contain a fraction of the races, subclasses, backgrounds, feats, items, monsters, spells, and other content available on Roll20. Check out the [Player's Handbook](#) to add dozens of more player options to the Charactermancer, the [Dungeon Master's Guide](#) to expand on the tools available for DMs, and the [Monster Manual](#) to add hundreds of more unique creatures (including token artwork) to fight!*

- The Order of Combat

- A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and [spellcasting](#). The game organizes the chaos of combat into a cycle of rounds and turns. A **round** represents about 6 seconds in the game world. During a round, each participant in a battle takes a **turn**. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

- Combat Step by Step

- 1. **Determine surprise.** The GM determines whether anyone involved in the combat encounter is [surprised](#).

- 2. **Establish positions:** The GM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the GM figures out where the adversaries are how far away and in what direction.

- 3. **Roll initiative:** Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.

- 4. **Take turns.** Each participant in the battle takes a turn in initiative order.

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

- Surprise

- A band of adventurers sneaks up on a [bandit](#) camp, springing from the trees to attack them. A [Gelatinous Cube](#) glides down a dungeon passage, unnoticed by the adventurers until the cube

engulfs one of them. In these situations, one side of the battle gains surprise over the other.

- The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the [Dexterity \(Stealth\) checks](#) of anyone hiding with the [passive Wisdom \(Perception\)](#) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.
- If you're surprised, you can't [move](#) or take an action on your first turn of the combat, and you can't take a [reaction](#) until that turn ends. A member of a group can be surprised even if the other members aren't.
- Initiative
- Initiative determines the order of turns during combat. When combat starts, every participant makes a [Dexterity check](#) to determine their place in the initiative order. The GM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.
- The GM ranks the combatants in order from the one with the highest [Dexterity check](#) total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.
 - If a tie occurs, the GM decides the order among tied GM--controlled creatures, and the players decide the order among their tied characters. The GM can decide the order if the tie is between a monster and a player character. Optionally, the GM can have the tied characters and monsters each roll a d20 to determine the order, highest roll going first.
- Your Turn
- On your turn, you can [move](#) a distance up to your [speed](#) and **take one action**. You decide whether to move first or take your action first. Your speed— sometimes called your walking speed— is noted on your character sheet.
- The most common actions you can take are described in the "[Actions in Combat](#)" section. Many class features and other abilities provide additional options for your action.
- You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do on your turn,

consider taking the [Dodge](#) or [Ready action](#), as described in "[Actions in Combat](#)."

- Bonus Actions
- Various [class](#) features, [spells](#), and other abilities let you take an additional action on your turn called a bonus action. The [Cunning Action](#) feature, for example, allows a [rogue](#) to take a bonus action. You can take a bonus action only when a special ability, spell, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take. You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available. You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.
- Other Activity on Your Turn
- Your turn can include a variety of flourishes that require neither your action nor your [move](#). You can communicate however you are able, through brief utterances and gestures, as you take your turn.
- You can also interact with one object or feature of the environment for free, during either your move or your [action](#). For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.
- If you want to interact with a second object, you need to use your action. Some [magic items](#) and other special objects always require an action to use, as stated in their descriptions.
 - The GM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the GM could reasonably expect you to use an action to open a stuck door or turn a crank to lower a drawbridge.
- Reactions
- Certain special abilities, [spells](#), and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The [opportunity attack](#) is the most common type of reaction. When you take a reaction, you can't take another one until the start of your next turn. If the reaction

interrupts another creature's turn, that creature can continue its turn right after the reaction.

- Movement and Position
- In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.
- On your turn, you can move a distance up to your [speed](#). You can use as much or as little of your speed as you like on your turn, following the rules here.
- Your movement can include [jumping, climbing, and swimming](#). These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.
- Breaking Up Your Move
- You can break up your [movement](#) on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.
- Moving between Attacks
- If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a [fighter](#) who can make two attacks with the [Extra Attack](#) feature and who has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again.
- Using Different Speeds
- If you have more than one [speed](#), such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move.
- Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can [move](#). If the result is 0 or less, you can't use the new speed during the current move.
- For example, if you have a speed of 30 and a flying speed of 60 because a [wizard](#) cast the [fly](#) spell on you, you could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more.
- Difficult Terrain

- Combat rarely takes place in bare rooms or on featureless plains. Boulder--strewn caverns, briar-- choked forests, treacherous staircases—the setting of a typical fight contains difficult terrain.
- Every foot of [movement](#) in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.
 - Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.
- Being Prone
- Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are [Prone](#).
- You can **drop prone** without using any of your [speed](#). **Standing up** takes more effort; doing so costs an amount of movement equal to half your speed.
- For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.
- To move while prone, you must [crawl](#) or use magic such as teleportation. Every foot of [movement](#) while crawling costs 1 extra foot. Crawling 1 foot in [difficult terrain](#), therefore, costs 3 feet of movement.
- Interacting with Objects Around You
- Here are a few examples of the sorts of thing you can do in tandem with your movement and action:
 - * draw or sheathe a sword
 - * open or close a door
 - * withdraw a potion from your backpack
 - * pick up a dropped axe
 - * take a bauble from a table
 - * remove a ring from your finger
 - * stuff some food into your mouth
 - * plant a banner in the ground

- * fish a few coins from your belt pouch
- * drink all the ale in a flagon
- * throw a lever or a switch
- * pull a torch from a sconce
- * take a book from a shelf you can reach
- * extinguish a small flame
- * don a mask
- * pull the hood of your cloak up and over your head
- * put your ear to a door
- * kick a small stone
- * turn a key in a lock
- * tap the floor with a 10-foot pole
- * hand an item to another character
- Moving Around Other Creatures
- You can [move](#) through a nonhostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two [sizes](#) larger or smaller than you. Remember that another creature's space is [difficult terrain](#) for you. Whether a creature is a friend or an enemy, you can't willingly end your move in its space.
- If you leave a hostile creature's reach during your move, you provoke an [opportunity attack](#).
- Flying Movement
- Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked [prone](#), has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover or it is being held aloft by magic, such as by the [fly](#) spell.
- Creature Size
- Each creature takes up a different amount of space. **Table: Size Categories** shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.
- **Table: Size Categories**

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Size	Space
Tiny	2½ by 2½ ft.
Small	5 by 5 ft.
Medium	5 by 5 ft.
Large	10 by 10 ft.
Huge	15 by 15 ft.
Gargantuan	20 by 20 ft. or larger

- Space

- A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. If a Medium [hobgoblin](#) stands in a 5-- foot--wide doorway, other creatures can't get through unless the hobgoblin lets them.
 - A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can fit in a 5-foot radius around another one. Because larger creatures take up more space, fewer of them can surround a creature. If five Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.
- Squeezing into a Smaller Space
- A creature can squeeze through a space that is large enough for a creature one [size](#) smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it [moves](#) there, and it has [disadvantage](#) on attack rolls and [Dexterity saving throws](#). Attack rolls against the creature have advantage while it's in the smaller space.
- Actions in Combat
- When you take your action on your turn, you can take one of the actions presented here, an action you gained from your [class](#) or a special feature, or an action that you improvise. Many monsters have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

- Attack
 - The most common action to take in combat is the Attack action, whether you are swinging a sword, firing an arrow from a bow, or brawling with your fists.
 - With this action, you make one melee or ranged attack. See the [“Making an Attack”](#) section for the rules that govern attacks.
 - Certain features, such as the [Extra Attack](#) feature of the [fighter](#), allow you to make more than one attack with this action.
- Cast a Spell
 - Spellcasters such as [wizards](#) and [clerics](#), as well as many monsters, have access to spells and can use them to great effect in combat. Each spell has a [casting time](#), which specifies whether the caster must use an action, a [reaction](#), minutes, or even hours to cast the spell. [Casting a spell](#) is, therefore, not necessarily an action. Most spells do have a casting time of 1 action, so a spellcaster often uses his or her action in combat to cast such a spell.
- Dash
 - When you take the Dash action, you gain extra [movement](#) for the current turn. The increase equals your [speed](#), after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash. Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.
- Disengage
 - If you take the Disengage action, your movement doesn't provoke [opportunity attacks](#) for the rest of the turn.
- Dodge
 - When you take the Dodge action, you focus entirely on avoiding [attacks](#). Until the start of your next turn, any attack roll made against you has [disadvantage](#) if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are [incapacitated](#) (as explained in [Conditions](#)) or if your speed drops to 0.
- Help

- You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains [advantage](#) on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.
- Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with [advantage](#).
- Hide
- When you take the Hide action, you make a [Dexterity \(Stealth\) check](#) in an attempt to hide, following the rules for [hiding](#). If you succeed, you gain certain benefits, as described in the "[Unseen Attackers and Targets](#)" section.
- Ready
- Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn, which lets you act using your [reaction](#) before the start of your next turn.
- First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to [move](#) up to your speed in response to it. Examples include "If the [cultist](#) steps on the trapdoor, I'll pull the lever that opens it," and "If the [goblin](#) steps next to me, I move away." When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.
- When you ready a [spell](#), you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a spell must have a [casting time](#) of 1 action, and holding onto the spell's magic requires [concentration](#). If your concentration is broken, the spell dissipates without taking effect. For example, if you are concentrating on the [web](#) spell and ready [magic missile](#), your [web](#) spell ends, and if you take damage before you release [magic missile](#) with your reaction, your concentration might be broken.
- Search

- When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the GM might have you make a [Wisdom \(Perception\) check](#) or an [Intelligence \(Investigation\) check](#).
- Use an Object
- You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.
- Making an Attack
- Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a [spell](#), an attack has a simple structure.
- 1. **Choose a target.** Pick a target within your attack's range: a creature, an object, or a location.
- 2. **Determine modifiers.** The GM determines whether the target has [cover](#) and whether you have [advantage or disadvantage](#) against the target. In addition, [spells](#), special abilities, and other effects can apply penalties or bonuses to your attack roll.
- 3. **Resolve the attack.** You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.
- If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.
- Attack Rolls
- When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of a monster is in its stat block.
- Modifiers to the Roll
- When a character makes an attack roll, the two most common modifiers to the roll are an [ability modifier](#) and the character's [proficiency bonus](#). When a monster makes an attack roll, it uses whatever modifier is provided in its stat block.

- **Ability Modifier:** The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the [finesse](#) or thrown property break this rule. Some [spells](#) also require an attack roll. The ability modifier used for a [spell attack](#) depends on the spellcasting ability of the spellcaster.
- **Proficiency Bonus:** You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with a spell.
- Rolling 1 or 20
- Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.
- If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a [critical hit](#).
- If the d20 roll for an attack is a 1, the attack misses regardless of any [modifiers](#) or the target's AC.
- Unseen Attackers and Targets
- Combatants often try to escape their foes' notice by [hiding](#), casting the [invisibility](#) spell, or lurking in darkness.
- When you attack a target that you can't see, you have [disadvantage](#) on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly.
 - When a creature can't see you, you have advantage on attack rolls against it. If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.
- Ranged Attacks
- When you make a ranged attack, you fire a bow or a [crossbow](#), hurl a [handaxe](#), or otherwise send projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Many [spells](#) also involve making a ranged attack.
- Range
- You can make ranged attacks only against targets within a specified range. If a ranged attack, such as one made with a

spell, has a single range, you can't attack a target beyond this range.

- Some ranged attacks, such as those made with a [longbow](#) or a [shortbow](#), have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has [disadvantage](#) when your target is beyond normal range, and you can't attack a target beyond the long range.
- Ranged Attacks in Close Combat
- Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a [spell](#), or some other means, you have [disadvantage](#) on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't [incapacitated](#).
- Melee Attacks
- Used in hand--to--hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a sword, a [warhammer](#), or an [axe](#). A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. A few [spells](#) also involve making a melee attack.
- Most creatures have a 5-foot **reach** and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions.
- Instead of using a weapon to make a melee weapon attack, you can use an **unarmed strike**: a punch, kick, head--butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals [bludgeoning damage](#) equal to 1 + your modifier. You are [proficient](#) with your unarmed strikes.
- Opportunity Attacks
- In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.
- You can make an opportunity attack when a hostile creature that you can see [moves](#) out of your reach. To make the opportunity attack, you use your [reaction](#) to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

- You can avoid provoking an opportunity attack by taking the [Disengage](#) action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.
- Two-Weapon Fighting
- When you take the Attack action and attack with a [light](#) melee weapon that you're holding in one hand, you can use a [bonus action](#) to attack with a different light melee weapon that you're holding in the other hand. You don't add your [ability modifier](#) to the damage of the bonus attack, unless that [modifier](#) is negative.
- If either weapon has the [thrown](#) property, you can throw the weapon, instead of making a melee attack with it.
- Grappling
- When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.
- The target of your grapple must be no more than one [size](#) larger than you and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a [Strength \(Athletics\) check](#) contested by the target's Strength (Athletics) or [Dexterity \(Acrobatics\) check](#) (the target chooses the ability to use). If you succeed, you subject the target to the [grappled](#) condition (see [Conditions](#)). The condition specifies the things that end it, and you can release the target whenever you like (no action required).
- **Escaping a Grapple:** A grappled creature can use its action to escape. To do so, it must succeed on a [Strength \(Athletics\)](#) or [Dexterity \(Acrobatics\) check](#) contested by your Strength (Athletics) check.
- **Moving a Grappled Creature:** When you [move](#), you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more [sizes](#) smaller than you.
- Contests in Combat
- Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section

includes the most common contests that require an action in combat: grappling and shoving a creature. The GM can use these contests as models for improvising others.

- Shoving a Creature
- Using the Attack action, you can make a special melee attack to shove a creature, either to knock it [prone](#) or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.
- The target must be no more than one [size](#) larger than you and must be within your reach. Instead of making an attack roll, you make a [Strength \(Athletics\) check](#) contested by the target's Strength (Athletics) or [Dexterity \(Acrobatics\) check](#) (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.
- Cover
- Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover. There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.
- A target with **half cover** has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.
- A target with **three-quarters cover** has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.
- A target with **total cover** can't be targeted directly by an attack or a [spell](#), although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.
- Damage and Healing
- Injury and the risk of death are constant companions of those who explore fantasy gaming worlds. The thrust of a sword, a well-placed arrow, or a blast of flame from a [fireball](#) spell all

have the potential to damage, or even kill, the hardiest of creatures.

