Free5e Player's Guide

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Chapter 1. Preface

1.1. Introduction

Welcome to the Free5e Player's Guide, brought to you by Wyrmworks Publishing. Our mission is to enhance inclusivity and accessibility in tabletop roleplaying. This guide is designed to help you create unique characters, embark on exciting adventures, and explore worlds where everyone can play, create, and share.

1.1.1. How to Play

Playing a tabletop roleplaying game (TTRPG) is all about imagining a character in a fantasy world and using dice to determine what happens. Here's how it works:

- **Choose a Game Master (GM).**
  One player is the GM, who creates the story, controls the world, and describes everything and everyone around you.

- **Create Your Character.**
  Choose an ancestry, class, and background for your character. This is your hero in the game world!

- **Playing an Encounter**
  On your turn, you describe what your character does. Do you swing your sword, cast a spell, or talk to someone? To see whether you succeed, you roll a 20-sided die (d20) and add your ability score modifier and, maybe, a proficiency bonus. Higher rolls are better!

Example of play

Grey (GM): The village elder has asked you to investigate a strange ruin in the nearby forest. After hours of travel, you arrive at a crumbling stone structure covered in moss. Inside, the air is damp, and faint echoes of scratching come from within the stony depths.. What do you do?

Susan (playing Sylvana, a halfling Bard): I step in quietly and take a closer look at the walls. Do I recognize any symbols or writing?

GM: Make an Investigation check, using Intelligence.

Susan: (Rolls d20) That's a 12, plus 1 for Intelligence and 2 from my Investigation proficiency, so 15 total.

GM: You recognize some faded symbols of an ancient order dedicated to protecting the forest. This was likely a Primal temple.

Owen (playing Osmus, a human Ranger): I listen closely to pinpoint where the scratching is coming from. Perception check?

GM: Go ahead.

Owen: (Rolls d20) I got a 10, plus 4 for Wisdom is 14.

GM: The scratching is coming from behind a door at the far end of a corridor leading inside the temple.

Sylvana: I cautiously open the door and peek inside.

GM: The door creaks open, revealing dim light glinting off something large in the shadows. Its long, slimy tentacles sway as it shifts, and you hear its beak click. It hisses, sensing you. Perched on the ceiling, it stares down.

Osmus: What is that thing? It looks dangerous!

GM: It's certainly not friendly. Roll Initiative! (Rolls d20) With its Dexterity bonus, it gets a 9.

Osmus: (Rolls d20) 9, plus 3 for Dexterity is 12.

Sylvana: (Rolls d20) 15! I'm first! I try to confuse it with a quick spell. I cast Vicious Mockery, shouting, 'You look like something the forest spit out!' It needs to make a Wisdom saving throw.

GM: (Rolls for the creature) That's a 6. It fails.

Sylvana: (Rolls 1d4) It takes 3 psychic damage and has disadvantage on its next attack!

GM: The creature seems momentarily stunned, its many eyes narrowing as it hisses. Osmus, your turn!

Osmus: I fire an arrow at it! (Rolls d20) That's a 17, plus 5 to hit. Does that hit?

GM: Yes, that hits. Roll for damage.

Osmus: (Rolls 1d8) That's a 2, but I add my Dexterity so that's a total 5 damage!

GM: The arrow strikes true, but the creature's tough hide absorbs some of the blow. It lunges with its tentacles!

GM (as the creature): (Rolls to attack Osmus with the tentacles) That's a 22 to hit versus your Armor Class.

Osmus: Ouch, I've only got 15 so that hits!

GM: (Rolls for damage) You take 10 bludgeoning damage, and I need you to make a Strength saving throw to avoid being pulled in.

Osmus: (Rolls d20) That's a 14, plus 3 for Strength, so 17.

GM: You hold your ground, but the creature's tentacles are still trying to wrap around you. It'll try again. What's your next move?

Sylvana: I step back and cast Command on the creature and shout "Flee!" to force it to flee! It needs to make a Wisdom saving throw, DC 13.

GM: (Rolls for the creature) That's a 9. It fails!

Sylvana: It must use its reaction to move as far away as possible!

GM: The creature screeches in pain, skittering across the ceiling to the far corner, giving you space. It looks weakened but still dangerous.

Osmus: Let's finish this! The battle continues, with the party using teamwork and clever spells to face down the fearsome creature!

