

# 5.1.9 Players' Handbook

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# Chapter 1: Step-by-step Characters

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## Creating a Character

### PHB +1

In addition to the *Player's Handbook*, you can use *Xanathar's Guide to Everything* to create your character.

### Character Generation

Roll **3d6** six times. If the ability modifiers for that array would sum to less than positive before racial increases, you can reroll from scratch. Reorder the kept array as desired; and note the scores assigned to each ability as they might become relevant during play, e.g. if reincarnated.

### Increasing your Hit Point Maximum

Beyond 1<sup>st</sup> level, if you choose to roll your Hit Die to increase your hit point maximum, you can reroll any die that comes up 1.

## Character Death or Retirement

### Destruction of Organs

A character that suffers instant death, or would suffer a death saving throw failure when they have no more available, must make a Constitution saving throw. The DC equals 12, or half the damage taken, whichever is higher. On a failure, an organ is destroyed.

### Consequences of Dying

Characters gain XP for every encounter they participate in, even if they die in that encounter.

### Replacement Characters

Replacement characters are created with the minimum XP needed to start at the bottom of the level below that of the lowest-level surviving character. Starting equipment for characters rerolled at tier 2 or higher is increased per the "Low Magic Campaign" setting. Players can control only one character at a time so if a dead character is revived after a new one is created, they must choose one to retire.

### Retired Characters

In appropriate circumstances the DM might allow a character to be retired, and a new one created with the same XP. A course of action can be suggested for the retiring character, but the DM will control it. Retired characters aren't indestructible or immortal: they can die. Characters don't earn XP while retired. The DM might allow later reversion to a retired character depending on its level and location.

# Chapter 2: Races

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## Human

### **“Schooled” racial trait**

Humans gain the “Schooled” trait, worded as follows – “You gain one feat. The feat can be Actor, Athlete, Linguist, Prodigy or Tavern Brawler.”

### **Variant-human**

Variant-human is not used in this campaign.

# Chapter 3: Classes

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## Monk

### Balanced Ki and Empowered Stunning Strike class features

Monks gain the “Balanced Ki” feature, worded as follows—“Starting at 2<sup>nd</sup> level, as a bonus action on your turn, you can regain a number of ki points up to your Wisdom modifier. Once you regain ki points this way, you cannot do so again until the finish of a long rest.” They also gain “Empowered Stunning Strike”, as follows—“Starting at 6<sup>th</sup> level, you can also attempt stunning strikes when you hit another creature with a ki-empowered unarmed strike made as part of an Attack action.”

## Paladin

### Sacred Oath

Many Paladin class features are unconditional. However, “Oath Spells” and “Channel Divinity” are granted due to the “Sacred Oath”: those features are jeopardised by any failure to fulfil it.

## Ranger

### Favoured Enemy and Natural Explorer class features

“Favoured Enemy” is modified by the following—“Whenever you would choose one type of favoured enemy, choose two types instead. Alternatively, if you would choose two races of humanoid, choose three races instead. You can also defer making a choice, to do so later at the finish of the first long rest you take after encountering at least one of the type of enemy you will choose.”

“Natural Explorer” is modified by the following—“Whenever you would choose one type of favoured terrain, choose two types instead. Add “aquatic” to types. You can also defer making a choice, to do so later at the finish of a long rest in the type of terrain you will choose.”

### Primeval Awareness class feature

“Primeval Awareness” is modified, by the following—“When you focus your awareness on the region around you, you can choose not to expend a spell slot. If you do, you can sense creatures using this feature for 1 minute and then cannot do so again until you finish a long rest.”

### “Can’t become lost...” clarification

A ranger cannot fail Wisdom (Survival) checks to navigate: once given a direction they can unerringly keep to it, and always know their way back to where they started. They still require information to give them a correct heading in the first place. Magic can interfere with this ability, causing a ranger to veer off their heading or lose their sense of where they started.

## Sorcerer

### **Auspicious Omens class feature**

Sorcerer's gain the "Auspicious Omens" feature, worded as follows – "Starting at 3<sup>rd</sup> level, you can choose to have the number of sorcery points gained from the first spell slot you convert between long rests equal your Charisma modifier, instead of the number shown on the table."