- Hit Points
- Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile. A creature's current hit points (usually just called hit points) can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing. Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.
- Damage Rolls
- Each weapon, [spell](#), and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage, but never negative damage.
- When attacking with a [weapon](#), you add your [ability modifier](#)—the same modifier used for the attack roll—to the damage. A **spell** tells you which dice to roll for damage and whether to add any modifiers.
- If a [spell](#) or other effect deals damage to **more than one target** at the same time, roll the damage once for all of them. For example, when a [wizard](#) casts [fireball](#) or a [cleric](#) casts [flame strike](#), the spell's damage is rolled once for all creatures caught in the blast.
- Critical Hits
- When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.
- For example, if you score a critical hit with a dagger, roll 2d4 for the damage, rather than 1d4, and then add your relevant [ability modifier](#). If the attack involves other damage dice, such as from the [rogue's Sneak Attack](#) feature, you roll those dice twice as well.
- Damage Types

- Different attacks, damaging [spells](#), and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types. The damage types follow, with examples to help a GM assign a damage type to a new effect.
- **Acid:** The corrosive spray of a [black dragon's](#) breath and the dissolving enzymes secreted by a [Black Pudding](#) deal acid damage.
- **Bludgeoning:** Blunt force attacks—[hammers](#), [falling](#), constriction, and the like—deal bludgeoning damage.
- **Cold:** The infernal chill radiating from an [Ice Devil's](#) spear and the frigid blast of a [white dragon's](#) breath deal cold damage.
- **Fire:** [Red dragons](#) breathe fire, and many [spells](#) conjure flames to deal fire damage.
- **Force:** Force is pure magical energy focused into a damaging form. Most effects that deal force damage are spells, including [magic missile](#) and [spiritual weapon](#).
- **Lightning:** A [lightning bolt](#) spell and a [blue dragon's](#) breath deal lightning damage.
- **Necrotic:** Necrotic damage, dealt by certain [undead](#) and a spell such as [chill touch](#), withers matter and even the soul.
- **Piercing:** Puncturing and impaling attacks, including [spears](#) and monsters' bites, deal piercing damage.
- **Poison:** Venomous stings and the toxic gas of a [green dragon's](#) breath deal poison damage.
- **Psychic:** Mental abilities such as a mind flayer's psionic blast deal psychic damage.
- **Radiant:** Radiant damage, dealt by a [cleric's flame strike](#) spell or an angel's smiting weapon, sears the flesh like fire and overloads the spirit with power.
- **Slashing:** Swords, [axes](#), and monsters' claws deal slashing damage.
- **Thunder:** A concussive burst of sound, such as the effect of the [thunderwave](#) spell, deals thunder damage.
- Damage Resistance and Vulnerability
- Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

- If a creature or an object has **resistance** to a [damage type](#), damage of that type is halved against it. If a creature or an object has **vulnerability** to a damage type, damage of that type is doubled against it.
 - Resistance and then vulnerability are applied after all other modifiers to damage. For example, a creature has resistance to bludgeoning damage and is hit by an attack that deals 25 bludgeoning damage. The creature is also within a magical aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 damage.
- Multiple instances of resistance or vulnerability that affect the same [damage type](#) count as only one instance. For example, if a creature has resistance to fire damage as well as resistance to all nonmagical damage, the damage of a nonmagical fire is reduced by half against the creature, not reduced by three-quarters.
- Healing
- Unless it results in death, damage isn't permanent. Even death is reversible through powerful magic. Rest can restore a creature's hit points, and magical methods such as a [cure wounds spell](#) or a [potion of healing](#) can remove damage in an instant.
- When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, a [druid](#) grants a [ranger](#) 8 hit points of healing. If the ranger has 14 current hit points and has a hit point maximum of 20, the ranger regains 6 hit points from the druid, not 8.
- A creature that has died can't regain [hit points](#) until magic such as the [revivify](#) spell has restored it to life.
- Dropping to 0 Hit Points
- When you drop to 0 hit points, you either die outright or [fall unconscious](#), as explained in the following sections.
- Instant Death
- Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

- For example, a [cleric](#) with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals her hit point maximum, the cleric dies.
- Falling Unconscious
- If damage reduces you to 0 hit points and fails to kill you, you fall [unconscious](#) (see [Conditions](#)). This unconsciousness ends if you regain any hit points.
- Death Saving Throws
- Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any [ability score](#). You are in the hands of fate now, aided only by [spells](#) and features that improve your chances of succeeding on a saving throw.
- **Roll a d20:** If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become [stable](#) (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.
- **Rolling 1 or 20:** When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.
- **Damage at 0 Hit Points:** If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a [critical hit](#), you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.
- Stabilizing a Creature
- The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed [death saving throw](#).
- You can use your action to administer first aid to an [unconscious](#) creature and attempt to stabilize it, which requires a successful DC 10 [Wisdom \(Medicine\) check](#).
- A **stable** creature doesn't make [death saving throws](#), even though it has 0 hit points, but it does remain unconscious. The

creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

- **Monsters and Death**
- Most GMs have a monster die the instant it drops to 0 hit points, rather than having it fall [unconscious](#) and make [death saving throws](#). Mighty villains and special nonplayer characters are common exceptions; the GM might have them fall unconscious and follow the same rules as player characters.
- **Knocking a Creature Out**
- Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls [unconscious](#) and is [stable](#).
- **Temporary Hit Points**
- Some [spells](#) and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury. When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage. Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points. Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.
- If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or [stabilize](#) you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.
- Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or you finish a [long rest](#).
- **Mounted Combat**

- A [knight](#) charging into battle on a [warhorse](#), a [wizard](#) casting [spells](#) from the back of a [griffon](#), or a [cleric](#) soaring through the sky on a [pegasus](#) all enjoy the benefits of speed and mobility that a mount can provide.
- A willing creature that is at least one [size](#) larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.
- Mounting and Dismounting
 - Once during your [move](#), you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your [speed](#). For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.
 - If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing [prone](#) in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.
 - If your mount is knocked prone, you can use your [reaction](#) to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet of it.
- Controlling a Mount
 - While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as dragons, act independently.
 - You can control a mount only if it has been trained to accept a rider. Domesticated [horses](#), donkeys, and similar creatures are assumed to have such training. The [initiative](#) of a controlled mount changes to match yours when you mount it. It [moves](#) as you direct it, and it has only three action options: [Dash](#), [Disengage](#), and [Dodge](#). A controlled mount can move and act even on the turn that you mount it.
 - An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.
 - In either case, if the mount provokes an [opportunity attack](#) while you're on it, the attacker can target you or the mount.

- Underwater Combat
- When adventurers pursue [sahuagin](#) back to their undersea homes, fight off [sharks](#) in an ancient shipwreck, or find themselves in a flooded dungeon room, they must fight in a challenging environment. Underwater the following rules apply.
- When making a **melee weapon attack**, a creature that doesn't have a [swimming](#) speed (either natural or granted by magic) has [disadvantage](#) on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.
- A **ranged weapon attack** automatically misses a target beyond the [weapon's](#) normal [range](#). Even against a target within normal range, the attack roll has [disadvantage](#) unless the weapon is a crossbow, a net, or a weapon that is [thrown](#) like a javelin (including a spear, trident, or dart).
- Creatures and objects that are fully immersed in water have [resistance](#) to fire damage.
- Diseases Rules
 - o <https://roll20.net/compendium/dnd5e/Rules:Diseases#content>
 - *These D&D 5E Free Basic Rules only contain a fraction of the races, subclasses, backgrounds, feats, items, monsters, spells, and other content available on Roll20. Check out the [Player's Handbook](#) to add dozens of more player options to the Charactermancer, the [Dungeon Master's Guide](#) to expand on the tools available for DMs, and the [Monster Manual](#) to add hundreds of more unique creatures (including token artwork) to fight!*
 - A plague ravages the kingdom, setting the adventurers on a quest to find a cure. An adventurer emerges from an ancient tomb, unopened for centuries, and soon finds herself suffering from a wasting illness. A [warlock](#) offends some dark power and contracts a strange affliction that spreads whenever he casts [spells](#).
 - A simple outbreak might amount to little more than a small drain on party resources, curable by a casting of [lesser restoration](#). A more complicated outbreak can form the basis of one or more adventures as characters search for a cure, stop the spread of the disease, and deal with the consequences.
 - A disease that does more than infect a few party members is primarily a plot device. The rules help describe the effects of the disease and how it can be cured, but the specifics of how a disease works aren't bound by a common set of rules. Diseases

can affect any creature, and a given illness might or might not pass from one race or kind of creature to another. A plague might affect only constructs or undead, or sweep through a [halfling](#) neighborhood but leave other [races](#) untouched. What matters is the story you want to tell.

- Sample Diseases
- The diseases here illustrate the variety of ways disease can work in the game. Feel free to alter the saving throw DCs, incubation times, symptoms, and other characteristics of these diseases to suit your campaign.
- Cackle Fever
- This disease targets humanoids, although [gnomes](#) are strangely immune. While in the grips of this disease, victims frequently succumb to fits of mad laughter, giving the disease its common name and its morbid nickname: “the shrieks.”
- Symptoms manifest 1d4 hours after infection and include fever and disorientation. The infected creature gains one level of [exhaustion](#) that can’t be removed until the disease is cured.
- Any event that causes the infected creature great stress—including entering [combat](#), taking [damage](#), experiencing fear, or having a nightmare—forces the creature to make a DC 13 [Constitution saving throw](#). On a failed save, the creature takes 5 (1d10) [psychic](#) damage and becomes [incapacitated](#) with mad laughter for 1 minute. The creature can repeat the saving throw at the end of each of its [turns](#), ending the mad laughter and the incapacitated condition on a success.
- Any humanoid creature that starts its turn within 10 feet of an infected creature in the throes of mad laughter must succeed on a DC 10 [Constitution saving throw](#) or also become infected with the disease. Once a creature succeeds on this save, it is immune to the mad laughter of that particular infected creature for 24 hours.
- At the end of each [long rest](#), an infected creature can make a DC 13 [Constitution saving throw](#). On a successful save, the DC for this save and for the save to avoid an attack of mad laughter drops by 1d6.
- When the saving throw DC drops to 0, the creature recovers from the disease. A creature that fails three of these [saving throws](#) gains a randomly determined form of [indefinite madness](#), as described later.
- Sewer Plague

- Sewer plague is a generic term for a broad category of illnesses that incubate in sewers, refuse heaps, and stagnant swamps, and which are sometimes transmitted by creatures that dwell in those areas, such as [rats](#) and [otyughs](#).
- When a humanoid creature is bitten by a creature that carries the disease, or when it comes into contact with filth or offal contaminated by the disease, the creature must succeed on a DC 11 [Constitution saving throw](#) or become infected.
- It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of [exhaustion](#), and it regains only half the normal number of [hit points](#) from spending [Hit Dice](#) and no hit points from finishing a [long rest](#).
- At the end of each [long rest](#), an infected creature must make a DC 11 [Constitution saving throw](#). On a failed save, the character gains one level of [exhaustion](#). On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.
- Sight Rot
- This painful infection causes bleeding from the eyes and eventually [blinds](#) the victim.
- A beast or humanoid that drinks water tainted by sight rot must succeed on a DC 15 [Constitution saving throw](#) or become infected. One day after infection, the creature's [vision](#) starts to become blurry. The creature takes a –1 penalty to [attack rolls](#) and [ability checks](#) that rely on sight. At the end of each [long rest](#) after the symptoms appear, the penalty worsens by 1. When it reaches –5, the victim is [blinded](#) until its sight is restored by magic such as [lesser restoration](#) or [heal](#).
- Sight rot can be cured using a rare flower called Eyebright, which grows in some swamps. Given an hour, a character who has [proficiency](#) with an [herbalism kit](#) can turn the flower into one dose of ointment. Applied to the eyes before a [long rest](#), one dose of it prevents the disease from worsening after that rest. After three doses, the ointment cures the disease entirely.
- Armor Rules
 - o <https://roll20.net/compendium/dnd5e/Rules:Armor#content>
 - *These D&D 5E Free Basic Rules only contain a fraction of the races, subclasses, backgrounds, feats, items, monsters, spells, and other content available on Roll20. Check out the [Player's](#)*

[Handbook](#) to add dozens of more player options to the Charactermancer, the [Dungeon Master's Guide](#) to expand on the tools available for DMs, and the [Monster Manual](#) to add hundreds of more unique creatures (including token artwork) to fight!

- Fantasy gaming worlds are a vast tapestry made up of many different cultures, each with its own technology level. For this reason, adventurers have access to a variety of armor types, ranging from [leather armor](#) to [chain mail](#) to costly [plate armor](#), with several other kinds of armor in between. The Armor table collects the most commonly available types of armor found in the game and separates them into three categories: [light armor](#), [medium armor](#), and [heavy armor](#). Many warriors supplement their armor with a shield. The Armor table shows the cost, weight, and other properties of the common types of armor worn in fantasy gaming worlds.
- **Armor Proficiency:** Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your [class](#) gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have [disadvantage](#) on any [ability check](#), [saving throw](#), or [attack roll](#) that involves [Strength](#) or [Dexterity](#), and you can't cast [spells](#).
- **Armor Class (AC):** Armor protects its wearer from [attacks](#). The armor (and shield) you wear determines your base Armor Class.
- **Heavy Armor:** Heavier armor interferes with the wearer's ability to [move](#) quickly, [stealthily](#), and freely. If the Armor table shows "Str 13" or "Str 15" in the [Strength](#) column for an armor type, the armor reduces the wearer's [speed](#) by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.
- **Stealth:** If the Armor table shows "[Disadvantage](#)" in the Stealth column, the wearer has disadvantage on [Dexterity \(Stealth\) checks](#).
- **Shields:** A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.
- Light Armor
- Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your [Dexterity modifier](#)

to the base number from your armor type to determine your Armor Class.

- [****Padded****](#): Padded armor consists of quilted layers of cloth and batting.
- [****Leather****](#): The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.
- [****Studded Leather****](#): Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.
- Medium Armor
- Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your [Dexterity modifier](#), to a maximum of +2, to the base number from your armor type to determine your Armor Class.
- [****Hide****](#): This crude armor consists of thick furs and pelts. It is commonly worn by barbarian tribes, evil humanoids, and other folk who lack access to the tools and materials needed to create better armor.
- [****Chain Shirt****](#): Made of interlocking metal rings, a chain shirt is worn between layers of clothing or leather. This armor offers modest protection to the wearer's upper body and allows the sound of the rings rubbing against one another to be muffled by outer layers.
- [****Scale Mail****](#): This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.
- [****Breastplate****](#): This armor consists of a fitted metal chest piece worn with supple leather. Although it leaves the legs and arms relatively unprotected, this armor provides good protection for the wearer's vital organs while leaving the wearer relatively unencumbered.
- [****Half Plate****](#): Half plate consists of shaped metal plates that cover most of the wearer's body. It does not include leg protection beyond simple greaves that are attached with leather straps.
- Heavy Armor
- Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are

designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk.

- Heavy armor doesn't let you add your [Dexterity modifier](#) to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.
- **[Ring Mail](#)**: This armor is leather armor with heavy rings sewn into it. The rings help reinforce the armor against blows from swords and axes. Ring mail is inferior to chain mail, and it's usually worn only by those who can't afford better armor.
- **[Chain Mail](#)**: Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets.
- **[Splint](#)**: This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chain mail protects the joints.
- **[Plate](#)**: Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

Armor

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Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
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Light Armor

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Padded	5 gp	11 + Dex modifier	—	Disadvantage	8 lb
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Leather	10 gp	11 + Dex modifier	—	—	10 lb
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Studded leather	45 gp	12 + Dex modifier	—	—	13 lb
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Medium Armor

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Hide	10 gp	12 + Dex modifier (max 2)	—	—	12 lb.
▪					
Chain shirt	50 gp	13 + Dex modifier (max 2)	—	—	20 lb.
▪					
Scale mail	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	40 lb.
▪					
Breastplate	400 gp	14 + Dex modifier (max 2)	—	—	20 lb.
▪					
Half plate	750 gp	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.
▪					
Heavy Armor					
▪					
Ring mail	30 gp	14	—	Disadvantage	40 lb.
▪					
Chain mail	75 gp	16	Str 13	Disadvantage	55 lb.
▪					
Splint	200 gp	17	Str 15	Disadvantage	60 lb.
▪					
Plate	1,500 gp	18	Str 15	Disadvantage	65 lb.
▪					
Shield					
▪					
Shield	10 gp	+2	—	—	6 lb.

- Getting Into and Out of Armor
- The time it takes to don or doff armor depends on the armor's category.
- **Don:** This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor.

- **Doff:** This is the time it takes to take off armor. If you have help, reduce this time by half.