In every game, describe your actions, roll dice to succeed, and react to the unfolding story. The rules guide you, but the fun comes from your shared stories. Let your imagination soar!

1.2. Creating a Character

As a player, begin by creating a character on the character sheet in the back of this book or a color-coded one at [LINK]. If you're using a paper copy, we recommend writing in an erasable medium like pencil.

1. Think of a fantasy character concept that you'd like to play

2. Determine ability scores

3. Choose your class

4. Choose your ancestry

5. Choose your heritage

6. Choose your background

7. Choose your starting equipment

8. Choose starting spells if applicable

9. Add details like appearance, personality, etc. Consider drawing a picture of your character. It doesn't have to be fancy! It's just for your friends! (If you'd like to commission a professional portrait of your character, check the credits of this book for some great artists who love illustrating characters!)

1.2.1. Determine Ability Scores

Use the following scores: 15, 14, 13, 12, 10, 8. Assign each of these numbers to one of your character's six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Then add 3 points to the character's abilities, no more than two to any single ability.

1.2.2. Variant: Ability Score Point Buy

You have 27 points to spend on ability scores. The cost of each score is shown on the Ability Score Point Cost table. Then add 3 points to the character's abilities, no more than two to any single ability.

Ability Score Point Cost

Score	Cost
8	0

Score	Cost
9	1
10	2
11	3
12	4
13	5
14	7
15	9

1.2.3. Ability Modifiers

Your final ability scores determine your modifiers. Find your modifier by subtracting 10 from the ability score and dividing by 2 (round down).

Chapter 2. Classes

Class Name Changes

Some class names in Free5e have been updated to remove outdated or problematic references while staying true to their themes. They use the same game mechanics as the original classes.

- **Barbarian -> Dreadnought**
  Replacing a derogatory cultural slur

- **Druid -> Primal**
  Removed inaccurate and appropriated portrayal of real-world religion

- **Monk -> Adept**
  Expanding the concept without appropriating a cultural tradition

- **Paladin -> Vanguard**
  Removing the association with a real-world religious conflict}

2.1. Cleric

Clerics wield divine power as weapons and shields, serving as living conduits of their deity's will.

2.1.1. Class Features

As a Cleric, you gain the following class features.

Hit Points

- **Hit Dice**
  1d8 per Cleric level

- **Hit Points at 1st Level**
  8 + your Constitution modifier

- **Hit Points at Higher Levels**
  1d8 (or 5) + your Constitution modifier per Cleric level after 1st

Proficiencies

- **Armor**
  Light armor, medium armor, shields

- **Weapons**
  Simple weapons

- **Tools**
  None

- **Saving Throws**
  Wisdom, Charisma

- **Skills**
  Choose two from History, Insight, Medicine, Persuasion, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a mace or (b) a warhammer (if proficient)
- (a) scale mail, (b) leather armor, or (c) chain mail (if proficient)
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- A shield and a holy symbol

The Cleric (table)

Level	Proficiency Bonus	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Features
1st	+2	3	2	-	-	-	-	-	-	-	-	Spellcasting, Divine Domain
2nd	+2	3	3	-	-	-	-	-	-	-	-	Channel Divinity (1/rest), Divine Domain feature
3rd	+2	3	4	2	-	-	-	-	-	-	-	-
4th	+2	4	4	3	-	-	-	-	-	-	-	Ability Score Improvement
5th	+3	4	4	3	2	-	-	-	-	-	-	Destroy Undead (CR 1/2)

Level	Proficiency Bonus	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Features
6th	+3	4	4	3	3	-	-	-	-	-	-	Channel Divinity (2/rest), Divine Domain feature
7th	+3	4	4	3	3	1	-	-	-	-	-	-
8th	+3	4	4	3	3	2	-	-	-	-	-	Ability Score Improvement, Destroy Undead (CR 1), Divine Domain feature
9th	+4	4	4	3	3	3	1	-	-	-	-	-
10th	+4	5	4	3	3	3	2	-	-	-	-	Divine Intervention
11th	+4	5	4	3	3	3	2	1	-	-	-	Destroy Undead (CR 2)

