

(Page References: "##" is Player's Basic Rules/Players Handbook, "dm" is DM Basic Rules, "alpg" is Adventurers League Players Guide)

**YOUR TURN** (Chapter 9: Combat)

**Your Turn:** move+action+bonus action (69/189)  
 move can be any mode/combo and split up during turn (70/190)  
 bonus actions are class/feat/etc. specific (69/189)  
 interact with 1 object for free (more req your action) (70/190)  
**Reactions:** 1 reaction per round (reset at start of your turn) (70/190)

**MOVE** (Chapter 8: Adventuring and Chapter 9: Combat)

**Movement:** On your turn, mv up to spd. Some action/ terrain change how much mv you have (70/190). Can mv thru non-hostile space or hostile space if 2+ larger/smaller (71/191)

**Climb:** +5' per 5' and ability chk if difficult (64/182)

**Crawl:** +5' per 5' (71/191)

**Difficult Terrain:** +5' per 5' (incl creature space (friend/ foe)) (70/190)

**Drop Prone:** 0' (70/190)

**Grapple Move:** spd/2 (unless 2+ larger) (74/195)

**Jump, High:** running (10'+) 3+StrMod feet, standing StrMod feet (min 1), extend arms to 1.5x height (64/182)

**Jump, Long:** running (10'+) Str feat, standing Str/2 feet, 10SC(Athletics) to clear low obstacle (height 1/4 jump distance), 10DC(Acrobatcs) to land on feet in difficult terrain (64/182)

**Mount/Dismount:** 1/turn, spd/2, cannot if not enough mv left (77/198)

**Stand Up:** spd/2, cannot if not enough mv left (70/190)

**Swim:** +5' per 5' and ability chk if difficult (64/182)

**Multiple Speeds:** *When switching mode, subtract amount already moved from new spd (70/190)*

**ACTIONS** (Chapter 9: Combat)

**Attack:** attack (71/192)

**Cast Spell:** cast spell (72/192)

**Dash:** mv 2x spd (after mods) for turn (72/192)

**Disengage:** mv does not provoke for rest of turn (72/192)

**Dodge:** DA atk v you (if see atk); AD DS (lose if incap/spd 0) (72/192)

**Grapple Escape:** SC(Ath)/DC(Acr)>SC(Ath) (74/195)

**Help:** AD nxt chk/atk v target in 5' of you before your nxt turn (72/192)

**Hide:** DC(Stealth)> WC(Per) (half+ cover/ hvy obscur) (60,72/173,192)

**Ready:** Specify perceivable trigger and action (can mv up to speed instead); use reaction after trigger (optional); spell req concentration and 1 action cast time max (72/193)

**Search:** Search (72/193)

**Use Object:** Use special abil/interact w/ more than one object (72/193)

**Improvise:** Improvise an action not on this list (72/193)

**ATTACKS** (Chapter 9: Combat)

**Attack if you're making atk roll, counts as atk for other rules** (73/194)

**Natural 1 or 20:** Nat 1 miss, Nat 20 hit (+crit) (73/194)

**No Proficiency:** no proficiency bonus (73/194)

**Attack Unseen:** DA (73/194)

**Attack From Hidden:** AD, lose hidden after atk (hit or miss) (73/195)

**Melee Atk:** SMod atk/dmg (finesse wpn special) (73/194)

**Ranged Atk:** Dex mod atk/dmg (thrown wpn special); DA long range or if hostile cr that can see you and not incap in 5' (73/194,195)

**Opportunity Atk (OA):** target you can see exit reach, use reaction, teleport/forced/falling move does not provoke (74/195)

**Two-Weapon Fighting:** w/ 2 light melee wpns, use BONUS action for off hand atk. No + abil mod to dmg for 2nd. Can throw. (74/195)