- **Donning and Doffing Armor**

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Category	Don	Doff
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action

- Expenses Rules

- o <https://roll20.net/compendium/dnd5e/Rules:Expenses#content>

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- When not descending into the depths of the earth, exploring ruins for lost treasures, or waging war against the encroaching darkness, adventurers face more mundane realities. Even in a fantastical world, people require basic necessities such as shelter, sustenance, and clothing. These things cost [money](#), although some lifestyles cost more than others.
- Lifestyle Expenses
- Lifestyle expenses provide you with a simple way to account for the cost of living in a fantasy world. They cover your accommodations, [food and drink](#), and all your other necessities. Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when adventure next calls. At the start of each week or month (your choice), choose a lifestyle from the Expenses table and pay the price to sustain that lifestyle. The prices listed are per day, so if you wish to calculate the cost of your chosen lifestyle over a thirty-day period, multiply the listed price by 30. Your lifestyle might change from one period to the next, based on the funds you have at your disposal, or you might maintain the same lifestyle throughout

your character's career. Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the rich and powerful, though you run the risk of attracting thieves. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections.

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Lifestyle	Price/Day
Wretched	---
Squalid	1 sp
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	4 gp
Aristocratic	10 gp minimum

- **Wretched.** You live in inhumane conditions. With no place to call home, you shelter wherever you can, sneaking into barns, huddling in old crates, and relying on the good graces of people better off than you. A wretched lifestyle presents abundant dangers. Violence, [disease](#), and hunger follow you wherever you go. Other wretched people covet your armor, weapons, and adventuring gear, which represent a fortune by their standards. You are beneath the notice of most people.
- **Squalid.** You live in a leaky stable, a mud-floored hut just outside town, or a vermin-infested boarding house in the worst part of town. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections. Most people at this lifestyle level have suffered some terrible setback. They might be disturbed, marked as exiles, or suffer from [disease](#).
- **Poor.** A poor lifestyle means going without the comforts available in a stable community. Simple food and lodgings, threadbare clothing, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodations might be a room in a flophouse or in the common room above a tavern. You benefit from some legal protections, but you still have to contend with violence, crime, and disease. People at this lifestyle level tend to be unskilled

laborers, costermongers, peddlers, thieves, mercenaries, and other disreputable types.

- **Modest.** A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. You live in an older part of town, renting a room in a boarding house, inn, or temple. You don't go [hungry or thirsty](#), and your living conditions are clean, if simple. Ordinary people living modest lifestyles include soldiers with families, laborers, students, priests, hedge wizards, and the like.
- **Comfortable.** Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your equipment. You live in a small cottage in a middle-class neighborhood or in a private room at a fine inn. You associate with merchants, skilled tradespeople, and military officers.
- **Wealthy.** Choosing a wealthy lifestyle means living a life of luxury, though you might not have achieved the social status associated with the old money of nobility or royalty. You live a lifestyle comparable to that of a highly successful merchant, a favored servant of the royalty, or the owner of a few small businesses. You have respectable lodgings, usually a spacious home in a good part of town or a comfortable suite at a fine inn. You likely have a small staff of servants.
- **Aristocratic.** You live a life of plenty and comfort. You move in circles populated by the most powerful people in the community. You have excellent lodgings, perhaps a townhouse in the nicest part of town or rooms in the finest inn. You dine at the best restaurants, retain the most skilled and fashionable tailor, and have servants attending to your every need. You receive invitations to the social gatherings of the rich and powerful, and spend evenings in the company of politicians, guild leaders, high priests, and nobility. You must also contend with the highest levels of deceit and treachery. The wealthier you are, the greater the chance you will be drawn into political intrigue as a pawn or participant.
- Self-Sufficiency
- The expenses and lifestyles described here assume that you are spending your time between adventures in town, availing yourself of whatever services you can afford—paying for food and shelter, paying townspeople to sharpen your sword and repair your armor, and so on. Some characters, though, might prefer to spend their time away from civilization, sustaining themselves in the wild by hunting, foraging, and repairing their own gear.

- Maintaining this kind of lifestyle doesn't require you to spend any coin, but it is time-consuming. If you spend your time between adventures practicing a profession, you can eke out the equivalent of a poor lifestyle. Proficiency in the [Survival skill](#) lets you live at the equivalent of a comfortable lifestyle.
- Food, Drink, and Lodging
- The Food, Drink, and Lodging table gives prices for individual food items and a single night's lodging. These prices are included in your total lifestyle expenses.

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Item	Cost
<i>Ale</i>	
Gallon	2 sp
Mug	4 cp
Banquet (per person)	10 gp
Bread, loaf	2 cp
Cheese, hunk	1 sp
<i>Inn stay (per day)</i>	
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Aristocratic	4 gp
<i>Meals (per day)</i>	
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp

Aristocratic	2 gp
Meat, chunk	3 sp
<i>Wine</i>	
Common (pitcher)	2 sp
Fine (bottle)	10 gp

- **Services**
- Adventurers can pay nonplayer characters to assist them or act on their behalf in a variety of circumstances. Most such hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts with specialized adventuring skills.
- Some of the most basic types of hirelings appear on the Services table. Other common hirelings include any of the wide variety of people who inhabit a typical town or city, when the adventurers pay them to perform a specific task. For example, a [wizard](#) might pay a carpenter to construct an elaborate chest (and its miniature replica) for use in the [secret chest](#) spell. A [fighter](#) might commission a blacksmith to forge a special sword. A [bard](#) might pay a tailor to make exquisite clothing for an upcoming performance in front of the duke.
- Other hirelings provide more expert or dangerous services. Mercenary soldiers paid to help the adventurers take on a [hobgoblin](#) army are hirelings, as are sages hired to research ancient or esoteric lore. If a high-level adventurer establishes a stronghold of some kind, he or she might hire a whole staff of servants and agents to run the place, from a castellan or steward to menial laborers to keep the stables clean. These hirelings often enjoy a long-term contract that includes a place to live within the stronghold as part of the offered compensation.

Service	Pay
<i>Coach cab</i>	
Between towns	3 cp per mile
Within a city	1 cp
<i>Hireling</i>	
Skilled	2 gp per day
Untrained	2 sp per day

Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile

- Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, artisan, scribe, and so on. The pay shown is a minimum; some expert hirelings require more pay. Untrained hirelings are hired for menial work that requires no particular skill and can include laborers, porters, maids, and similar workers.
- Spellcasting Services
 - People who are able to cast spells don't fall into the category of ordinary hirelings. It might be possible to find someone willing to cast a spell in exchange for coin or favors, but it is rarely easy and no established pay rates exist. As a rule, the higher the level of the desired spell, the harder it is to find someone who can cast it and the more it costs.
 - Hiring someone to cast a relatively common spell of 1st or 2nd level, such as [cure wounds](#) or [identify](#), is easy enough in a city or town, and might cost 10 to 50 gold pieces (plus the cost of any expensive material components). Finding someone able and willing to cast a higher-level spell might involve traveling to a large city, perhaps one with a university or prominent temple. Once found, the spellcaster might ask for a service instead of payment—the kind of service that only adventurers can provide, such as retrieving a rare item from a dangerous locale or traversing a monster-infested wilderness to deliver something important to a distant settlement.

- Feats Rules

- o #Feats

- o F e a t s A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides. At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise. You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example,

the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow — perhaps by a withering curse — you can't benefit from the Grappler feat until your Strength is restored

- o [DND5E Feats.pdf](#) #Assets #Feats

- Madness Rules

- o In a typical campaign, characters aren't driven mad by the horrors they face and the carnage they inflict day after day, but sometimes the stress of being an adventurer can be too much to bear. If your campaign has a strong horror theme, you might want to use madness as a way to reinforce that theme, emphasizing the extraordinarily horrific nature of the threats the adventurers face.
- o Going Mad

Various magical effects can inflict madness on an otherwise stable mind. Certain spells, such as [contact other plane](#) and [symbol](#), can cause insanity, and you can use the madness rules here instead of the spell effects of those spells. [Diseases](#), [poisons](#), and planar effects such as psychic wind or the howling winds of Pandemonium can all inflict madness. Some artifacts can also break the psyche of a character who uses or becomes attuned to them.

Resisting a madness-inducing effect usually requires a Wisdom or Charisma saving throw.

- o Madness Effects

Madness can be short-term, long-term, or indefinite. Most relatively mundane effects impose short-term madness, which lasts for just a few minutes. More horrific effects or cumulative effects can result in long-term or indefinite madness.

A character afflicted with **short-term madness** is subjected to an effect from the Short-Term Madness table for 1d10 minutes.

A character afflicted with **long-term madness** is subjected to an effect from the Long-Term Madness table for 1d10 × 10 hours.

A character afflicted with **indefinite madness** gains a new character flaw from the Indefinite Madness table that lasts until cured.

Short-Term Madness | d100 | Effect (lasts 1d10 minutes) |

- 01– The character retreats into his or her mind and becomes [paralyzed](#). The effect ends if the character takes any [damage](#).
- 20

- 21- The character becomes [incapacitated](#) and spends the duration screaming,
30 laughing, or weeping.
- 31- The character becomes [frightened](#) and must use his or
40 her [action](#) and [movement](#) each round to flee from the source of the fear.
- 41- The character begins babbling and is incapable of normal speech
50 or [spellcasting](#).
- 51- The character must use his or her [action](#) each round to [attack](#) the nearest
60 creature.
- 61- The character experiences vivid hallucinations and
70 has [disadvantage](#) on [ability checks](#).
- 71- The character does whatever anyone tells him or her to do that isn't obviously
75 self-destructive.
- 76- The character experiences an overpowering urge to eat something strange
80 such as dirt, slime, or offal.
- 81- The character is [stunned](#).
90
- 91- The character falls [unconscious](#).
100

Long-Term Madness| d100 | Effect (lasts 1d10 × 10 hours) |

- 01- The character feels compelled to repeat a specific activity over and over, such
10 as washing hands, touching things, praying, or counting coins.
- 11- The character experiences vivid hallucinations and has [disadvantage](#) on [ability](#)
20 [checks](#).
- 21- The character suffers extreme paranoia. The character
30 has [disadvantage](#) on [Wisdom](#) and [Charisma checks](#).
- 31- The character regards something (usually the source of madness) with intense
40 revulsion, as if affected by the antipathy effect of
the [Antipathy/Sympathy](#) spell.
- 41- The character experiences a powerful delusion. Choose a potion. The character
45 imagines that he or she is under its effects.
- 46- The character becomes attached to a "lucky charm," such as a person or an
55 object, and has [disadvantage](#) on [attack rolls](#), [ability checks](#), and [saving](#)
[throws](#) while more than 30 feet from it.

- 56- The character is [blinded](#) (25%) or [deafened](#) (75%).
65
- 66- The character experiences uncontrollable tremors or tics, which
75 impose [disadvantage](#) on [attack rolls](#), [ability checks](#), and [saving throws](#) that involve Strength or Dexterity.
- 76- The character suffers from partial amnesia. The character knows who he or she
85 is and retains [racial traits](#) and [class](#) features, but doesn't recognize other people or remember anything that happened before the madness took effect.
- 86- Whenever the character takes [damage](#), he or she must succeed on a DC
90 15 [Wisdom saving throws](#) or be affected as though he or she failed a saving throw against the [confusion](#) spell. The confusion effect lasts for 1 minute.
- 91- The character loses the ability to speak.
95

| 96-100

| The character falls [unconscious](#). No amount of jostling or damage can wake the character.

|

Indefinite Madness | d100 | Flaw (lasts until cured) |

- 01- "Being drunk keeps me sane."
15
- 16 - "I keep whatever I find."
25
- 26- "I try to become more like someone else I know—adopting his or her style of
30 dress, mannerisms, and name."
- 31- "I must bend the truth, exaggerate, or outright lie to be interesting to other
35 people."
- 36- "Achieving my goal is the only thing of interest to me, and I'll ignore
45 everything else to pursue it."
- 46- "I find it hard to care about anything that goes on around me."
50
- 51- "I don't like the way people judge me all the time."
55
- 56- "I am the smartest, wisest, strongest, fastest, and most beautiful person I
70 know."

71- “I am convinced that powerful enemies are hunting me, and their agents are
80 everywhere I go. I am sure they’re watching me all the time.”

81- “There’s only one person I can trust. And only I can see this special friend.”
85

86- “I can’t take anything seriously. The more serious the situation, the funnier I
95 find it.”

96- “I’ve discovered that I really like killing people.”
100

- o Curing Madness

A [calm emotions](#) spell can suppress the effects of madness, while a [lesser restoration](#) spell can rid a character of a short-term or long-term madness. Depending on the source of the madness, [remove curse](#) or [dispel evil](#) might also prove effective. A [greater restoration](#) spell or more powerful magic is required to rid a character of indefinite madness.

- Movement Rules

- o Swimming across a rushing river, sneaking down a dungeon corridor, scaling a treacherous mountain slope—all sorts of movement play a key role in fantasy gaming adventures.

The GM can summarize the adventurers’ movement without calculating exact distances or travel times: “You travel through the forest and find the dungeon entrance late in the evening of the third day.” Even in a dungeon, particularly a large dungeon or a cave network, the GM can summarize movement between encounters: “After killing the guardian at the entrance to the ancient dwarven stronghold, you consult your map, which leads you through miles of echoing corridors to a chasm bridged by a narrow stone arch.”

Sometimes it’s important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain they’re moving over.

- o Speed

Every character and monster has a speed, which is the distance in feet that the character or monster can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation.

The following rules determine how far a character or monster can move in a minute, an hour, or a day.

- o Travel Pace

While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully.

Forced March. The Travel Pace table assumes that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion. For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of [exhaustion](#).

Mounts and Vehicles. For short spans of time (up to an hour), many animals move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.

Characters in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel, and they don't suffer penalties for a fast pace or gain benefits from a slow pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day.

Certain special mounts, such as a [pegasus](#) or [griffon](#), or special vehicles, such as a [carpet of flying](#), allow you to travel more swiftly.

Travel Pace and Effects

o

Pace	Distance per Minute	Distance per Hour	Distance per Day	Effect
Fast	400 feet	4 miles	30 miles	-5 penalty to passive Wisdom (Perception) scores
Normal	300 feet	3 miles	24 miles	--
Slow	200 feet	2 miles	18 miles	able to use stealth

o Difficult Terrain

The travel speeds given in the Travel Pace table assume relatively simple terrain: roads, open plains, or clear dungeon corridors. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground

—all considered difficult terrain.

You move at half speed in difficult terrain— moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

- o Special Types of Movement

Movement through dangerous dungeons or wilderness areas often involves more than simply walking. Adventurers might have to climb, crawl, swim, or jump to get where they need to go.

- o Climbing, Swimming, and Crawling

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. At the GM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength ([Athletics](#)) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

- o Jumping

Your Strength determines how far you can jump.

Long Jump. When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

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

When you land in difficult terrain, you must succeed on a DC 10 Dexterity ([Acrobatics](#)) check to land on your feet. Otherwise, you land prone.

High Jump. When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your GM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1½ times your height.

- Magic Items

- o Magic items are gleaned from the hoards of conquered monsters or discovered in long-lost vaults. Such items grant capabilities a character could rarely have otherwise, or they complement their owner's capabilities in wondrous ways.
- o Attunement

Some magic items require a creature to form a bond with them before their magical properties can be used. This bond is called attunement, and certain items have a prerequisite for it. If the prerequisite is a class, a creature must be a member of that class to attune to the item. (If the class is a spellcasting class, a monster qualifies if it has spell slots and uses that class's spell list.) If the prerequisite is to be a spellcaster, a creature qualifies if it can cast at least one spell using its traits or features, not using a magic item or the like.