Level	Proficiency Bonus	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Features
12th	+4	5	4	3	3	3	2	1	-	-	-	Ability Score Improvement
13th	+5	5	4	3	3	3	2	1	1	-	-	-
14th	+5	5	4	3	3	3	2	1	1	-	-	Destroy Undead (CR 3)
15th	+5	5	4	3	3	3	2	1	1	1	-	-
16th	+5	5	4	3	3	3	2	1	1	1	-	Ability Score Improvement
17th	+6	5	4	3	3	3	2	1	1	1	1	Destroy Undead (CR 4), Divine Domain feature
18th	+6	5	4	3	3	3	3	1	1	1	1	Channel Divinity (3/rest)

Level	Proficiency Bonus	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Features
19th	+6	5	4	3	3	3	3	2	1	1	1	Ability Score Improvement
20th	+6	5	4	3	3	3	3	2	2	1	1	Divine Intervention improvement

2.1.2. Spellcasting

As a conduit for divine power, you can cast Cleric spells.

Cantrips

At 1st level, you know three cantrips of your choice from the Cleric spell list. You learn additional Cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

Preparing and Casting Spells

The Cleric table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of Cleric spells that are available for you to cast, choosing from the Cleric spell list. When you do so, choose a number of Cleric spells equal to your Wisdom modifier + your Cleric level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level Cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell Cure Wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of Cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Wisdom is your spellcasting ability for your Cleric spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a Cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Cleric spell you cast and when making an attack roll with one.

- **Spell save DC**
  = 8 + your proficiency bonus + your Wisdom modifier
- **Spell attack modifier**
  = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a Cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use a holy symbol (see chapter Equipment) as a spellcasting focus for your Cleric spells.

2.1.3. Divine Domain

Choose one domain related to your deity. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Domain Spells

Each domain has a list of spells—its domain spells—that you gain at the Cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the Cleric spell list, the spell is nonetheless a Cleric spell for you.

2.1.4. Channel Divinity

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your Cleric spell save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain

your expended uses.

Channel Divinity: Turn Undead

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

2.1.5. Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

2.1.6. Destroy Undead

Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Destroy Undead (table)

Cleric Level	Destroys Undead of CR...
5th	$1/2$ or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

2.1.7. Divine Intervention

Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great.

Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your Cleric level, your deity intervenes. The GM chooses the nature of the intervention; the effect of any Cleric spell or Cleric domain spell would be appropriate.

If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

At 20th level, your call for intervention succeeds automatically, no roll required.

2.1.8. Domains

2.1.9. Matyr Domain

Followers of gods that believe in taking on the suffering of those around them. Stalwart and unflinching, these intrepid souls seek to ease the suffering of those around them. While typically altruistic, sometimes their motivations are further afield, belonging to strange cults of suffering or acceptance.

Domain Spells

You gain domain spells at the Cleric levels listed on the Martyr Domain Spells table. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you have a domain spell that doesn't appear on the Cleric spell list, the spell is nonetheless a Cleric spell for you.

Martyr Domain Domain Spells (table)

Cleric Level	Spells
1st	Cure Wounds, Shield of Faith
3rd	Lesser Restoration, Warding Bond
5th	Remove Curse, Revivify
7th	Death Ward, Resilient Sphere
9th	Greater Restoration, Mass Cure Wounds

Clad in Grace

Starting at 1st level, while you are not wearing any armor, your Armor Class equals 10 + your Constitution modifier + your Wisdom modifier. You can use a shield and still gain this benefit.

Relieve Suffering

Starting at 1st level, when you cast a spell of 1st level or higher that restores hit points, you can expend some of your own hit points to increase the amount another creature that is healed by the spell regains, expending a number of hit points up to your Cleric level to increase the amount one creature is healed by an equivalent value.

Additionally, you can touch a creature suffering a disease or the blinded, deafened, paralyzed or poisoned condition and transfer that disease or condition to yourself. Starting at 9th level, the range of conditions you can take increases, including exhaustion (1 level at a time), petrified, stunned, the effect of a curse, or any reduction to their ability scores. You are afflicted by the effect in the same manner the creature you took it was, for the same duration and possible methods of ending the effect.

You can transfer a condition affecting another creature to yourself a number of times equal to your Wisdom modifier, regaining all uses on a long rest.

Channel Divinity: Bear the Burden

Starting at 2nd level, you can use your Channel Divinity to bring all the suffering your allies suffer onto yourself.

As an action, you present your holy symbol and enter a divine trance. Until the start of your next turn, your movement speed becomes zero and you gain temporary hit points equal to twice your Cleric level. Any time an allied creature within 30 feet of you takes damage, they have resistance to the damage taken, but you take damage equal to the damage they take.