# Chapter 5: Equipment

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## Encumbrance

### Bulk clarification

Characters can wear a set of clothes, and over it up to one suit of armour and a robe. They can carry a two-handed weapon, or a shield and one-handed weapon, or up to two one-handed weapons. A few small items can be carried in pockets. About **100lbs** of other gear can be attached to or put inside, up to—

- two belts (about 10lbs attached, each),
- one backpack (about 30lbs capacity, plus 10lbs attached),
- one slung bag (about 15lbs capacity) or sack (30lbs),
- one bracket inside a shield (about 6lbs attached).

Ammunition, components and scrolls can be kept in cases, pouches or quivers attached to the above. Potions, weapons, wands and rods can be attached to them directly.

### Retrieving Items clarification

Stowing or retrieving an attached item, or one in a case, quiver or pouch takes a **free interaction** (or for ammunition, may be drawn as part of an attack). Getting one out from a backpack or bag takes an **action**.

## Armor

### Swimming in Armor

Armor that disadvantages Dexterity (Stealth) also disadvantages Strength (Athletics) checks made to swim.

## Weapon Properties

### Ammunition

After each attack, a ranged weapon with the *Ammunition* property is unloaded. Provided you have a hand free, you can load it with a free interaction or as part of an attack with that weapon.

### Mighty Weapon Property

When making an attack with a *Mighty* weapon, you use your Strength modifier for the damage rolls.

### Unarmed Strikes

Hands and feet are not weapons, but they count as having the *Light* property.

## Ranged Weapons

### New Martial Ranged Weapon

Longbow, Composite      150gp    1d8 piercing      2      Ammunition (range 150/600), heavy, two-handed, mighty

## Expenses

### Hiring Fees Scale with Tier

Whereas a Skilled Hireling of Tier 0 to 1 commonly charges 2gp/day, those at higher tiers expect more. The scaling factor is roughly 5x per tier, so that –

Tier 0-1 = **from 2sp to 2gp/day**

Tier 2 = **around 10gp/day** (independently wealthy lifestyle sustainable\*)

Tier 3 = **around 50gp/day** (independent aristocratic lifestyle sustainable\*)

Tier 4 = **around 250gp/day** (might sustain up to a hundred followers)

Epic = *priceless*

\*Family properties could sustain a noble or inheritor at a level well-above their class-equivalent tier.

# Chapter 6: Customisation

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## Revised Feats

### Defensive Duelist v2

You have become adroit at parrying attacks and riposting savagely. You gain the following benefits:

- When you are wielding a one-handed or *Versatile* melee weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.
- If it does, when you hit that creature with a melee weapon before the end of your next turn, you can reroll the damage dice and use either total.

### Dual Wielder v2

You master fighting with two weapons, gaining the following benefits:

- You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't *Light*.
- The two-weapon fighting attack you make with the melee weapon in your other hand, doesn't require a bonus action.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

### Sharpshooter v3

You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Your ranged weapon attacks ignore half and three-quarters cover.
- Before you make an attack with a *Heavy* ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

### Tavern Brawler v4

Accustomed to rough-and-tumble fighting using whatever weapons happen to be at hand, you gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You are proficient with improvised weapons.
- You gain a +2 bonus to damage rolls with your unarmed strikes.
- If you take the Attack action on your turn, you can use a bonus action for a special melee attack to grapple a creature.

# Chapter 7: Using Ability Scores

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## Ability Checks

### Qualifying for and Helping Ability Checks

Some ability checks can only be attempted with tools or proficiency, or both. When a check fails, it usually can't be reattempted until conditions change, which could be a new approach or improved proficiency.

The character with the highest ability modifier makes the check. One other character with proficiency in the relevant tool or skill can help, by also making a check.

### Modifying Ability Checks

Checks are made at an indeterminate moment over the duration of an effort, so Bardic Inspiration, Divination, Guidance or Lucky can be applied provided the character applying them is ready to go for the entire duration. This means that—

- Characters with Divination, Guidance, Lucky or Peerless Skill can apply the bonus to their own work;
- Characters with Bardic Inspiration, Divination or Guidance can give up doing work of their own, to be on hand to apply the bonus to another's work;
- A helper can give up doing work of their own, to be on hand to make a supplementary check.

### Cartography clarification

When making a map, simply note the area charted or route recorded (no ability check required). Two kinds of map are used—"area" and "route". A map of an **area** gives advantage on ability checks to navigate in that area. A map recording a **route** to a location permits a navigator to choose that location as their destination.