Without becoming attuned to an item that requires attunement, a creature gains only its nonmagical benefits, unless its description states otherwise. For example, a magic shield that requires attunement provides the benefits of a normal shield to a creature not attuned to it, but none of its magical properties.

Attuning to an item requires a creature to spend a short rest focused on only that item while being in physical contact with it (this can't be the same short rest used to learn the item's properties). This focus can take the form of weapon practice (for a weapon), meditation (for a wondrous item), or some other appropriate activity. If the short rest is interrupted, the attunement attempt fails. Otherwise, at the end of the short rest, the creature gains an intuitive understanding of how to activate any magical properties of the item, including any necessary command words.

An item can be attuned to only one creature at a time, and a creature can be attuned to no more than three magic items at a time. Any attempt to attune to a fourth item fails; the creature must end its attunement to an item first. Additionally, a creature can't attune to more than one copy of an item. For example, a creature can't attune to more than one ring of protection at a time.

A creature's attunement to an item ends if the creature no longer satisfies the prerequisites for attunement, if the item has been more than 100 feet away for at least 24 hours, if the creature dies, or if another creature attunes to the item. A creature can also voluntarily end attunement by spending another short rest focused on the item, unless the item is cursed.

- o Wearing and Wielding Items

Using a magic item's properties might mean wearing or wielding it. A magic item meant to be worn must be donned in the intended fashion: boots go on the feet, gloves on the hands, hats and helmets on the head, and rings on the finger. Magic armor must be donned, a shield strapped to the arm, a cloak fastened about the

shoulders. A weapon must be held.

In most cases, a magic item that's meant to be worn can fit a creature regardless of size or build. Many magic garments are made to be easily adjustable, or they magically adjust themselves to the wearer. Rare exceptions exist. If the story suggests a good reason for an item to fit only creatures of a certain size or shape, you can rule that it doesn't adjust. For example, drow-made armor might fit elves only. Dwarves might make items usable only by dwarf-sized and dwarf-shaped folk.

When a nonhumanoid tries to wear an item, use your discretion as to whether the item functions as intended. A ring placed on a tentacle might work, but a yuan-ti with a snakelike tail instead of legs can't wear boots.

- o Multiple Items of the Same Kind

Use common sense to determine whether more than one of a given kind of magic item can be worn. A character can't normally wear more than one pair of footwear, one pair of gloves or gauntlets, one pair of bracers, one suit of armor, one item of headwear, and one cloak. You can make exceptions; a character might be able to wear a circlet under a helmet, for example, or to layer two cloaks.

- o Paired Items

Items that come in pairs—such as boots, bracers, gauntlets, and gloves—impart their benefits only if both items of the pair are worn. For example, a character wearing a boot of striding and springing on one foot and a boot of elvenkind on the other foot gains no benefit from either.

- o Activating an Item

Activating some magic items requires a user to do something special, such as holding the item and uttering a command word. The description of each item category or individual item details how an item is activated. Certain items use the following rules for their activation.

If an item requires an action to activate, that action isn't a function of the Use an Item action, so a feature such as the [rogue's Fast Hands](#) can't be used to activate the item.

- o Command Word

A command word is a word or phrase that must be spoken for an item to work. A magic item that requires a command word can't be activated in an area where sound is prevented, as in the area of the silence spell.

- o Consumables

Some items are used up when they are activated. A potion or an elixir must be swallowed, or an oil applied to the body. The writing vanishes from a scroll when it is read. Once used, a consumable item loses its magic.

- o Spells

Some magic items allow the user to cast a spell from the item. The spell is cast at the lowest possible spell level, doesn't expend any of the user's spell slots, and requires no components, unless the item's description says otherwise. The spell uses its normal casting time, range, and duration, and the user of the item must concentrate if the spell requires concentration. Many items, such as potions, bypass the casting of a spell and confer the spell's effects, with their usual duration. Certain items make exceptions to these rules, changing the casting time, duration, or other parts of a spell.

A magic item, such as certain staves, may require you to use your own spellcasting ability when you cast a spell from the item. If you have more than one spellcasting ability, you choose which one to use with the item. If you don't have a spellcasting ability—perhaps you're a rogue with the Use Magic Device feature—your spellcasting ability modifier is +0 for the item, and your proficiency bonus does apply.

- o Charges

Some magic items have charges that must be expended to activate their properties. The number of charges an item has remaining is revealed when an identify spell is cast on it, as well as when a creature attunes to it. Additionally, when an item regains charges, the creature attuned to it learns how many charges it regained.

- Object Rules

- o When characters need to saw through ropes, shatter a window, or smash a vampire's coffin, the only hard and fast rule is this: given enough time and the right tools, characters can destroy any destructible object. Use common sense when determining a character's success at damaging an object. Can a fighter cut through a section of a stone wall with a sword? No, the sword is likely to break before the wall does.

For the purpose of these rules, an object is a discrete, inanimate item like a window, door, sword, book, table, chair, or stone, not a building or a vehicle that is composed of many other objects.

- o Statistics for Objects

When time is a factor, you can assign an Armor Class and hit points to a destructible object. You can also give it immunities, resistances, and vulnerabilities to specific types of damage.

Armor Class: An object's Armor Class is a measure of how difficult it is to deal damage to the object when striking it (because the object has no chance of dodging out of the way). Table: Object Armor Class provides suggested AC values for various substances.

Object Armor Class | Substance | AC |

Cloth, paper, rope	11
Crystal, glass, ice	13
Wood, bone	15
Stone	17
Iron, steel	19
Mithral	21
Adamantine	23

Hit Points: An object's hit points measure how much damage it can take before losing its structural integrity. Resilient objects have more hit points than fragile ones. Large objects also tend to have more hit points than small ones, unless breaking a small part of the object is just as effective as breaking the whole thing. Table: Object Hit Points provides suggested hit points for fragile and resilient objects that are Large or smaller.

Object Hit Points | Size | Fragile | Resilient |

Tiny (bottle , lock)	2 (1d4)	5 (2d4)
Small (chest , lute)	3 (1d6)	10 (3d6)
Medium (barrel , chandelier)	4 (1d8)	18 (4d8)
Large (cart, 10-ft.-by-10-ft. window)	5 (1d10)	27 (5d10)

Huge and Gargantuan Objects: Normal weapons are of little use against many Huge and Gargantuan objects, such as a colossal statue, towering column of stone, or massive boulder. That said, one torch can burn a Huge tapestry, and

an [earthquake](#) spell can reduce a colossus to rubble. You can track a Huge or Gargantuan object's hit points if you like, or you can simply decide how long the object can withstand whatever weapon or force is acting against it. If you track hit points for the object, divide it into Large or smaller sections, and track each section's hit points separately. Destroying one of those sections could ruin the entire object. For example, a Gargantuan statue of a human might topple over when one of its Large legs is reduced to 0 hit points.

Objects and Damage Types: Objects are immune to [poison](#) and psychic damage. You might decide that some damage types are more effective against a particular object or substance than others. For example, bludgeoning damage works well for smashing things but not for cutting through rope or leather. Paper or cloth objects might be vulnerable to fire and lightning damage. A pick can chip away stone but can't effectively cut down a tree. As always, use your best judgment.

Damage Threshold: Big objects such as castle walls often have extra resilience represented by a damage threshold. An object with a damage threshold has immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the object's damage threshold is considered superficial and doesn't reduce the object's hit points.

- Poison Rules
 - <https://roll20.net/compendium/dnd5e/Rules:Poisons#content>
 - *These D&D 5E Free Basic Rules only contain a fraction of the races, subclasses, backgrounds, feats, items, monsters, spells, and other content available on Roll20. Check out the [Player's Handbook](#) to add dozens of more player options to the Charactermancer, the [Dungeon Master's Guide](#) to expand on the tools available for DMs, and the [Monster Manual](#) to add hundreds of more unique creatures (including token artwork) to fight!*
 - Given their insidious and deadly nature, poisons are illegal in most societies but are a favorite tool among [assassins](#), [drow](#), and other evil creatures.
 - Poisons come in the following four types:
 - **Contact:** Contact poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects.
 - **Ingested:** A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. You may decide that a partial dose has a reduced effect,

such as allowing [advantage](#) on the saving throw or dealing only half damage on a failed save.

- **Inhaled:** These poisons are powders or gases that take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.
- **Injury:** Injury poison can be applied to weapons, ammunition, [trap components](#), and other objects that deal piercing or slashing damage and remains potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects.

- Table: Poisons| Poison | Type | Price per Dose |

Assassin's blood	Ingested	150 gp
Burnt othur fumes	Inhaled	500 gp
Crawler mucus	Contact	200 gp
Drow poison	Injury	200 gp
Essence of ether	Inhaled	300 gp
Malice	Inhaled	250 gp
Midnight tears	Ingested	1,500 gp
Oil of taggit	Contact	400 gp
Pale tincture	Ingested	250 gp
Purple Worm poison	Injury	2,000 gp
Serpent venom	Injury	200 gp
Torpor	Ingested	600 gp
Truth serum	Ingested	150 gp
Wyvern poison	Injury	1,200 gp

- Sample Poisons
- Each type of poison has its own debilitating effects.

- **Assassin's Blood (Ingested):** A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is [poisoned](#) for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.
- **Burnt Othur Fumes (Inhaled):** A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.
- **Crawler Mucus (Contact):** This poison must be harvested from a dead or incapacitated crawler. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is [paralyzed](#). The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Drow Poison (Injury):** This poison is typically made only by the [drow](#), and only in a place far removed from sunlight. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be [poisoned](#) for 1 hour. If the saving throw fails by 5 or more, the creature is also [unconscious](#) while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.
- **Essence of Ether (Inhaled):** A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.
- **Malice (Inhaled):** A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is [blinded](#).
- **Midnight Tears (Ingested):** A creature that ingests this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.
- **Oil of Taggit (Contact):** A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 24 hours. The poisoned creature is [unconscious](#). The creature wakes up if it takes damage.

- **Pale Tincture (Ingested):** A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 3 (1d6) poison damage and become [poisoned](#). The poisoned creature must repeat the saving throw every 24 hours, taking 3 (1d6) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends and the creature can heal normally.
- **Purple Worm Poison (Injury):** This poison must be harvested from a dead or incapacitated [Purple Worm](#). A creature subjected to this poison must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.
- **Serpent Venom (Injury):** This poison must be harvested from a dead or incapacitated [Giant Poisonous Snake](#). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.
- **Torpor (Ingested):** A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 4d6 hours. The poisoned creature is [incapacitated](#).
- **Truth Serum (Ingested):** A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or become [poisoned](#) for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a [Zone of Truth](#) spell.
- **Wyvern Poison (Injury):** This poison must be harvested from a dead or incapacitated [wyvern](#). A creature subjected to this poison must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.
- Adventuring Gear Rules
 - o <https://roll20.net/compendium/dnd5e/Rules:Adventuring%20Gear#h-Adventuring%20Gear>
 - *These D&D 5E Free Basic Rules only contain a fraction of the races, subclasses, backgrounds, feats, items, monsters, spells, and other content available on Roll20. Check out the [Player's Handbook](#) to add dozens of more player options to the Charactermancer, the [Dungeon Master's Guide](#) to expand on the tools available for DMs, and the [Monster Manual](#) to add hundreds of more unique creatures (including token artwork) to fight!*

- This section describes items that have special rules or require further explanation.
- **Acid:** As an [action](#), you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a [ranged attack](#) against a creature or object, treating the acid as an [improvised weapon](#). On a hit, the target takes 2d6 [acid damage](#).
- **Alchemist's Fire:** This sticky, adhesive fluid ignites when exposed to air. As an [action](#), you can throw this flask up to 20 feet, shattering it on impact. Make a [ranged attack](#) against a creature or object, treating the alchemist's fire as an [improvised weapon](#). On a hit, the target takes 1d4 [fire damage](#) at the start of each of its [turns](#). A creature can end this damage by using its action to make a DC 10 [Dexterity check](#) to extinguish the flames.
- **Antitoxin:** A creature that drinks this vial of liquid gains [advantage](#) on [saving throws](#) against [poison](#) for 1 hour. It confers no benefit to undead or constructs.
- **Arcane Focus:** An arcane focus is a special item— an orb, a crystal, a rod, a specially constructed staff, a wand-like length of wood, or some similar item— designed to channel the power of arcane [spells](#). A [sorcerer](#), [warlock](#), or [wizard](#) can use such an item as a spellcasting focus.
- **Ball Bearings:** As an [action](#), you can spill these tiny metal balls from their pouch to cover a level, square area that is 10 feet on a side. A creature moving across the covered area must succeed on a DC 10 [Dexterity saving throw](#) or fall [prone](#). A creature [moving](#) through the area at half [speed](#) doesn't need to make the save.
- **Block and Tackle:** A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to hoist up to four times the weight you can normally lift.
- **Book:** A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on [gnomish](#) contraptions, or just about anything else that can be represented using text or pictures. A book of [spells](#) is a spellbook (described later in this section).
- **Caltrops:** As an [action](#), you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 [Dexterity saving throw](#) or stop [moving](#) this [turn](#) and take 1 [piercing damage](#). Taking this

damage reduces the creature's walking [speed](#) by 10 feet until the creature regains at least 1 [hit point](#). A creature moving through the area at half speed doesn't need to make the save.

- **Candle:** For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- **Case, Crossbow Bolt:** This wooden case can hold up to twenty [crossbow bolts](#).
- **Case, Map or Scroll:** This cylindrical leather case can hold up to ten rolled-up sheets of paper or five rolled-up sheets of parchment.
- **Chain:** A chain has 10 [hit points](#). It can be burst with a successful DC 20 [Strength check](#).
- **Climber's Kit:** A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.
- **Component Pouch:** A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your [spells](#), except for those components that have a specific cost (as indicated in a spell's description).
- **Crowbar:** Using a crowbar grants advantage to [Strength checks](#) where the crowbar's leverage can be applied.
- **Druidic Focus:** A druidic focus might be a sprig of mistletoe or holly, a wand or scepter made of yew or another special wood, a staff drawn whole out of a living tree, or a totem object incorporating feathers, fur, bones, and teeth from sacred animals. A druid can use such an object as a [spellcasting focus](#).
- **Fishing Tackle:** This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.
- **Healer's Kit:** This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an [action](#), you can expend one use of the kit to stabilize a creature that has 0 [hit points](#), without needing to make a [Wisdom \(Medicine\) check](#).
- **Holy Symbol:** A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or

inlaid as an emblem on a [shield](#), or a tiny box holding a fragment of a sacred relic. Pantheons lists the symbols commonly associated with many gods in the multiverse. A [cleric](#) or [paladin](#) can use a holy symbol as a [spellcasting focus](#). To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

- **Holy Water:** As an [action](#), you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a [ranged attack](#) against a target creature, treating the holy water as an [improvised weapon](#). If the target is a fiend or undead, it takes 2d6 [radiant damage](#). A [cleric](#) or [paladin](#) may create holy water by performing a special ritual. The ritual takes 1 hour to perform, uses 25 gp worth of powdered silver, and requires the caster to expend a 1st-level [spell slot](#).
- **Hunting Trap:** When you use your [action](#) to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 [Dexterity saving throw](#) or take 1d4 [piercing damage](#) and stop [moving](#). Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 [Strength check](#), freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.
- **Lamp:** A lamp casts bright light in a 15-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.
- **Lantern, Bullseye:** A bullseye lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.
- **Lantern, Hooded:** A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an [action](#), you can lower the hood, reducing the light to dim light in a 5-foot radius.
- **Lock:** A key is provided with the lock. Without the key, a creature [proficient](#) with [thieves' tools](#) can pick this lock with a successful DC 15 [Dexterity check](#). Your GM may decide that better locks are available for higher prices.