Overcome Adversity

Starting at 6th level, when you use your Relieve Suffering to take the condition affecting a creature, you can repeat the original saving throw against the feature if it had one. On success, the condition ends instead of being transferred.

Additionally, when you take damage as a result of the Warding Bond spell, you have resistance to that damage.

Divine Empowerment

At 8th level, pick one of the following options:

- **Divine Strike**
  At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack made as part of the attack action, you can cause the attack to deal an extra 1d8 radiant damage to the target.

  When you reach 11th level, the extra damage increases to 2d8, and when you reach 17th level, the extra damage increases to 3d8.

- **Potent Spellcasting**
  Starting at 8th level, you add your Wisdom modifier to the damage you deal with any Cleric cantrip.

Unyielding Concentration

Starting at 17th level, while you are concentrating on a Cleric spell that targets you or your allies, your concentration can't be broken as a result of taking damage.

2.1.10. Sacred Mandate

Your deity doesn't assign you a job—they grant you a mandate.

You embody a divine imperative—an expression of your deity's focus. This Sacred Mandate grants you access to specific powers that you shape through your chosen domain.

At 1st level, you choose a *Mandate Domain*, such as Knowledge, Life, or War. Your mandate grants you a collection of features as outlined below.

Mandate Spells

You gain the spell list associated with your selected domain. These spells count as Cleric spells for you and are always prepared.

The Mandate Spells (table)

Domain	1st Level	3rd Level	5th Level	7th Level	9th Level
Knowledge	Identify, Command	Augury, Detect Thoughts	Clairvoyance, Speak with Dead	Arcane Eye, Divination	Legend Lore, Scrying
Life	Cure Wounds, Bless	Lesser Restoration, Spiritual Weapon	Beacon of Hope, Revivify	Death Ward, Guardian of Faith	Mass Cure Wounds, Raise Dead
Light	Color Spray, Guiding Bolt	Continual Flame, Moonbeam	Daylight, Spirit Guardians	Arcane Eye, Divination	Dream, Scrying
Storm	Thunderwave, Fog Cloud	Gust of Wind, Shatter	Call Lightning, Wind Wall	Control Water, Ice Storm	Control Weather, Flame Strike
Trickery	Disguise Self, Charm Person	Mirror Image, Pass Without Trace	Bestow Curse, Major Image	Greater Invisibility, Hallucinatory Terrain	Mislead, Seeming
War	Divine Favor, Shield of Faith	Magic Weapon, Spiritual Weapon	Revivify, Slow	Stoneskin, Freedom of Movement	Hold Monster, Flame Strike

Mandate Proficiency

When you choose this domain at 1st level, choose one additional proficiency from a list thematic to your mandate:

- **Knowledge**
  One language, Arcana or History
- **Life**
  Medicine or Herbalism Kit
- **Light**
  Performance or Persuasion
- **Storm**
  Athletics or Nature
- **Trickery**
  Deception or Sleight of Hand

- **War**
  Martial weapon or Heavy armor

Divine Gift

Starting at 1st level, you gain a unique gift granted by your divine mandate. You may use this feature a number of times equal to your Wisdom modifier (minimum of once) per long rest.

- **Guided Smite (War, Storm, Light, Trickery)**
  When you take the Attack action, you may make an additional weapon attack as a bonus action. This attack deals extra radiant, thunder, lightning, or psychic damage (choose one).

  When you reach 10th Level, on a critical hit, you can make another weapon attack as part of the same action.

- **Protective Intercession (Life, Light, Knowledge)**
  When a creature within 30 feet takes damage, you can use your reaction to reduce the damage by 1d10 + your Wisdom modifier.

  When you reach 10th Level, the creature gains temporary hit points equal to your Cleric level.

- **Insightful Surge (Knowledge, Trickery)**
  As a bonus action, you grant a creature that can see or hear you within 30 feet advantage on their next attack roll, ability check, or saving throw.

  When you reach 10th Level, when using this ability, you also give a creature within range that can see or hear you, disadvantage on its next attack roll or ability check as you momentarily distract it or otherwise exploit a subtle weakness.

Channel Divinity

Starting at 2nd level, you gain one of the following Channel Divinity options.

When you reach 6th level, the effects improve or gain additional features.