**Grapple:** 1atk (free hnd); SC(Ath)>SC(Ath)/DC(Acr), end free (74/195)

**Shove:** 1atk; SC(Ath)>SC(Ath)/DC(Acr) (+1sz max); knock prone or push 5' (74/195)

**Damage vs Mult Targets:** Make 1 dmg roll (75/196)

**Critical Hit:** roll dmg dice (wpn/ spell/ SA) 2x then add mods (75/196)

**COVER** (Chapter 9: Combat)

**Creatures:** provide cover (friend/ foe) (74/195)

**1/2 Cover:** 1/2+ blocked; +2 AC/DS (74/195)

**3/4 Cover:** 3/4+ blocked; +5 AC/DS (74/195)

**Full Cover:** All blocked; no direct targeting (74/195)

**Determine Cover:** Cover is left to DM discretion. I will use the following: choose 1 corner of 1 square you occupy. Draw line from that to every corner of 1 square target occupies. 1/2 cover if 1-2 obstructed. 3/4 cover if 3+ obstructed. Line that runs along edge/corner of obstacle is unobstructed (but does not provide line of sight) (same as the rules from 3E and 4E and the 5E DMG)

**DAMAGE, HEALING, DYING, RESTING** (Chapters 8 and 9)

**Resistance:** dmg/2 after mods, only once (75/197)

**Vulnerability:** dmg x2 after mods, only once (75/197)

**Instant Death:** If 0hp and remaining dmg > hp max (76/197)

**Unconscious:** 0hp unconscious, end if regain hp (76/197)

**Death Save:** start turn at 0hp, roll d20 (no abil mod but benefit fr item/spell that improve save), 1=2xfail, 2-9=1xfail, 10-19=1xsuccess, 20=regain 1hp; die/stabilize on 3rd fail/success, #fail/success don't need to be consecutive and reset w/ regain hp/stabilize (76/197)

**Dmg at 0hp:** death save fail each dmg (2x if crit); if 1 atk dmg = max hp, die (76/197)

**Stabilize:** ACTION, 10WC(Med) (auto healer kit) (48,76/151,197)

**Stable:** no death sv, uncon; end if take dmg; regain 1hp in d4 hr (76/197)

**Knock Out:** reduce to 0hp w/ melee atk, uncon, stable (76/198)

**Temp hp:** lost first to dmg, healing no restore, no add, no restore concious/ stabilize but can absorb dmg, last til long rest (76/198)

**Short Rest:** 1+ hr; spend HD (gain HD+CMod for each) (67/186)

**Long Rest:** 8+ hr; 1+hp; regain all hp and HD/2 (1 min) (67/186/twitter)

**SPELLCASTING** (Chapter 10: Spellcasting)

**Spell Components:** 1 free hand for S/ M components (79/203)

**Casting in Armor:** must be proficient w/ the armor (79/201)

**Long Casting Times:** require concentration (79/202)

**Range:** Target/Initial effect location, area can extend beyond (79/202)

**Touch Range:** can affect caster (79/202)

**Concentration:** lose if start other conc spell/ incap/ killed/ take dmg and fail CC (higher of 10 or dmg/2). End any time (FREE) (80/203)

**Bonus Action Spell, no other spell xcpt 1 action cantrip** (79/202)

**MISC RULES**

**Ability Chk, Atk Roll, Saving Throw** different (57/173)

**AD/DA:** apply only 1x, cancel even if not equal, reroll only 1 (57/173)

**Proficiency 1 time only** (57/173)

**Contest Tie:** No change (58/174)

**Passive Check** +/-5 for AD/DA (59/175)

**Falling:** d6 bludgeoning/10' (20d6 max); prone if take dmg (65/183)

**Initiative Tie:** PCs only, players decide, otherwise DM does (69/189)

**Surprised:** no mv/action 1st turn, no reaction til 1st turn end (69/189)

**CONDITIONS** (Appendix A)

**Blinded:** AD atk v you; DA your atks; auto fail chk req sight (106/290)

**Charmed:** No atk/target charmer w/ harmful ability/effect; AD charmer social chk v you (106/290)

**Deafened:** auto fail chk req hearing (106/290)

**Frightened:** DA ability chk/atk while source of fear in sight; can't willingly mv closer to source of fear (106/290)

**Grappled:** spd 0 (no bonus); end grappler incap/out of reach (106/290)

**Incapacitated:** no actions/reactions (106/290)

**Invisible:** impossible to see w/o magic/special sense; hvy obscur for hiding; DA atk v you; AD atk (106/291)

**Paralyzed:** incap (no action/reaction); no mv/speak; fail SS/DS; AD atk v you; any hit crit if atkr in 5' (106/291)

**Petrified:** transformed with nonmagic obj worn/carried; 10x weight; no aging; incap (no action/reaction); no mv/speak; unaware of surroundings; AD atk v you; fail SS/DS; resist all dmg; immune poison and disease (only suspended if already in system) (106/291)