- **Magnifying Glass:** This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants [advantage](#) on any [ability check](#) made to appraise or inspect an item that is small or highly detailed.
- **Manacles:** These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 [Dexterity check](#). Breaking them requires a successful DC 20 [Strength check](#). Each set of manacles comes with one key. Without the key, a creature [proficient](#) with [thieves' tools](#) can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 [hit points](#).
- **Mess Kit:** This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.
- **Oil:** Oil usually comes in a clay flask that holds 1 pint. As an [action](#), you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a [ranged attack](#) against a target creature or object, treating the oil as an [improvised weapon](#). On a hit, the target is covered in oil. If the target takes any [fire damage](#) before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its [turn](#) in the area. A creature can take this damage only once per turn.
- **Poison, Basic:** You can use the [poison](#) in this vial to coat one [slashing](#) or [piercing weapon](#) or up to three pieces of ammunition. Applying the poison takes an [action](#). A creature hit by the poisoned weapon or ammunition must make a DC 10 [Constitution saving throw](#) or take 1d4 [poison damage](#). Once applied, the poison retains potency for 1 minute before drying.
- **Potion of Healing:** A character who drinks the magical red fluid in this vial regains 2d4 + 2 [hit points](#). Drinking or administering a potion takes an [action](#).
- **Pouch:** A cloth or leather pouch can hold up to 20 [sling bullets](#) or 50 [blowgun needles](#), among other things. A compartmentalized pouch for holding [spell components](#) is called a component pouch (described earlier in this section).

- **Quiver:** A quiver can hold up to 20 [arrows](#).
- **Ram, Portable:** You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the [Strength check](#). One other character can help you use the ram, giving you [advantage](#) on this check.
- **Rations:** Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.
- **Rope:** Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 [Strength check](#).
- **Scale, Merchant's:** A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or trade goods, to help determine their worth.
- **Spellbook:** Essential for [wizards](#), a spellbook is a leather-bound tome with 100 blank vellum pages suitable for recording [spells](#).
- **Spyglass:** Objects viewed through a spyglass are magnified to twice their size.
- **Tent:** A simple and portable canvas shelter, a tent sleeps two.
- **Tinderbox:** This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an [action](#). Lighting any other fire takes 1 minute.
- **Torch:** A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a [melee attack](#) with a burning torch and hit, it deals 1 [fire damage](#).
- Adventuring Gear
-

Item	Cost	Weight
Abacus	2 gp	2 lb.
Acid (vial)	25 gp	1 lb.
Alchemist's fire (flask)	50 gp	1 lb.
Ammunition		
Arrows (20)	1 gp	1 lb.
Blowgun needles (50)	1 gp	1 lb.
Crossbow bolts (20)	1 gp	1½ lb.

<i>Sling bullets</i> (20)	4 cp	1½ lb.
Antitoxin (vial)	50 gp	—
Arcane focus		
Crystal	10 gp	1 lb.
Orb	20 gp	3 lb.
Rod	10 gp	2 lb.
Staff	5 gp	4 lb.
Wand	10 gp	1 lb.
Backpack	2 gp	5 lb.
Ball bearings (bag of 1,000)	1 gp	2 lb.
Barrel	2 gp	70 lb.
Basket	4 sp	2 lb.
Bedroll	1 gp	7 lb.
Bell	1 gp	—
Blanket	5 sp	3 lb.
Block and tackle	1 gp	5 lb.
Book	25 gp	5 lb.
Bottle, glass	2 gp	2 lb.
Bucket	5 cp	2 lb.
Caltrops (bag of 20)	1 gp	2 lb.
Candle	1 cp	—
Case, crossbow bolt	1 gp	1 lb.
Case, map or scroll	1 gp	1 lb.
Chain (10 feet)	5 gp	10 lb.
Chalk (1 piece)	1 cp	—
Chest	5 gp	25 lb.
Clothes, common	5 sp	3 lb.

Clothes, costume	5 gp	4 lb.
Clothes, fine	15 gp	6 lb.
Clothes, traveler's	2 gp	4 lb.
Component pouch	25 gp	2 lb.
Crowbar	2 gp	5 lb.
Druidic focus		
Sprig of mistletoe	1 gp	—
Totem	1 gp	—
Wooden staff	5 gp	4 lb.
Yew wand	10 gp	1 lb.
Fishing tackle	1 gp	4 lb.
Flask or tankard	2 cp	1 lb.
Grappling hook	2 gp	4 lb.
Hammer	1 gp	3 lb.
Hammer, sledge	2 gp	10 lb.
Holy symbol		
Amulet	5 gp	1 lb.
Emblem	5 gp	—
Reliquary	5 gp	2 lb.
Holy water (flask)	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Hunting trap	5 gp	25 lb.
Ink (1 ounce bottle)	10 gp	—
Ink pen	2 cp	—
Jug or pitcher	2 cp	4 lb.
Kit, climber's	25 gp	12 lb.
Kit, disguise	25 gp	3 lb.

Kit, forgery	15 gp	5 lb.
Kit, herbalism	5 gp	3 lb.
Kit, healer's	5 gp	3 lb.
Kit, mess	2 sp	1 lb.
Kit, poisoner's	50 gp	2 lb.
Ladder (10-foot)	1 sp	25 lb.
Lamp	5 sp	1 lb.
Lantern, bullseye	10 gp	2 lb.
Lantern, hooded	5 gp	2 lb.
Lock	10 gp	1 lb.
Magnifying glass	100 gp	—
Manacles	2 gp	6 lb.
Mirror, steel	5 gp	1/2 lb.
Oil (flask)	1 sp	1 lb.
Paper (one sheet)	2 sp	—
Parchment (one sheet)	1 sp	—
Perfume (vial)	5 gp	—
Pick, miner's	2 gp	10 lb.
Piton	5 cp	1/4 lb.
Poison, basic (vial)	100 gp	—
Pole (10-foot)	5 cp	7 lb.
Pot, iron	2 gp	10 lb.
Potion of healing	50 gp	1/2 lb.
Pouch	5 sp	1 lb.
Quiver	1 gp	1 lb.
Ram, portable	4 gp	35 lb.
Rations (1 day)	5 sp	2 lb.

Robes	1 gp	4 lb.
Rope, hempen (50 feet)	1 gp	10 lb.
Rope, silk (50 feet)	10 gp	5 lb.
Sack	1 cp	1/2 lb.
Scale, merchant's	5 gp	3 lb.
Sealing wax	5 sp	—
Shovel	2 gp	5 lb.
Signal whistle	5 cp	—
Signet ring	5 gp	—
Soap	2 cp	—
Spellbook	50 gp	3 lb.
Spikes, iron (10)	1 gp	5 lb.
Spyglass	1,000 gp	1 lb.
Tent, two-person	2 gp	20 lb.
Tinderbox	5 sp	1 lb.
Torch	1 cp	1 lb.
Vial	1 gp	—
Waterskin	2 sp	5 lb. (full)
Whetstone	1 cp	1 lb.

- Equipment Packs
- The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.
- **[Burglar's Pack \(16 gp\)](#)**: Includes a backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

- **Diplomat's Pack (39 gp)**: Includes a chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.
- **Dungeoneer's Pack (12 gp)**: Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.
- **Entertainer's Pack (40 gp)**: Includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.
- **Explorer's Pack (10 gp)**: Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.
- **Priest's Pack (19 gp)**: Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.
- **Scholar's Pack (40 gp)**: Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife. * You can also strap items, such as a [bedroll](#) or a coil of [rope](#), to the outside of a [backpack](#).
- Ability Scores
 - o <https://roll20.net/compendium/dnd5e/Rules:Ability%20Scores#h-Ability%20Scores>
 - *These D&D 5E Free Basic Rules only contain a fraction of the races, subclasses, backgrounds, feats, items, monsters, spells, and other content available on Roll20. Check out the [Player's Handbook](#) to add dozens of more player options to the Charactermancer, the [Dungeon Master's Guide](#) to expand on the tools available for DMs, and the [Monster Manual](#) to add hundreds of more unique creatures (including token artwork) to fight!*
 - Six abilities provide a quick description of every creature's physical and mental characteristics:
 - Is a character muscle-bound and insightful? Brilliant and charming? Nimble and hardy? Ability scores define these qualities—a creature's assets as well as weaknesses.
 - The three main rolls of the game—the [ability check](#), the saving throw, and the attack roll—rely on the six ability scores. The

book's introduction describes the basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number.

- Ability Scores and Modifiers
- Each of a creature's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability.
- A score of 10 or 11 is the normal [human](#) average, but adventurers and many monsters are a cut above average in most abilities. A score of 18 is the highest that a person usually reaches. Adventurers can have scores as high as 20, and monsters and divine beings can have scores as high as 30.
- Each ability also has a modifier, derived from the score and ranging from –5 (for an ability score of 1) to +10 (for a score of 30). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30.
- Ability Scores and Modifiers
-

Score	Modifier
2–3	–4
4–5	–3
6–7	–2
8–9	–1
10–11	+0
12–13	+1
14–15	+2
16–17	+3
18–19	+4
20–21	+5
22–23	+6
24–25	+7

26-27	+8
28-29	+9
30	+10

- To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 (round down).
- Because ability modifiers affect almost every attack roll, [ability check](#), and saving throw, ability modifiers come up in play more often than their associated scores.
- Advantage and Disadvantage
- Sometimes a special ability or spell tells you that you have advantage or disadvantage on an [ability check](#), a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17. If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20. If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.
- When you have advantage or disadvantage and something in the game, such as the [halfling's Lucky trait](#), lets you reroll the d20, you can reroll only one of the dice. You choose which one. For example, if a halfling has advantage or disadvantage on an ability check and rolls a 1 and a 13, the halfling could use the Lucky trait to reroll the 1.
- You usually gain advantage or disadvantage through the use of special abilities, [actions](#), or [spells](#). [Inspiration](#) can also give a character advantage. The
- GM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.
- Proficiency Bonus

- Characters have a proficiency bonus determined by level. Monsters also have this bonus, which is incorporated in their stat blocks. The bonus is used in the rules on [ability checks](#), saving throws, and attack rolls. Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save.
- Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved, for example) before you apply it. For example, the [rogue's Expertise](#) feature doubles the proficiency bonus for certain [ability checks](#). If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.
- By the same token, if a feature or effect allows you to multiply your proficiency bonus when making an ability check that wouldn't normally benefit from your proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0. For instance, if you lack proficiency in the History skill, you gain no benefit from a feature that lets you double your proficiency bonus when you make [Intelligence \(History\) checks](#).
- In general, you don't multiply your proficiency bonus for attack rolls or saving throws. If a feature or effect allows you to do so, these same rules apply.
- Ability Checks
- An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The GM calls for an ability check when a character or monster attempts an [action](#) (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results. For every ability check, the GM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class. The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows the most common DCs.
- **Typical Difficulty Classes**
-

Task Difficulty

Very easy

DC

5

Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

- To make an ability check, roll a d20 and add the relevant [ability modifier](#). As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success—the creature overcomes the challenge at hand. Otherwise, it’s a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the GM.
- Contests
- Sometimes one character’s or monster’s efforts are directly opposed to another’s. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a magic ring that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal— for example, when a monster tries to force open a door that an adventurer is holding closed. In situations like these, the outcome is determined by a special form of [ability check](#), called a contest. Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding. If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring off the floor, neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.
- Skills
- Each ability covers a broad range of capabilities, including skills that a character or a monster can be [proficient](#) in. A skill represents a specific aspect of an ability score, and an individual’s proficiency in a skill demonstrates a focus on that

aspect. (A character's starting skill proficiencies are determined at character creation, and a monster's skill proficiencies appear in the monster's stat block.)

- For example, a [Dexterity check](#) might reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively. So a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and [hiding](#).
- The skills related to each ability score are shown in the following list. (No skills are related to [Constitution](#).) See an ability's description in the later sections of this section for examples of how to use a skill associated with an ability.
- StrengthDexterity
 - * Acrobatics
 - * Sleight of Hand
 - * Stealth
- Intelligence
 - * Arcana
 - * History
 - * Investigation
 - * Nature
 - * Religion
- Wisdom
 - * Animal Handling
 - * Insight
 - * Medicine
 - * Perception
 - * Survival
- Charisma
 - * Deception
 - * Intimidation
 - * Performance

- * Persuasion
- Sometimes, the GM might ask for an [ability check](#) using a specific skill—for example, “Make a [Wisdom \(Perception\) check](#).” At other times, a player might ask the GM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add his or her proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes a normal ability check.
- For example, if a character attempts to climb up a dangerous cliff, the GM might ask for a [Strength \(Athletics\) check](#). If the character is proficient in Athletics, the character’s proficiency bonus is added to the Strength check. If the character lacks that proficiency, he or she just makes a Strength check.
- Variant: Skills with Different Abilities
- Normally, your [proficiency](#) in a skill applies only to a specific kind of ability check. Proficiency in Athletics, for example, usually applies to [Strength checks](#). In some situations, though, your proficiency might reasonably apply to a different kind of check. In such cases, the GM might ask for a check using an unusual combination of ability and skill, or you might ask your GM if you can apply a proficiency to a different check. For example, if you have to swim from an offshore island to the mainland, your GM might call for a [Constitution check](#) to see if you have the stamina to make it that far. In this case, your GM might allow you to apply your proficiency in Athletics and ask for a Constitution (Athletics) check. So if you’re proficient in Athletics, you apply your proficiency bonus to the Constitution check just as you would normally do for a [Strength \(Athletics\) check](#). Similarly, when your [half-orc barbarian](#) uses a display of raw strength to intimidate an enemy, your GM might ask for a [Strength \(Intimidation\) check](#), even though Intimidation is normally associated with Charisma.
- Passive Checks
- A passive check is a special kind of [ability check](#) that doesn’t involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the GM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden monster. Here’s how to determine a character’s total for a passive check: 10 + all modifiers that normally apply to the check

- If the character has [advantage](#) on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a **score**.
- For example, if a 1st-level character has a Wisdom of 15 and [proficiency](#) in Perception, he or she has a passive [Wisdom \(Perception\)](#) score of 14.
- The rules on [hiding](#) in the “Dexterity” section below rely on passive checks, as do the exploration rules.
- Working Together
 - Sometimes two or more characters team up to attempt a task. The character who’s leading the effort—or the one with the highest ability modifier—can make an [ability check](#) with advantage, reflecting the help provided by the other characters. In combat, this requires the [Help action](#).
 - A character can only provide help if the task is one that he or she could attempt alone. For example, trying to open a lock requires [proficiency](#) with [thieves’ tools](#), so a character who lacks that proficiency can’t help another character in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.
- Group Checks
 - When a number of individuals are trying to accomplish something as a group, the GM might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren’t.
 - To make a group [ability check](#), everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds.
 - Otherwise, the group fails.
 - Group checks don’t come up very often, and they’re most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating a swamp, the GM might call for a group [Wisdom \(Survival\) check](#) to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.
- Using Each Ability

- Every task that a character or monster might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.
- Strength
- Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.
- Strength Checks
- A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation. The Athletics skill reflects aptitude in certain kinds of Strength checks.
- **Athletics.** Your Strength (Athletics) check covers difficult situations you encounter while [climbing, jumping, or swimming](#). Examples include the following activities:
 - * You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
 - * You try to jump an unusually long distance or pull off a stunt midjump.
 - * You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.
- **Other Strength Checks.** The GM might also call for a Strength check when you try to accomplish tasks like the following:
 - * Force open a stuck, locked, or barred door
 - * Break free of bonds
 - * Push through a tunnel that is too small
 - * Hang on to a wagon while being dragged behind it
 - * Tip over a statue
 - * Keep a boulder from rolling
- Attack Rolls and Damage
- You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a [mace](#), a [battleaxe](#), or a [javelin](#). You use melee weapons to make

melee attacks in hand-to-hand combat, and some of them can be thrown to make a ranged attack.