- **Channel Divinity: War Cry (War, Storm)**
  As a bonus action, choose a number of creatures equal to your Wisdom modifier (minimum 1) that you can see within 30 feet. Each target can immediately use their reaction to move up to half their speed without provoking an opportunity attack and make one weapon attack.

  When you reach 6th Level, targets add your Cleric level to their damage roll for this attack.

- **Channel Divinity: Luminous Infusion (Light, Storm)**
  As an action, you cause divine light to flare in a 15-foot radius centered on yourself. Choose one damage type: radiant, lightning, or fire. Until the start of your next turn, any creature that enters or ends its turn in the area or hits you with a melee attack takes 3 damage. The damage increases by 2 each time your proficiency bonus increases.

  When you reach 6th Level, allies in the aura deal +1d4 + your proficiency bonus damage of the chosen type on weapon attacks.

- **Channel Divinity: Revelatory Surge (Knowledge, Life, Trickery)**
  You call forth a flash of divine understanding as an action that momentarily reveals hidden truths. For 1 minute, you and allies in the area gain advantage on one Intelligence, Wisdom, or Charisma check of your choice, as divine clarity sharpens your senses and mind.

  When you reach 6th Level, you and each creature of your choice within 30 feet have truesight for one minute.

- **Channel Divinity: Phantom's Whim (Trickery, Knowledge)**
  As a bonus action, you cloak a creature that you choose within 30 feet in illusions. Until the start of your next turn, each target has partial cover and can take the Hide action as a bonus action.

  When you reach 6th Level, the number of affected creatures increases by your proficiency bonus.

- **Channel Divinity: Aegis of Faith (Life, War)**
  As an action, you conjure a divine shield around an ally within 30 feet. Until the end of their next turn, the target adds your proficiency bonus to AC or resistance to necrotic or radiant damage.

  When you reach 6th Level, the target also gains temporary hit points equal to 2d6 + your Wisdom modifier when you use this feature.

- **Channel Divinity: Echo of Command (Trickery, War)**
  As a bonus action, choose a creature whose location you know within 30 feet.

  If the creature is an ally, it can immediately use its reaction to make one weapon attack or cast a cantrip. It adds your Wisdom modifier to the attack roll.

  If the creature is an enemy, it must make a Wisdom saving throw. On a failure, it uses its reaction to make a weapon attack or a spell attack with a cantrip, targeting a creature you choose.

  When you reach 6th Level, when you use this ability, you may choose whether affected creatures can be frightened or charmed until the end of their next turn.

Divine Strike or Potent Spellcasting

When you reach 8th level, choose one of the following:

- **Divine Strike.**
  Your weapon attacks deal an extra 1d8 damage of a type appropriate to your mandate, increasing to 2d8 at 14th level.

  Suggested Damage Types:

    - **Knowledge**
      Psychic
    - **Life**
      Radiant

- ◦ **Light**
  Radiant

- ◦ **Storm**
  Lightning or Thunder (choose one)

- ◦ **Trickery**
  Poison or Acid (choose one)

- ◦ **War**
  Bludgeoning, Piercing, or Slashing (choose one)

- • **Potent Spellcasting.**
  You add your Wisdom modifier to the damage you deal with Cleric cantrips.

Exalted Mandate

At 17th level, choose one matching your mandate. You can use this feature once per long rest.

- • **Avatar of War (War, Storm)**
  When reduced to 0 hit points, you drop to 1 hit pointinstead and may use your reaction to make one weapon attack. You also gain resistance to bludgeoning, piercing, and slashing damage for 1 minute.

- • **Illuminated Soul (Light, Life)**
  As an action, you emit a 30 foot aura for 1 minute. Allies in the area gain advantage on saving throws against being blinded, charmed, or frightened and regain 1d6 HP at the start of their turns.

- • **Shifting Facade (Trickery, Knowledge)**
  The locations of anyone within 30 feet of you become difficult for enemies to determine for one minute, as all creatures that you choose, including you, seem to switch places with each other. Enemies must succeed on a Wisdom saving throw or target a random creature when trying to attack any creature within range.

Chapter 3. Playing the Game

3.1. Using Ability Scores

Six abilities provide a quick description of every creature's physical and mental characteristics:

- **Strength,**
  measuring physical power

- **Dexterity,**
  measuring agility

- **Constitution,**
  measuring endurance

- **Intelligence,**
  measuring reasoning and memory

- **Wisdom,**
  measuring perception and insight

- **Charisma,**
  measuring force of personality

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.