**Poisoned:** DA atk/abil chk (106/292)

**Prone:** mv by crawl/teleport/force mv; DA atk/atk v you if not in 5'; AD atk v you if in 5' (106/292)

**Restrained:** spd 0 (no bonus); AD atk v you; DA atk/DS (106/292)

**Stunned:** incap (no action/reaction); no mv; faltering speech; fail SS/DS; AD atk v you (106/292)

**Unconscious:** incap (no action/reaction); drop held items; fall prone; no mv/speak; fail SS/DS; AD atk v you; any hit crit if atkr in 5' (107/292)

**Exhaustion:** 1-DA abil chk; 2-spd/2; 3-DA atk/sv; 4-maxhp/2; 5-spd 0; 6-dead; cumulative; reduce 1 with extended rest (107/291)

**SKILLS** (Chapter 7: Using Ability Scores)

**DC Guidance** (58/174)

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

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

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**MOUNTED COMBAT** (Chapter 9: Combat)**Ride:** Willing creature 1+ larger (77/198)**Mount/Dismount:** 1/turn, spd/2, cannot if not enough mv left (77/198)**Mount Forced Move:** 10DS or fall, land prone in 5' (77/198)**Rider Knocked Prone:** 10DS or fall, land prone in 5' (77/198)**Mount Knocked Prone:** REACTION to land on feet, otherwise dismounted and prone in 5' (77/198)**Controlled Mount:** Must be trained, initiative change to match rider.

Move as directed, 3 action options: Dash, Disengage, Dodge. Can mv and act on turn mounted. (77/198)

**Independent Mount:** Retain initiative, no action restrictions, mv and acts as it wishes (77/198)**OA:** If mount provokes OA, can target you or mount (77/198)**UNDERWATER COMBAT** (Chapter 9: Combat)**Resist:** resist fire if completely immersed in water (77/198)**Melee Wpn Atk:** DA (xcpt swim spd, dagger, javelin, shortsword, spear, trident) (77/198)**Ranged Wpn Atk:** Long range auto miss, normal range DA (xcpt xbow, net, javelin, spear, trident, dart) (77/198)**MAGIC ITEMS** (DM Basic Rules)

Determine if item magic by touching/ detect magic (dm59)

**Identify:** Scroll by reading, Potion by tasting, Other w/ Identify spell or by touching and concentrating on it during short rest (dm59)**Attune:** touch + concentrate during short rest (not same one ID'd in). Item can attune to 1 creature. Creature can attune to 3 items. End if >100' away for 24h or if die or voluntarily during short rest (dm59)**CHARACTER CREATION** (Chapter 1: Step-by-Step Characters)**Rules:** Basic Rules, PH, and Hoard Dragon Queen App. A (alpg3)**Race:** Variant human trait allowed (alpg3)**Class:** Cleric domain: Suggested or Life (can't choose Death) (alpg3)**Abilities:** Array (15, 14, 13, 12, 10, 8) or Point Buy (27 points; 8=0, 9=1, 10=2, 11=3, 12=4, 13=5, 14=7, 15=9)**Equipment:** choose starting equip by class/background or take max gp for class (alpg4). Can begin play with 1 trinket of your choice.**Alignment:** CG, NG, LG, CN, N, LN, LE (Lord's Alliance/Zhent) (alpg4)**Faction:** 1 only, lose all renown if switch (alpg4)**AC** = 10+armor+shield+Dex Mod (if have multiple features that give different ways to calculate AC, choose one (9/14))**Character Advancement** (10/15)

XP	Level	Prof Bonus	XP	Level	Prof Bonus
0	1	+2	85,000	11	+4
300	2	+2	100,000	12	+4
900	3	+2	120,000	13	+5
2,700	4	+2	140,000	14	+5
6,500	5	+3	165,000	15	+5
14,000	6	+3	195,000	16	+5
23,000	7	+3	225,000	17	+6
34,000	8	+3	265,000	18	+6
48,000	9	+4	305,000	19	+6
64,000	10	+4	355,000	20	+6