Some areas and locations defy attempts to map them due to complex or ambiguous terrain, or magic. In either case a cartographer can attempt to overcome such difficulties by making an Intelligence (Cartography) check against a DC set by the DM. The Underdark contains many such areas, e.g. the Darklake (DC 25).

### Perception versus Investigation

Perception is to notice something. Investigation is to notice something is out of place.

## Extended Difficulty Classes

Difficulty	DC	Description
Very Easy	5	Can be accomplished by most creatures with little chance of failure.
Easy	10	A 50/50 for an untrained character with average ability.
Moderate	15	Achievable with training or above average ability.
Hard	20	Achievable with training <u>and</u> above average ability, or magic.
Very Hard	25	Very hard for low-level characters to accomplish. Reasonable for tier-3 and 4 characters.
Nearly Impossible	30	Nearly impossible for low-level characters. A 50/50 for tier-4 characters with magic.
Epic	35	Impossible for low-level characters. Possible for tier-4 characters with magic and luck.
Legendary	40	An accomplishment that will enter into legend. Allies who see this gain inspiration.

## Skills Relating to Creature Lore

### Which Skill to Apply?

**Arcana** – Aberrations, Celestials, Constructs, Fiends, most Monstrosities

**History** – Most Humanoids

**Nature** – Beasts, Dragons, Elementals, Fey, Giants, Oozes, Plants

**Religion** – Undead

### Time and Difficulty Class

It usually takes **one minute** to recall lore comprising multiple facts. A fact in isolation can be recalled by taking an **action** to reflect. Helpers must also spend a minute or an action. For concrete lore about creatures, the following DCs are typical –

Difficulty	DC	Lore Recalled
Very Easy	5	
Easy	10	Creature type and usual alignment; languages
Moderate	15	Damage immunities, resistances or vulnerabilities; condition immunities; senses; movement types; regional effects
Hard	20	If a creature is your equal or superior in Strength, Dexterity, Constitution, AC, current HP, or class levels in your class; actions; skills; traits
Very Hard	25	If a creature is your equal or superior in Intelligence, Wisdom, Charisma, total class levels; legendary actions
Nearly Impossible	30	Spells; saving throws; lair actions

# Chapter 8: Adventuring

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## Slower Recovery

### Breather

A breather is a period of downtime, about **1 hour** long, during which a character does nothing more strenuous than eating, drinking, reading or tending to wounds. At the end of a breather, characters can spend one or more Hit Dice up to the character's maximum number of Hit Dice, which is equal to the character's level.

### Short Rest

A short rest is a period of downtime, about **24 hours** long, during which a character sleeps or trances, and does nothing more strenuous than eating, drinking, reading, tending to wounds or standing watch. Characters who sleep take 8 hours to do so, while those who trance need only 4. Warlocks benefiting from Aspect of the Moon can spend 4 hours reading their Book of Shadows instead of sleeping. After a short rest, a character can't benefit from another for at least 24 hours.

At the finish of a short rest, **roll a d20** against each feature with expended uses that can be regained. If the roll against a feature is 10 or higher, that feature regains all expended uses—otherwise they remain expended. Characters who prepare spell lists can do so after sleeping or trancing. Those who ingested food and drink can reduce exhaustion by 1 category.

Characters who sleep or trance in **medium or heavy armor** have disadvantage on rolls to regain expended uses of features, don't reduce exhaustion, and can't prepare new spells.

### Long Rest

A long rest is a period of extended downtime, around **1 week** long, during which a character sleeps or trances in comfort, and otherwise performs no more than lowkey activity such as reading, talking, eating, drinking or standing watch. If the rest is interrupted by adventuring activity—fighting, casting spells, an hour or more of marching, or similar—characters must start the rest over to gain any benefit from it. A character must have at least 1 hit point at the start of a long rest to gain its benefits, and after taking one, a character can't benefit from another for at least 48 hours.

At the end of a long rest, characters regain all lost hit points. Expended features that can recover at the end of a short or long rest, refresh all their uses. Characters who ingested food and drink regain spent Hit Dice, up to a number of dice equal to half of the character's total number of them (minimum of one die), and recover completely from exhaustion.

## Jumping

Effects that multiply your jump distance multiply the number of feet you can cover due to Strength, but typically don't change your speed or movement: limiting you to covering the lesser of your speed or your distance for Strength. You can jump more than once as part of your movement.