Chapter 4. Rules of Magic

4.1. Spellcasting

Magic rules fantasy gaming worlds, often as spells. This section covers spellcasting. Character classes and monsters have unique spell learning and preparation methods. Regardless of origin, spells follow these rules.

4.1.1. What Is a Spell?

A spell is a discrete magical effect, a single shaping of magical energies in the multiverse. Casting a spell involves plucking, pinning, vibrating, and releasing invisible strands of magic to unleash the desired effect, usually in seconds. Spells can be versatile tools, weapons, or protective wards, dealing damage, undoing it, imposing or removing conditions, draining life energy, or restoring it. Thousands of spells have been created throughout history, many forgotten. Some might be recorded in ancient spellbooks or trapped in the minds of dead gods, while others could be reinvented by powerful characters.

4.1.2. Concentration

Some spells require concentration to maintain their magic. If you lose concentration, the spell ends. If a spell needs concentration, its Duration entry specifies how long you can concentrate. You can end concentration anytime. Normal activity doesn't interfere. The following can break concentration:

- **Casting another spell that requires concentration.**
  You lose concentration on a spell if you cast another spell that requires concentration. You can't concentrate on two spells at once.

- **Taking damage.**
  Whenever you take damage while concentrating on a spell, make a Constitution saving throw to maintain concentration. The DC is 10 or half the damage, whichever is higher. If you take damage from multiple sources, make a separate saving throw for each.

- **Being incapacitated or killed.**
  You lose concentration on a spell if incapacitated or die. The GM may also require a DC 10 Constitution saving throw to maintain concentration on a spell due to certain environmental phenomena, like a crashing wave on a storm-tossed ship.

4.2. Spell Lists

4.2.1. Cleric Spells

Cantrips (0 Level)

- Guidance
- Mending

- Sacred Flame

1st Level

- Bane
- Ceremony
- Command
- Cure Wounds
- Detect Magic
- Guiding Bolt
- Inflict Wounds
- Protection from Evil and Good
- Purify Food and Drink
- Sanctuary
- Shield of Faith

2nd Level

- Aid
- Augury
- Blindness/Deafness
- Calm Emotions
- Continual Flame
- Enhance Ability
- Find Traps
- Gentle Repose
- Hold Person
- Lesser Restoration
- Locate Object
- Prayer of Healing
- Protection from Poison
- Silence
- Spiritual Weapon
- Warding Bond
- Zone of Truth

3rd Level

- Animate Dead

- Beacon of Hope
- Bestow Curse
- Clairvoyance
- Create Food and Water
- Daylight
- Dispel Magic
- Glyph of Warding
- Magic Circle
- Mass Healing Word
- Meld into Stone
- Protection from Energy
- Remove Curse
- Revivify
- Sending
- Speak with Dead
- Spirit Guardians
- Tongues
- Water Walk

4th Level

- Banishment
- Control Water
- Death Ward
- Divination
- Freedom of Movement
- Guardian of Faith
- Locate Creature

5th Level

- Commune
- Dispel Evil and Good
- Geas
- Hallow
- Legend Lore
- Planar Binding Raise Dead Scrying

6th Level

- Blade Barrier
- Find the Path
- Harm
- Heroes' Feast
- True Seeing

7th Level

- Conjure Celestial
- Etherealness
- Plane Shift
- Resurrection

8th Level

- Antimagic Field
- Earthquake

9th Level

- Astral Projection
- Mass Heal True Resurrection

Spell Descriptions

Acid Splash

Conjuration cantrip

- **Casting Time**
  1 action
- **Range**
  60 feet
- **Target**
  Up to two creatures within 5 feet of each other
- **Components**
  V, S
- **Duration**
  Instantaneous
- **Saving Throw**
  Dexterity negates

A stinking bubble of acid is conjured out of thin air to fly at the targets, dealing 1d6 acid damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Aid

2nd-level abjuration

- **Casting Time**
  1 action

- **Range**
  60 feet

- **Target**
  Up to three creatures

- **Components**
  V, S, M (measure of spirits)

- **Duration**
  8 hours

You draw upon divine power, imbuing the targets with fortitude. Until the spell ends, each target increases its hit point maximum and current hit points by 5.