- Lifting and Carrying
- Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.
- **Carrying Capacity.** Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it.
- **Push, Drag, or Lift.** You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.
- **Size and Strength.** Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each [size](#) category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.
- Variant: Encumbrance
- The rules for lifting and carrying are intentionally simple. Here is a variant if you are looking for more detailed rules for determining how a character is hindered by the weight of equipment. When you use this variant, ignore the Strength column of the Armor table.
- If you carry weight in excess of 5 times your Strength score, you are **encumbered**, which means your [speed](#) drops by 10 feet.
- If you carry weight in excess of 10 times your Strength score, up to your maximum carrying capacity, you are instead **heavily encumbered**, which means your speed drops by 20 feet and you have [disadvantage](#) on [ability checks](#), attack rolls, and saving throws that use Strength, Dexterity, or Constitution.
- Dexterity
- Dexterity measures agility, reflexes, and balance.
- Dexterity Checks
- A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Acrobatics, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of Dexterity checks.

- **Acrobatics.** Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The GM might also call for a Dexterity (Acrobatics) check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.
- **Sleight of Hand.** Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The GM might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.
- **Stealth.** Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, slink past [guards](#), slip away without being noticed, or sneak up on someone without being seen or heard.
- **Other Dexterity Checks.** The GM might call for a Dexterity check when you try to accomplish tasks like the following:
 - * Control a heavily laden cart on a steep descent
 - * Steer a chariot around a tight turn
 - * Pick a lock
 - * Disable a [trap](#)
 - * Securely tie up a prisoner
 - * Wiggle free of bonds
 - * Play a stringed instrument
 - * Craft a small or detailed object
- **Attack Rolls and Damage**
 - You add your Dexterity [modifier](#) to your attack roll and your damage roll when attacking with a ranged weapon, such as a [sling](#) or a [longbow](#). You can also add your Dexterity modifier to your attack roll and your damage roll when attacking with a melee weapon that has the [finesse](#) property, such as a [dagger](#) or a [rapier](#).
- **Armor Class**
 - Depending on the armor you wear, you might add some or all of your Dexterity modifier to your Armor Class.

- Initiative
- At the beginning of every combat, you roll [initiative](#) by making a Dexterity check. Initiative determines the order of creatures' turns in combat.
- Hiding
- The GM decides when circumstances are appropriate for hiding. When you try to [hide](#), make a [Dexterity \(Stealth\) check](#). Until you are discovered or you stop hiding, that check's total is contested by the [Wisdom \(Perception\) check](#) of any creature that actively searches for signs of your presence. You can't hide from a creature that can see you clearly, and you give away your position if you make noise, such as shouting a warning or knocking over a vase.
- An [invisible](#) creature can always try to hide. Signs of its passage might still be noticed, and it does have to stay quiet.
- In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. However, under certain circumstances, the GM might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain [advantage](#) on an attack roll before you are seen.
- **Passive Perception.** When you [hide](#), there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the GM compares your [Dexterity \(Stealth\) check](#) with that creature's [passive Wisdom \(Perception\) score](#), which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has [advantage](#), add 5. For disadvantage, subtract 5. For example, if a 1st-level character (with a [proficiency bonus](#) of +2) has a Wisdom of 15 (a +2 modifier) and proficiency in Perception, he or she has a passive Wisdom (Perception) of 14.
- **What Can You See?** One of the main factors in determining whether you can find a hidden creature or object is how well you can see in an area, which might be **lightly** or **heavily obscured**, as explained in "[The Environment](#)."
- Constitution
- Constitution measures health, stamina, and vital force.
- Constitution Checks
- Constitution checks are uncommon, and no skills apply to Constitution checks, because the endurance this ability

represents is largely passive rather than involving a specific effort on the part of a character or monster. A Constitution check can model your attempt to push beyond normal limits, however. The GM might call for a Constitution check when you try to accomplish tasks like the following:

- * Hold your breath
- * March or labor for hours without [rest](#)
- * Go without sleep
- * Survive without food or water
- * Quaff an entire stein of ale in one go
- Hit Points
- Your Constitution modifier contributes to your hit points. Typically, you add your Constitution [modifier](#) to each Hit Die you roll for your hit points.
- If your Constitution modifier changes, your [hit point](#) maximum changes as well, as though you had the new modifier from 1st level. For example, if you raise your Constitution score when you reach 4th level and your Constitution modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So you add 3 hit points for your first three levels, and then roll your hit points for 4th level using your new modifier. Or if you're 7th level and some effect lowers your Constitution score so as to reduce your Constitution modifier by 1, your hit point maximum is reduced by 7.
- Intelligence
- Intelligence measures mental acuity, accuracy of recall, and the ability to reason.
- Intelligence Checks
- An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The Arcana, History, Investigation, Nature, and Religion skills reflect aptitude in certain kinds of Intelligence checks.
- **Arcana.** Your Intelligence (Arcana) check measures your ability to recall lore about [spells](#), [magic items](#), eldritch symbols, magical traditions, the [planes of existence](#), and the inhabitants of those planes.

- **History.** Your Intelligence (History) check measures your ability to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, and lost civilizations.
- **Investigation.** When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of [weapon](#) dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient [scrolls](#) in search of a hidden fragment of knowledge might also call for an Intelligence (Investigation) check.
- **Nature.** Your Intelligence (Nature) check measures your ability to recall lore about terrain, plants and animals, the weather, and natural cycles.
- **Religion.** Your Intelligence (Religion) check measures your ability to recall lore about deities, rites and prayers, religious hierarchies, holy symbols, and the practices of secret cults.
- **Other Intelligence Checks.** The GM might call for an Intelligence check when you try to accomplish tasks like the following:
 - * Communicate with a creature without using words
 - * Estimate the value of a precious item
 - * Pull together a disguise to pass as a city [guard](#)
 - * Forge a document
 - * Recall lore about a craft or trade
 - * Win a game of skill
- Spellcasting Ability
 - [Wizards](#) use Intelligence as their [spellcasting](#) ability, which helps determine the saving throw DCs of [spells](#) they cast.
- Wisdom
 - Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.
- Wisdom Checks
 - A Wisdom check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or care for an injured person. The Animal Handling,

Insight, Medicine, Perception, and Survival skills reflect aptitude in certain kinds of Wisdom checks.

- **Animal Handling.** When there is any question whether you can calm down a domesticated animal, keep a [mount](#) from getting spooked, or intuit an animal's intentions, the GM might call for a Wisdom (Animal Handling) check. You also make a Wisdom (Animal Handling) check to control your mount when you attempt a risky maneuver.
- **Insight.** Your Wisdom (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.
- **Medicine.** A Wisdom (Medicine) check lets you try to stabilize a dying companion or diagnose an illness.
- **Perception.** Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are [orcs](#) lying in ambush on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.
- **Survival.** The GM might ask you to make a Wisdom (Survival) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that [owlbears](#) live nearby, predict the weather, or avoid quicksand and other natural hazards.
- **Other Wisdom Checks.** The GM might call for a Wisdom check when you try to accomplish tasks like the following:
 - * Get a gut feeling about what course of action to follow
 - * Discern whether a seemingly dead or living creature is undead
 - Spellcasting Ability
 - [Clerics](#), [druids](#), and [rangers](#) use Wisdom as their [spellcasting](#) ability, which helps determine the saving throw DCs of spells they cast.
 - Charisma

- Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.
- Charisma Checks
- A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation. The Deception, Intimidation, Performance, and Persuasion skills reflect aptitude in certain kinds of Charisma checks.
- **Deception.** Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a [guard](#), con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.
- **Intimidation.** When you attempt to influence someone through overt threats, hostile [actions](#), and physical violence, the GM might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing street [thugs](#) to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision.
- **Performance.** Your Charisma (Performance) check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.
- **Persuasion.** When you attempt to influence someone or a group of people with tact, social graces, or good nature, the GM might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to let your party see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk.
- **Other Charisma Checks.** The GM might call for a Charisma check when you try to accomplish tasks like the following:
 - * Find the best person to talk to for news, rumors, and gossip
 - * Blend into a crowd to get the sense of key topics of conversation

- Spellcasting Ability
- [Bards](#), [paladins](#), [sorcerers](#), and [warlocks](#) use Charisma as their [spellcasting](#) ability, which helps determine the saving throw DCs of spells they cast.
- Saving Throws
- A saving throw—also called a save—represents an attempt to resist a [spell](#), a [trap](#), a [poison](#), a [disease](#), or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm.
- To make a saving throw, roll a d20 and add the appropriate [ability modifier](#). For example, you use your Dexterity modifier for a Dexterity saving throw.
- A saving throw can be modified by a situational bonus or penalty and can be affected by [advantage](#) and disadvantage, as determined by the GM.
- Each class gives [proficiency](#) in at least two saving throws. The [wizard](#), for example, is proficient in Intelligence saves. As with skill proficiencies, proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular [ability score](#). Some monsters have saving throw proficiencies as well.
- The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a spell is determined by the caster's [spellcasting](#) ability and [proficiency bonus](#).
- The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.
- Conditions Rules
 - Blinded
 - A blinded creature can't see and automatically fails any [ability check](#) that requires sight.
 - [Attack rolls](#) against the creature have [advantage](#), and the creature's attack rolls have [disadvantage](#).
 - Charmed
 - A charmed creature can't [attack](#) the charmer or target the charmer with harmful abilities or magical effects.

- The charmer has [advantage](#) on any [ability check](#) to interact socially with the creature.
- o Deafened
 - A deafened creature can't hear and automatically fails any [ability check](#) that requires hearing.
- o Frightened
 - A frightened creature has [disadvantage](#) on [ability checks](#) and [attack rolls](#) while the source of its fear is within line of sight.
 - The creature can't willingly [move](#) closer to the source of its fear.
- o Grappled
 - A grappled creature's [speed](#) becomes 0, and it can't benefit from any bonus to its speed.
 - The condition ends if the grappler is [incapacitated](#) (see the condition).
 - The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the [thunderwave](#) spell.
- o Incapacitated
 - An incapacitated creature can't take [actions](#) or [reactions](#).
- o Invisible
 - An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of [hiding](#), the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
 - [Attack rolls](#) against the creature have [disadvantage](#), and the creature's attack rolls have [advantage](#).
- o Paralyzed
 - A paralyzed creature is [incapacitated](#) (see the condition) and can't move or speak.
 - The creature automatically fails [Strength](#) and [Dexterity saving throws](#).
 - [Attack rolls](#) against the creature have [advantage](#).
 - Any [attack](#) that hits the creature is a [critical hit](#) if the attacker is within 5 feet of the creature.

o Petrified

- A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is [incapacitated](#) (see the condition), can't move or speak, and is unaware of its surroundings.
- [Attack rolls](#) against the creature have [advantage](#).
- The creature automatically fails [Strength](#) and [Dexterity saving throws](#).
- The creature has [resistance](#) to all [damage](#).
- The creature is immune to [poison](#) and [disease](#), although a poison or disease already in its system is suspended, not neutralized.

o Poisoned

- A poisoned creature has [disadvantage](#) on [attack rolls](#) and [ability checks](#).

o Prone

- A prone creature's only [movement](#) option is to [crawl](#), unless it stands up and thereby ends the condition.
- The creature has [disadvantage](#) on [attack rolls](#).
- An [attack roll](#) against the creature has [advantage](#) if the attacker is within 5 feet of the creature. Otherwise, the attack roll has [disadvantage](#).

o Restrained

- A restrained creature's [speed](#) becomes 0, and it can't benefit from any bonus to its speed.
- [Attack rolls](#) against the creature have [advantage](#), and the creature's attack rolls have [disadvantage](#).
- The creature has [disadvantage](#) on [Dexterity saving throws](#).

o Stunned

- A stunned creature is [incapacitated](#) (see the condition), can't [move](#), and can speak only falteringly.
- The creature automatically fails [Strength](#) and [Dexterity saving throws](#).

- [Attack rolls](#) against the creature have [advantage](#).
- o Unconscious
 - An unconscious creature is [incapacitated](#) (see the condition), can't [move](#) or speak, and is unaware of its surroundings
 - The creature drops whatever it's holding and falls [prone](#).
 - The creature automatically fails [Strength](#) and [Dexterity saving throws](#).
 - [Attack rolls](#) against the creature have [advantage](#).
 - Any [attack](#) that hits the creature is a [critical hit](#) if the attacker is within 5 feet of the creature.
- o Exhaustion
 - Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Exhaustion Effects| Level | Effect |

- 1 [Disadvantage](#) on [ability checks](#)
- 2 [Speed](#) halved
- 3 [Disadvantage](#) on [attack rolls](#) and [saving throws](#)
- 4 [Hit point](#) maximum halved
- 5 [Speed](#) reduced to 0
- 6 Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its [speed](#) halved and has [disadvantage](#) on [ability checks](#).

An effect that removes exhaustion reduces its level as specified in the effect's

description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a [long rest](#) reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

- Resting Rules
 - o <https://roll20.net/compendium/dnd5e/Rules:Resting#h-Resting>
 - *These D&D 5E Free Basic Rules only contain a fraction of the races, subclasses, backgrounds, feats, items, monsters, spells, and other content available on Roll20. Check out the [Player's Handbook](#) to add dozens of more player options to the Charactermancer, the [Dungeon Master's Guide](#) to expand on the tools available for DMs, and the [Monster Manual](#) to add hundreds of more unique creatures (including token artwork) to fight!*
 - Heroic though they might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and [combat](#). They need rest—time to sleep and eat, tend their wounds, refresh their minds and spirits for [spellcasting](#), and brace themselves for further adventure.
 - Adventurers can take [short rests](#) in the midst of an adventuring day and a [long rest](#) to end the day.
 - Short Rest
 - A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.
 - A character can spend one or more [Hit Dice](#) at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's [Constitution modifier](#) to it. The character regains [hit points](#) equal to the total. The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a [long rest](#), as explained below.
 - Long Rest
 - A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, [casting spells](#), or similar

adventuring activity—the characters must begin the rest again to gain any benefit from it.

- At the end of a long rest, a character regains all lost [hit points](#). The character also regains spent [Hit Dice](#), up to a number of dice equal to half of the character's total number of them (minimum of one die). For example, if a character has eight Hit Dice, he or she can regain four spent Hit Dice upon finishing a long rest.
- A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 [hit point](#) at the start of the rest to gain its benefits.
- Between trips to dungeons and battles against ancient evils, adventurers need time to rest, [recuperate](#), and prepare for their next adventure. Many adventurers also use this time to perform other tasks, such as [crafting arms](#) and [armor](#), [performing research](#), or spending their hard-earned gold. In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new adventure, the GM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the GM might want to keep track of just how much time is passing as events beyond your perception stay in motion.
- Lifestyle Expenses
 - Between adventures, you choose a particular quality of life and pay the cost of maintaining that [lifestyle](#). Living a particular lifestyle doesn't have a huge effect on your character, but your lifestyle can affect the way other individuals and groups react to you. For example, when you lead an aristocratic lifestyle, it might be easier for you to influence the nobles of the city than if you live in poverty.
- Downtime Activities
 - Between adventures, the GM might ask you what your character is doing during his or her downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity. Downtime activities other than the ones presented below are possible. If

you want your character to spend his or her downtime performing an activity not covered here, discuss it with your GM.