**Long jump**—with a running start the DC is 2 per foot over your usual distance, or 4 per foot without.

**High jump**—with a running start the DC is 1 per inch over your usual distance, or 2 per inch without.

# Chapter 9: Combat

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## Clarifications for Combat

### Immune to Surprise

Combatants that are immune to surprise can't suffer the *effects* of surprise, but don't receive free passes on Perception: if they win initiative they might have limited information on which to base their actions.

### Squeezing Past a Foe

When a creature squeezes past a foe, that foe can force a contest between its Strength (Athletics) and the creature's choice of its Strength (Athletics) or Dexterity (Acrobatics). If the foe wins the contest, the creature does not leave the space it was squeezing from. Creatures that are two or more sizes larger than a foe can't be blocked this way.

## Hiding and Blindness

### Unseen, but not Unheard

Being **unseen** has offensive and defensive benefits, giving advantage or disadvantage depending on who sees whom. When you can't see your target, you still know its location from the noise it makes, allowing you to target it with ranged and melee attacks.

You stop being unseen if you show yourself, such as to aim a ranged attack at a target, unless you are concealed by magic or for some reason unobserved.

### Unseen and Unheard: Hiding

Being **hidden** has a defensive benefit, forcing attackers to choose the square they think you are in when they attack you: automatically missing if incorrect. You become hidden, i.e. unseen and unheard, by taking the Hide action: you can try to hide if you are —

- **Heavily-obscured** by such things as darkness, opaque fog, or dense foliage;
- **Concealed** by an object that blocks vision entirely such as a creature two sizes larger than you;
- **Unobserved** such as when a creature is distracted;
- **Unseen** such as through an *invisibility* spell or a class ability.

You stop being hidden when you are in a creature's field of vision under circumstances that would prevent you attempting to hide from it, or make sounds that it can hear, or attack it.

### Blinded

Attackers have advantage on their attack rolls against **blinded** creatures that they can see. Each foot of movement while blinded costs 1 extra foot of speed. To Dash you must make a Dexterity (Acrobatics) check (DC 12) or fall *prone*, unless you are in contact with a sighted guide.

# Chapter 11: Spells

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## Spell Clarifications

### Fantasy Grounds Area of Effect

Measure areas orthogonally from centre to centre (of square). (Ranges are not measured in squares.)

### Noticing a Spell

Creatures typically notice effects that change something about the way they act, look or feel, or that would be noticeable by a player character were they its target.

### Healing Spirit

Can heal only one creature per round.

### Flight

Fly is a 4<sup>th</sup> level spell.

### Polymorph

Choose two of the tables in *Xanathar's Guide to Everything* to determine what beasts you have experience with. The chosen tables must be appropriate for your background. As you encounter more creatures over time, you can spend 10 minutes to study them and then make an ability check against a DC set by the DM. Success on the check adds the creature to those you have experience with.

### Wild Shape, Polymorph and Conditions

Assuming a new form or transforming into one does not create a new creature. Thus, conditions continue except where the new form is immune to it, or where appropriate, to its cause.

## Revival Spells

### Casting Costs

Spell	Tier	Component	Caster	Total
Greater Restoration	2	100gp	25gp	125gp
Raise Dead	2	500gp	250gp	750gp
Reincarnation	2	1000gp	250gp	1250gp
Resurrection	3	1000gp	500gp	1500gp
True Resurrection	4	25,000gp	5,000gp	30,000gp

### Revival and Undeath

Souls take about a minute to depart the Material plane, and then journey to an Outer plane – either that of the god or entity that they are bound to, or the one they feel drawn to by their alignment. The vacant corpse is often then incinerated, to forestall interference.

Undeath involves a twisted soul from the Shadowfell being summoned to possess the corpse, defiling it. This renders the dead more difficult to revive and results in good cultures condemning Necromancers.

### Old Age

Death from old age underpins the role of the Material plane as a unique source of new souls. Through dying, or sometimes through magical travel, those souls migrate out to other planes. Revival spells, including Raise Dead and Reincarnate, automatically fail if cast on a creature that has died of old age.

### Obligations toward the Dead

In most societies there is no legal obligation to preserve or revive the dead, although private contracts and wills can mandate it. If *gentle repose* is in effect on the dead, heirs typically cannot claim their estate until the eleventh day after it lapses. The eleventh day is also significant as in many places it marks the end of moral obligations to seek revival.