**CALENDAR (Forgotten Realms - Current Year 1489DR)****Days:** 3 weeks of 10 days (unnamed)**Months**

Hammer-Alturiak-Ches (Jan-Mar)

Tarsakh-Mirtul-Kythorn (Apr-Jun)

Flamerule-Eleasias-Eleint (Jul-Sep)

Marpenoth-Uktar-Nightal (Oct-Dec)

**Holidays**

Midwinter (between Hammer and Alturiak)

Greengrass (between Tarsakh and Mirtul)

Midsummer (between Flamerule and Eleasias)

Shieldmeet (during Midsummer once every four years)

Highharvestide (between Eleint and Marpenoth)

Spring Solstice (19th of Ches)

Summer Solstice (20th of Kythorn)

Autumn Solstice (21st of Eleint)

Winter Solstice (20th of Nightal)

**D&D ADVENTURERS LEAGUE****Replay:** Players/DM's can replay adventures if use different PC (alpg5)**Phandelver/HotDQ:** get downtime days at end of episode rather than each session (alpg5)**Divine Aid:** Spells at Valhingen Graveyard (only spot in Phlan) (alpg8)**Gain Level:** Can at end of long rest or session if enough xp (alpg7)**Faction Rank:** Advance at end of an episode or adventure (alpg7)**Downtime Activities** (use before/after adventure (alpg5))*Reduce raise dead penalty 1 per day in addition to activities (alpg11)***Crafting:** No combining efforts**Practice Profession****Recuperate****Train:** New language or set of tools**Catch Up:** 4>5) 20 days; 10>11) 100 days (pay full lifestyle)**Spells:** 3/d (even if own party). Acolyte 1free(xcpt Comp)/d (alpg11)**Lifestyle***Change with 1 day lower or 30 days higher.***Wretched:** free, **Squalid:** 1sp/day, **Poor:** 2sp/day, **Modest:** 1gp/day**Comfortable:** 2gp/day, **Wealthy:** 4gp/day, **Aristocratic:** 10+gp/day**Treasure**

Gems, jewelry, art objects, trade good sell for full value

Arms, armor, other equip sell for half. But worthless if obtained from monsters but can be used during session. (alpg6)

Wealth can't be exchanged except to help pay for services (must be in same party (table) to do this). (alpg6)

Magic Items cannot be sold, can be traded with cert (1 for 1 of equivalent rarity only), can be lent during play.**Tiers** (can't play adventures outside your tier (alpg7))

First (1-4), Second (5-9), Third (11-16), Fourth (17-20)

**Rebuilding** (during first tier only (alpg7))**Keep:** Name, experience, treasure, equipment, magic items, downtime, and faction renown **Replace:** race, class, other options**Raise Dead Options** (alpg11)

1.) New first level character

2.) 1250gp dead PC and other party members can contribute

3.) Faction charity, level 1-4 only, member of faction, forfeit all xp and awards from that session (even those earned prior to death), can't replay that episode or adventure

**DMing**

Empowered to make adjustments to adventure and how group interacts with world.

300xp/tier/episode for home and encounters

200xp/tier/adventure for expeditions/epics (some may be more)

10 down time days per episode/adventure

**Factions****Harpers** is a scattered network of spellcasters and spies who advocate equality and covertly oppose the abuse of power.**Order of the Gauntlet** is composed of faithful and vigilant seekers of justice who protect others from the depredations of evildoers.**Emerald Enclave** is a widespread group of wilderness survivalists who preserve the natural order while rooting out unnatural threats.**Lord's Alliance** is a loose coalition of established political powers concerned with mutual security and prosperity**Zhentarim** is an unscrupulous shadow network that seeks to expand its influence and power throughout Faerun.**WEBSITES**

Resources including Free D&amp;D Basic Rules and Adventurers League Players Guide, Adventure Logsheet, and Character Sheets:

<http://dnd.wizards.com/articles/events/adventurers-league-resources>

Warhorn site to sign up for local Adventurers League games:

<https://warhorn.net/events/adventurers-league-ict>