- Crafting
- You can craft nonmagical [objects](#), including adventuring [equipment](#) and works of art. You must be [proficient](#) with [tools](#) related to the object you are trying to create (typically [artisan's tools](#)). You might also need access to special materials or locations necessary to create it. For example, someone proficient with [smith's tools](#) needs a forge in order to craft a [sword](#) or suit of [armor](#).
- For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 5 gp, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 5 gp, you make progress every day in 5-gp increments until you reach the market value of the item. For example, a suit of [plate armor](#) (market value 1,500 gp) takes 300 days to craft by yourself.
- Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have [proficiency](#) with the requisite [tools](#) and are working together in the same place.
- Each character contributes 5 gp worth of effort for every day spent helping to craft the item. For example, three characters with the requisite [tool proficiency](#) and the proper facilities can craft a suit of [plate armor](#) in 100 days, at a total cost of 750 gp.
- While crafting, you can maintain a modest [lifestyle](#) without having to pay 1 gp per day, or a comfortable lifestyle at half the normal cost.
- Practicing a Profession
- You can work between adventures, allowing you to maintain a modest [lifestyle](#) without having to pay 1 gp per day. This benefit lasts as long you continue to practice your profession.
- If you are a member of an organization that can provide gainful employment, such as a temple or a thieves' guild, you earn enough to support a comfortable [lifestyle](#) instead.
- If you have [proficiency](#) in the [Performance skill](#) and put your performance skill to use during your downtime, you earn enough to support a wealthy [lifestyle](#) instead.
- Recuperating

- You can use downtime between adventures to recover from a debilitating injury, [disease](#), or [poison](#).
 - After three days of downtime spent recuperating, you can make a DC 15 [Constitution saving throw](#). On a successful save, you can choose one of the following results:
 - Researching
 - The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign. Research can include poring over dusty tomes and crumbling scrolls in a library or buying drinks for the locals to pry rumors and gossip from their lips.
 - When you begin your research, the GM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome, or location). The GM might also require you to make one or more [ability checks](#), such as an [Intelligence \(Investigation\) check](#) to find clues pointing toward the information you seek, or a [Charisma \(Persuasion\) check](#) to secure someone's aid. Once those conditions are met, you learn the information if it is available.
 - For each day of research, you must spend 1 gp to cover your expenses. This cost is in addition to your normal [lifestyle](#) expenses.
 - Training
 - You can spend time between adventures learning a new [language](#) or training with a set of [tools](#). Your GM might allow additional training options.
 - First, you must find an instructor willing to teach you. The GM determines how long it takes, and whether one or more [ability checks](#) are required.
 - The training lasts for 250 days and costs 1 gp per day. After you spend the requisite amount of time and money, you learn the new [language](#) or gain [proficiency](#) with the new [tool](#).
- Traps Rules
 - o <https://roll20.net/compendium/dnd5e/Rules:Traps#h-Traps>
 - *These D&D 5E Free Basic Rules only contain a fraction of the races, subclasses, backgrounds, feats, items, monsters, spells, and other content available on Roll20. Check out the [Player's Handbook](#) to add dozens of more player options to the*

Charactermancer, the [Dungeon Master's Guide](#) to expand on the tools available for DMs, and the [Monster Manual](#) to add hundreds of more unique creatures (including token artwork) to fight!

- Traps can be found almost anywhere. One wrong step in an ancient tomb might trigger a series of scything blades, which cleave through [armor](#) and bone. The seemingly innocuous vines that hang over a cave entrance might grasp and choke anyone who pushes through them. A [net](#) hidden among the trees might drop on travelers who pass underneath. In a fantasy game, unwary adventurers can fall to their deaths, be burned alive, or fall under a fusillade of [poisoned darts](#).
- A trap can be either mechanical or magical in nature. **Mechanical traps** include [pits](#), arrow traps, falling blocks, water-filled rooms, whirling blades, and anything else that depends on a mechanism to operate. **Magic traps** are either magical device traps or spell traps. Magical device traps initiate [spell](#) effects when activated. Spell traps are spells such as [glyph of warding](#) and [symbol](#) that function as traps.
- Traps in Play
- When adventurers come across a trap, you need to know how the trap is triggered and what it does, as well as the possibility for the characters to detect the trap and to disable or avoid it.
- Triggering a Trap
- Most traps are triggered when a creature goes somewhere or touches something that the trap's creator wanted to protect. Common triggers include stepping on a pressure plate or a false section of floor, pulling a trip wire, turning a doorknob, and using the wrong key in a lock. Magic traps are often set to go off when a creature enters an area or touches an object. Some magic traps (such as the [glyph of warding](#) spell) have more complicated trigger conditions, including a password that prevents the trap from activating.
- Detecting and Disabling a Trap
- Usually, some element of a trap is visible to careful inspection. Characters might notice an uneven flagstone that conceals a pressure plate, spot the gleam of light off a trip wire, notice small holes in the walls from which jets of flame will erupt, or otherwise detect something that points to a trap's presence.
- A trap's description specifies the checks and DCs needed to detect it, disable it, or both. A character actively looking for a

trap can attempt a [Wisdom \(Perception\) check](#) against the trap's DC. You can also compare the DC to detect the trap with each character's [passive Wisdom \(Perception\)](#) score to determine whether anyone in the party notices the trap in passing. If the adventurers detect a trap before triggering it, they might be able to disarm it, either permanently or long enough to [move](#) past it. You might call for an [Intelligence \(Investigation\) check](#) for a character to deduce what needs to be done, followed by a [Dexterity check](#) using [thieves' tools](#) to perform the necessary sabotage.

- Any character can attempt an [Intelligence \(Arcana\) check](#) to detect or disarm a magic trap, in addition to any other checks noted in the trap's description. The DCs are the same regardless of the check used. In addition, [dispel magic](#) has a chance of disabling most magic traps. A magic trap's description provides the DC for the [ability check](#) made when you use *dispel magic*.
- In most cases, a trap's description is clear enough that you can adjudicate whether a character's actions locate or foil the trap. As with many situations, you shouldn't allow die rolling to override clever play and good planning. Use your common sense, drawing on the trap's description to determine what happens. No trap's design can anticipate every possible [action](#) that the characters might attempt.
- You should allow a character to discover a trap without making an [ability check](#) if an [action](#) would clearly reveal the trap's presence. For example, if a character lifts a rug that conceals a pressure plate, the character has found the trigger and no check is required.
- Foiling traps can be a little more complicated. Consider a trapped treasure chest. If the chest is opened without first pulling on the two handles set in its sides, a mechanism inside fires a hail of [poison needles](#) toward anyone in front of it. After inspecting the chest and making a few checks, the characters are still unsure if it's trapped. Rather than simply open the chest, they prop a [shield](#) in front of it and push the chest open at a distance with an iron rod. In this case, the trap still triggers, but the hail of needles fires harmlessly into the shield.
 - Traps are often designed with mechanisms that allow them to be disarmed or bypassed. Intelligent monsters that place traps in or around their lairs need ways to get past those traps without harming themselves. Such traps might have hidden levers that disable their triggers, or a secret door might conceal a passage that goes around the trap.

- Trap Effects
- The effects of traps can range from inconvenient to deadly, making use of elements such as [arrows](#), spikes, blades, [poison](#), toxic gas, blasts of fire, and deep [pits](#). The deadliest traps combine multiple elements to kill, injure, contain, or drive off any creature unfortunate enough to trigger them. A trap's description specifies what happens when it is triggered.
- The attack bonus of a trap, the save DC to resist its effects, and the [damage](#) it deals can vary depending on the trap's severity. Use the Trap Save DCs and Attack Bonuses table and the Damage Severity by Level table for suggestions based on three levels of trap severity.
- A trap intended to be a **setback** is unlikely to kill or seriously harm characters of the indicated levels, whereas a **dangerous** trap is likely to seriously injure (and potentially kill) characters of the indicated levels. A **deadly** trap is likely to kill characters of the indicated levels.

- **Trap Save DCs and Attack Bonuses**

-

Trap Danger	Save DC	Attack Bonus
Setback	10-11	+3 to +5
Dangerous	12-15	+6 to +8
Deadly	16-20	+9 to +12

- **Damage Severity by Level**

-

Character Level	Setback	Dangerous	Deadly
1st-4th	1d10	2d10	4d10
5th-10th	2d10	4d10	10d10
11th-16th	4d10	10d10	18d10
17th-20th	10d10	18d10	24d10

- Complex Traps
- Complex traps work like standard traps, except once activated they execute a series of [actions](#) each round. A complex trap turns the process of dealing with a trap into something more like a [combat](#) encounter.

- When a complex trap activates, it rolls [initiative](#). The trap's description includes an initiative bonus. On its [turn](#), the trap activates again, often taking an [action](#). It might make successive [attacks](#) against intruders, create an effect that changes over time, or otherwise produce a dynamic challenge. Otherwise, the complex trap can be detected and disabled or bypassed in the usual ways.
- For example, a trap that causes a room to slowly flood works best as a complex trap. On the trap's [turn](#), the water level rises. After several rounds, the room is completely flooded.

▪ Sample Traps

- The magical and mechanical traps presented here vary in deadliness and are presented in alphabetical order.

▪ Collapsing Roof

▪ **Mechanical trap**

- This trap uses a trip wire to collapse the supports keeping an unstable section of a ceiling in place.
- The trip wire is 3 inches off the ground and stretches between two support beams. The DC to spot the trip wire is 10. A successful DC 15 [Dexterity check](#) using [thieves' tools](#) disables the trip wire harmlessly. A character without thieves' tools can attempt this check with [disadvantage](#) using any edged [weapon](#) or edged tool. On a failed check, the trap triggers.
- Anyone who inspects the beams can easily determine that they are merely wedged in place. As an [action](#), a character can knock over a beam, causing the trap to trigger.
 - The ceiling above the trip wire is in bad repair, and anyone who can see it can tell that it's in danger of collapse.
- When the trap is triggered, the unstable ceiling collapses. Any creature in the area beneath the unstable section must succeed on a DC 15 [Dexterity saving throw](#), taking 22 (4d10) [bludgeoning damage](#) on a failed save, or half as much damage on a successful one. Once the trap is triggered, the floor of the area is filled with rubble and becomes [difficult terrain](#).
- Falling Net
- **Mechanical trap**
- This trap uses a trip wire to release a net suspended from the ceiling.

- The trip wire is 3 inches off the ground and stretches between two columns or trees. The net is hidden by cobwebs or foliage. The DC to spot the trip wire and net is 10. A successful DC 15 [Dexterity check](#) using [thieves' tools](#) breaks the trip wire harmlessly. A character without thieves' tools can attempt this check with [disadvantage](#) using any edged [weapon](#) or edged tool. On a failed check, the trap triggers.
- When the trap is triggered, the net is released, covering a 10-foot-square area. Those in the area are trapped under the net and [restrained](#), and those that fail a DC 10 [Strength saving throw](#) are also knocked [prone](#). A creature can use its [action](#) to make a DC 10 [Strength check](#), freeing itself or another creature within its reach on a success. The net has AC 10 and 20 [hit points](#). Dealing 5 [slashing damage](#) to the net (AC 10) destroys a 5-foot-square section of it, freeing any creature trapped in that section.
- Fire-Breathing Statue
- **Magic trap**
- This trap is activated when an intruder steps on a hidden pressure plate, releasing a magical gout of flame from a nearby statue. The statue can be of anything, including a dragon or a [wizard](#) casting a [spell](#).
- The DC is 15 to spot the pressure plate, as well as faint scorch marks on the floor and walls. A spell or other effect that can sense the presence of magic, such as [detect magic](#), reveals an aura of [evocation](#) magic around the statue.
- The trap activates when more than 20 pounds of weight is placed on the pressure plate, causing the statue to release a 30-foot cone of fire. Each creature in the [fire](#) must make a DC 13 [Dexterity saving throw](#), taking 22 (4d10) fire [damage](#) on a failed save, or half as much damage on a successful one.
- Wedging an iron spike or other object under the pressure plate prevents the trap from activating. A successful [dispel magic](#) (DC 13) cast on the statue destroys the trap.
- Pits
- **Mechanical trap** Four basic pit traps are presented here:
- **Simple Pit.** A simple pit trap is a hole dug in the ground. The hole is covered by a large cloth anchored on the pit's edge and camouflaged with dirt and debris. The DC to spot the pit is 10. Anyone stepping on the cloth falls through and pulls the cloth

down into the pit, taking [damage](#) based on the pit's depth (usually 10 feet, but some pits are deeper).

- **Hidden Pit.** This pit has a cover constructed from material identical to the floor around it. A successful DC 15 [Wisdom \(Perception\) check](#) discerns an absence of foot traffic over the section of floor that forms the pit's cover. A successful DC 15 [Intelligence \(Investigation\) check](#) is necessary to confirm that the trapped section of floor is actually the cover of a pit.
- When a creature steps on the cover, it swings open like a trapdoor, causing the intruder to spill into the pit below. The pit is usually 10 or 20 feet deep but can be deeper. Once the pit trap is detected, an iron spike or similar object can be wedged between the pit's cover and the surrounding floor in such a way as to prevent the cover from opening, thereby making it safe to cross. The cover can also be magically held shut using the [arcane lock spell](#) or similar magic.
- **Locking Pit.** This pit trap is identical to a hidden pit trap, with one key exception: the trap door that covers the pit is spring-loaded. After a creature falls into the pit, the cover snaps shut to trap its victim inside. A successful DC 20 [Strength check](#) is necessary to pry the cover open. The cover can also be smashed open. A character in the pit can also attempt to disable the spring mechanism from the inside with a DC 15 [Dexterity check](#) using [thieves' tools](#), provided that the mechanism can be reached and the character can see. In some cases, a mechanism (usually hidden behind a secret door nearby) opens the pit.
- **Spiked Pit.** This pit trap is a simple, hidden, or locking pit trap with sharpened wooden or iron spikes at the bottom. A creature falling into the pit takes 11 (2d10) [piercing damage](#) from the spikes, in addition to any [falling](#) damage. Even nastier versions have [poison](#) smeared on the spikes. In that case, anyone taking piercing damage from the spikes must also make a DC 13 [Constitution saving throw](#), taking an 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.
- Poison Darts
- **Mechanical trap**
- When a creature steps on a hidden pressure plate, [poison](#)-tipped [darts](#) shoot from spring-loaded or pressurized tubes cleverly embedded in the surrounding walls. An area might include multiple pressure plates, each one rigged to its own set of darts.
- The tiny holes in the walls are obscured by dust and cobwebs, or cleverly hidden amid bas-reliefs, murals, or frescoes that adorn

the walls. The DC to spot them is 15. With a successful DC 15 [Intelligence \(Investigation\) check](#), a character can deduce the presence of the pressure plate from variations in the mortar and stone used to create it, compared to the surrounding floor. Wedging an iron spike or other object under the pressure plate prevents the trap from activating. Stuffing the holes with cloth or wax prevents the [darts](#) contained within from launching.