- **At Higher Levels.**
  The granted hit points increase by an additional 5 for each slot level above 2nd.

Animate Dead

3rd-level necromancy

- **Casting Time**
  1 minute

- **Range**
  Touch

- **Components**
  V, S, M (two copper coins)

- **Duration**
  Instantaneous

You animate a mortal's remains to become your undead servant.

If the spell is cast upon bones you create a skeleton, and if cast upon a corpse you can choose to create a skeleton or a zombie. The GM has the undead's statistics.

While it is within 60 feet you can use a bonus action to mentally command any undead you created with this spell. When you command multiple undead using this spell, you must give them all the same command. You may decide the creature's exact action and move, or you can issue a general command, such as guarding an area, which it follows until the task is complete or you issue it a new command. If not given a command, the undead only defends itself.

The undead is under your control for 24 hours unless you cast this spell on it before the spell ends to maintain control of it for another 24 hours. Casting the spell in this way reasserts control over up to 4 of your previously-animated undead instead of animating a new one. When no longer under your control, the undead no longer obeys your commands.

- **At Higher Levels.**
  You create or maintain control over 2 additional undead for each slot level above 3rd.

Animate Objects

5th-level transmutation

- **Casting Time**
  1 action

- **Range**
  Long (120 feet)

- **Components**
  V, S

- **Duration**
  Concentration (1 minute)

Choose up to 6 unattended nonmagical Small or Tiny objects. You may also choose larger objects; treat Medium objects as 2 objects, Large objects as 3 objects, and Huge objects as 6 objects.

Until the spell ends or a target is reduced to 0 hit points, you animate the targets and turn them into constructs under your control.

Each construct has Constitution 10, Intelligence 3, Wisdom 3, and Charisma 1, as well as a flying speed of 30 feet and the ability to hover (if securely fastened to something larger, it has a Speed of 0), and blindsight to a range of 30 feet (blind beyond that distance). Otherwise a construct's statistics are determined by its size.

If you animate 4 or more Small or Tiny objects, instead of controlling each construct individually they function as a construct swarm. Add together all swarm's total hit points. Attacks against a construct swarm deal half damage. The construct swarm reverts to individual constructs when it is reduced to 15 hit points or less.

You can use a bonus action to mentally command any construct made with this spell while within 500 feet of it. When you command multiple constructs using this spell, you must give them all the same command. You may decide the creature's exact action and move, or you can issue a general command, such as guarding an area, which it follows until the task is complete or you issue it a new command. If not given a command, the construct only defends itself.

When you command a construct to attack, it makes a slam, a melee attack, against a creature within 5 feet of it. On a hit the construct deals bludgeoning, piercing, or slashing damage appropriate to its shape.

When the construct drops to 0 hit points, any excess damage carries over to its inanimate object form.

- **At Higher Levels.**
  You can animate 2 additional Small or Tiny objects for each slot level above 5th.

Animate Objects Table

Size	HP	AC	Attack	STR	DEX
Tiny	5	14	+6 to hit, 1d4 — 3 damage	4	18
Small	10	12	+4 to hit, 1d6 — 2 damage	6	14
Swarm of Tiny and Small	varies	13	+5 to hit, 2d6 damage (1d6 damage if bloodied)	5	16
Medium	20	11	+3 to hit, 1d8 damage	10	12
Large	40	10	+4 to hit, 2d8 + 2 damage	14	10
Huge	80	8	+6 to hit, 2d12 + 4 damage	18	6

Bless

1st-level enchantment

- **Casting Time**
  1 action

- **Range**
  30 feet

- **Components**
  V, S, M (a sprinkling of holy water)

- **Duration**
  Concentration, up to 1 minute

Until the spell ends, a d4 is added to attack rolls and saving throws made by a target.

- **At Higher Levels.**
  You target one additional creature for each slot level above 1st.

Cure Wounds

1st-level evocation

- **Casting Time**

1 action

- **Range**
Touch

- **Components**
V, S

- **Duration**
Instantaneous

One creature that is neither a construct nor undead regains hit points equal to 1d8 + your spellcasting ability modifier.

- **At Higher Levels.**
The hit points regained increase by 1d8 for each slot level above 1st.

Chapter 5. Appendix

5.1. Credits

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5.1.1. Artists

5.1.2. Primary Sources

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