- The trap activates when more than 20 pounds of weight is placed on the pressure plate, releasing four [darts](#). Each dart makes a [ranged attack](#) with a +8 bonus against a random target within 10 feet of the pressure plate (vision is irrelevant to this [attack roll](#)). (If there are no targets in the area, the darts don't hit anything.) A target that is hit takes 2 (1d4) [piercing damage](#) and must succeed on a DC 15 [Constitution saving throw](#), taking 11 (2d10) [poison](#) damage on a failed save, or half as much damage on a successful one.

- Poison Needle

- **Mechanical trap**

- A [poisoned](#) needle is hidden within a treasure chest's lock, or in something else that a creature might open. Opening the chest without the proper key causes the needle to spring out, delivering a dose of poison.
- When the trap is triggered, the needle extends 3 inches straight out from the lock. A creature within range takes 1 piercing damage and 11 (2d10) [poison damage](#), and must succeed on a DC 15 [Constitution saving throw](#) or be [poisoned](#) for 1 hour.
- A successful DC 20 [Intelligence \(Investigation\) check](#) allows a character to deduce the trap's presence from alterations made to the lock to accommodate the needle. A successful DC 15 [Dexterity check](#) using [thieves' tools](#) disarms the trap, removing the needle from the lock. Unsuccessfully attempting to pick the lock triggers the trap.

- Rolling Sphere

- **Mechanical trap**

- When 20 or more pounds of pressure are placed on this trap's pressure plate, a hidden trapdoor in the ceiling opens, releasing a 10-foot-diameter rolling sphere of solid stone.
- With a successful DC 15 [Wisdom \(Perception\) check](#), a character can spot the trapdoor and pressure plate. A search of the floor accompanied by a successful DC 15 [Intelligence \(Investigation\) check](#) reveals variations in the mortar and stone that betray the

pressure plate's presence. The same check made while inspecting the ceiling notes variations in the stonework that reveal the trapdoor. Wedging an iron spike or other object under the pressure plate prevents the trap from activating.

- Activation of the sphere requires all creatures present to roll initiative. The sphere rolls [initiative](#) with a +8 bonus. On its turn, it moves 60 feet in a straight line. The sphere can [move](#) through creatures' spaces, and creatures can move through its space, treating it as [difficult terrain](#). Whenever the sphere enters a creature's space or a creature enters its space while it's rolling, that creature must succeed on a DC 15 [Dexterity saving throw](#) or take 55 (10d10) [bludgeoning damage](#) and be knocked [prone](#).
- The sphere stops when it hits a wall or similar barrier. It can't go around corners, but smart dungeon builders incorporate gentle, curving turns into nearby passages that allow the sphere to keep [moving](#).
- As an [action](#), a creature within 5 feet of the sphere can attempt to slow it down with a DC 20 [Strength check](#). On a successful check, the sphere's [speed](#) is reduced by 15 feet. If the sphere's speed drops to 0, it stops [moving](#) and is no longer a threat.
- Sphere of Annihilation
- **Magic trap**
- Magical, impenetrable darkness fills the gaping mouth of a stone face carved into a wall. The mouth is 2 feet in diameter and roughly circular. No sound issues from it, no light can illuminate the inside of it, and any matter that enters it is instantly obliterated.
- A successful DC 20 [Intelligence \(Arcana\) check](#) reveals that the mouth contains a [sphere of annihilation](#) that can't be controlled or [moved](#). It is otherwise identical to a normal *sphere of annihilation*.
- Some versions of the trap include an enchantment placed on the stone face, such that specified creatures feel an overwhelming urge to approach it and crawl inside its mouth. This effect is otherwise like the *sympathy* aspect of the [antipathy/sympathy](#) spell. A successful [dispel magic](#) (DC 18) removes this enchantment.

- Time Rules

- o <https://roll20.net/compendium/dnd5e/Rules:The%20Environment#h-The%20Environment>

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- By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places.
- Falling
 - A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands [prone](#), unless it avoids taking damage from the fall.
- Suffocating
 - A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).
 - When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is [dying](#), and it can't regain hit points or be stabilized until it can breathe again.
 - For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.
- Vision and Light
 - The most fundamental tasks of adventuring— noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.
 - A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on [Wisdom \(Perception\) checks](#) that rely on sight.

- A **heavily obscured** area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature effectively suffers from the [blinded](#) condition (see [Conditions](#)) when trying to see something in that area.
- The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.
- **Bright light** lets most creatures see normally. Even gloomy days provide bright light, as do [torches](#), lanterns, fires, and other sources of illumination within a specific radius.
- **Dim light**, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.
- **Darkness** creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.
- Blindsight
- A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as [oozes](#), and creatures with echolocation or heightened senses, such as [bats](#) and true dragons, have this sense.
- Darkvision
- Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.
- Truesight
- A creature with truesight can, out to a specific range, see in normal and magical darkness, see [invisible](#) creatures and objects, automatically detect visual illusions and succeed on [saving throws](#) against them, and perceives the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the creature can see into the [Ethereal Plane](#).
- Food and Water

- Characters who don't eat or drink suffer the effects of [exhaustion](#) (see [Conditions](#)). Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.
- Food
 - A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.
 - A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of [exhaustion](#).
 - A normal day of eating resets the count of days without food to zero.
- Water
 - A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of [exhaustion](#) at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day. If the character already has one or more levels of exhaustion, the character takes two levels in either case.
- Interacting with Objects
 - A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the GM that his or her character is doing something, such as moving a lever, and the GM describes what, if anything, happens.
 - For example, a character might decide to pull a lever, which might, in turn, raise a portcullis, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the GM might call for a [Strength check](#) to see whether the character can wrench the lever into place. The GM sets the DC for any such check based on the difficulty of the task.
 - Characters can also damage objects with their weapons and spells. Objects are immune to poison and psychic damage, but otherwise they can be affected by physical and magical attacks much like creatures can. The GM determines an object's Armor Class and hit points, and might decide that certain objects have

[resistance](#) or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example.) Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

- A character can also attempt a Strength check to break an object. The GM sets the DC for any such check.

- Tools Rules

- o <https://roll20.net/compendium/dnd5e/Rules:Tools#h-Tools>

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- A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your race, class, background, or feats give you proficiency with certain tools. Proficiency with a tool allows you to add your [proficiency bonus](#) to any [ability check](#) you make using that tool. Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use. For example, the GM might ask you to make a Dexterity check to carve a fine detail with your woodcarver's tools, or a Strength check to make something out of particularly hard wood.
- Tools
 - Artisan's tools

Item	Cost	Weight
Alchemist's supplies	50 gp	8 lb.
Brewer's supplies	20 gp	9 lb.
Calligrapher's supplies	10 gp	5 lb.
Carpenter's tools	8 gp	6 lb.
Cartographer's tools	15 gp	6 lb.
Cobbler's tools	5 gp	5 lb.

Cook's utensils	1 gp	8 lb.
Glassblower's tools	30 gp	5 lb.
Jeweler's tools	25 gp	2 lb.
Leatherworker's tools	5 gp	5 lb.
Mason's tools	10 gp	8 lb.
Painter's supplies	10 gp	5 lb.
Potter's tools	10 gp	3 lb.
Smith's tools	20 gp	8 lb.
Tinker's tools	50 gp	10 lb.
Weaver's tools	1 gp	5 lb.
Woodcarver's tools	1 gp	5 lb.
▪ Gaming sets		

Item	Cost	Weight
Dice set	1 sp	—
Playing card set	5 sp	—
▪ Musical instruments		

Item	Cost	Weight
Bagpipes	30 gp	6 lb.
Drum	6 gp	3 lb.
Dulcimer	25 gp	10 lb.
Flute	2 gp	1 lb.
Lute	35 gp	2 lb.
Lyre	30 gp	2 lb.
Horn	3 gp	2 lb.
Pan flute	12 gp	2 lb.

Shawm	2 gp	1 lb.
Viol	30 gp	1 lb.
Navigator's tools	25 gp	2 lb.
Thieves' tools	25 gp	1 lb.

- **Artisan's Tools:** These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your [proficiency bonus](#) to any [ability checks](#) you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.
- **Disguise Kit:** This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.
- **Forgery Kit:** This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.
- **Gaming Set:** This item encompasses a wide range of game pieces, including dice and decks of cards (for games such as Three-Dragon Ante). A few common examples appear on the Tools table, but other kinds of gaming sets exist. If you are proficient with a gaming set, you can add your [proficiency bonus](#) to [ability checks](#) you make to play a game with that set. Each type of gaming set requires a separate proficiency.
- **Herbalism Kit:** This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and [vials](#) used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and potions of healing.
- **Musical Instrument:** Several of the most common types of musical instruments are shown on the table as examples. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. A [bard](#) can use a musical instrument

as a spellcasting focus. Each type of musical instrument requires a separate proficiency.

- **Navigator's Tools:** This set of instruments is used for navigation at sea. Proficiency with navigator's tools lets you chart a ship's course and follow navigation charts. In addition, these tools allow you to add your [proficiency bonus](#) to any [ability check](#) you make to avoid getting lost at sea.
- **Poisoner's Kit:** A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of [poisons](#). Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.
- **Thieves' Tools:** This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to [disarm traps](#) or open [locks](#).

- Trade Goods Rules

- o Most wealth is not in [coins](#). It is measured in livestock, grain, land, rights to collect taxes, or rights to resources (such as a mine or a forest).
- o Guilds, nobles, and royalty regulate trade. Chartered companies are granted rights to conduct trade along certain routes, to send merchant ships to various ports, or to buy or sell specific goods. Guilds set prices for the goods or services that they control, and determine who may or may not offer those goods and services. Merchants commonly exchange trade goods without using currency. The Trade Goods table shows the value of commonly exchanged goods.

Trade Goods | Cost | Goods |

1 cp	1 lb. of wheat
2 cp	1 lb. of flour or one chicken
5 cp	1 lb. of salt
1 sp	1 lb. of iron or 1 sq. yd. of canvas
5 sp	1 lb. of copper or 1 sq. yd. of cotton cloth
1 gp	1 lb. of ginger or one goat
2 gp	1 lb. of cinnamon or pepper, or one sheep

3 gp	1 lb. of cloves or one pig
5 gp	1 lb. of silver or 1 sq. yd. of linen
10 gp	1 sq. yd. of silk or one cow
15 gp	1 lb. of saffron or one ox
50 gp	1 lb. of gold
500 gp	1 lb. of platinum

- Money Rates Rules

- o <https://roll20.net/compendium/dnd5e/Rules:Equipment#content>

- Common coins come in several different denominations based on the relative worth of the metal from which they are made. The three most common coins are the gold piece (gp), the silver piece (sp), and the copper piece (cp).
 - One gold piece is worth ten silver pieces, the most prevalent coin among commoners. A silver piece buys a laborer's work for half a day, a flask of [lamp oil](#), or a night's rest in a poor inn.
 - One silver piece is worth ten copper pieces, which are common among laborers and beggars. A single copper piece buys a [candle](#), a [torch](#), or a piece of [chalk](#).
 - In addition, unusual coins made of other precious metals sometimes appear in treasure hoards. The electrum piece (ep) and the platinum piece (pp) originate from fallen empires and lost kingdoms, and they sometimes arouse suspicion and skepticism when used in transactions. An electrum piece is worth five silver pieces, and a platinum piece is worth ten gold pieces.
 - A standard coin weighs about a third of an ounce, so fifty coins weigh a pound.

- **Standard Exchange Rates**

-

Coin	CP	SP	EP	GP	PP
Copper (cp)	1	1/10	1/50	1/100	1/1000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10

Platinum (pp)	1,000	100	20	10	1
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- Treasure Rules

- o <https://roll20.net/compendium/dnd5e/Rules:Treasure#h-Treasure>
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 - Selling Treasure
 - Opportunities abound to find treasure, equipment, weapons, armor, and more in the dungeons you explore. Normally, you can sell your treasures and trinkets when you return to a town or other settlement, provided that you can find buyers and merchants interested in your loot.
 - **Arms, Armor, and Other Equipment:** As a general rule, undamaged weapons, armor, and other equipment fetch half their cost when sold in a market. Weapons and armor used by monsters are rarely in good enough condition to sell.
 - **Magic Items:** Selling magic items is problematic. Finding someone to buy a potion or a scroll isn't too hard, but other items are out of the realm of most but the wealthiest nobles. Likewise, aside from a few common magic items, you won't normally come across magic items or spells to purchase. The value of magic is far beyond simple gold and should always be treated as such.
 - **Gems, Jewelry, and Art Objects:** These items retain their full value in the marketplace, and you can either trade them in for coin or use them as [currency](#) for other transactions. For exceptionally valuable treasures, the GM might require you to find a buyer in a large town or larger community first.
 - **Trade Goods:** On the borderlands, many people conduct transactions through barter. Like gems and art objects, trade goods—bars of iron, bags of salt, livestock, and so on—retain their full value in the market and can be used as currency.

- The Environment Rules

- o <https://roll20.net/compendium/dnd5e/Rules:The%20Environment#h-The%20Environment>

- *These D&D 5E Free Basic Rules only contain a fraction of the races, subclasses, backgrounds, feats, items, monsters, spells, and other content available on Roll20. Check out the [Player's Handbook](#) to add dozens of more player options to the Charactermancer, the [Dungeon Master's Guide](#) to expand on the tools available for DMs, and the [Monster Manual](#) to add hundreds of more unique creatures (including token artwork) to fight!*
- By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places.
- Falling
 - A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands [prone](#), unless it avoids taking damage from the fall.
- Suffocating
 - A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).
 - When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is [dying](#), and it can't regain hit points or be stabilized until it can breathe again.
 - For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.
- Vision and Light
 - The most fundamental tasks of adventuring— noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.
 - A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on [Wisdom \(Perception\) checks](#) that rely on sight.

- A **heavily obscured** area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature effectively suffers from the [blinded](#) condition (see [Conditions](#)) when trying to see something in that area.
- The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.
- **Bright light** lets most creatures see normally. Even gloomy days provide bright light, as do [torches](#), lanterns, fires, and other sources of illumination within a specific radius.
- **Dim light**, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.
- **Darkness** creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.
- Blindsight
- A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as [oozes](#), and creatures with echolocation or heightened senses, such as [bats](#) and true dragons, have this sense.
- Darkvision
- Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.
- Truesight
- A creature with truesight can, out to a specific range, see in normal and magical darkness, see [invisible](#) creatures and objects, automatically detect visual illusions and succeed on [saving throws](#) against them, and perceives the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the creature can see into the [Ethereal Plane](#).
- Food and Water

- Characters who don't eat or drink suffer the effects of [exhaustion](#) (see [Conditions](#)). Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.
- Food
 - A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.
 - A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of [exhaustion](#).
 - A normal day of eating resets the count of days without food to zero.
- Water
 - A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of [exhaustion](#) at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day. If the character already has one or more levels of exhaustion, the character takes two levels in either case.
- Interacting with Objects
 - A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the GM that his or her character is doing something, such as moving a lever, and the GM describes what, if anything, happens.
 - For example, a character might decide to pull a lever, which might, in turn, raise a portcullis, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the GM might call for a [Strength check](#) to see whether the character can wrench the lever into place. The GM sets the DC for any such check based on the difficulty of the task.
 - Characters can also damage objects with their weapons and spells. Objects are immune to poison and psychic damage, but otherwise they can be affected by physical and magical attacks much like creatures can. The GM determines an object's Armor Class and hit points, and might decide that certain objects have

[resistance](#) or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example.) Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

- A character can also attempt a Strength check to break an object. The GM sets the DC for any such check.