



RULES DISCUSSION

FACILITATED BY SUBDUDE





POINTS OF DISCUSSION

- **OVERVIEW**
- **TEN COMMON MISTAKES**
- **INTERESTING CLASS FEATURES**
- **SPELL CASTING / PACT MAGIC**
- **VARIOUS & SUNDRY**

OVERVIEW

- **WHY BOTHER? DO THE RULES MATTER?**
 - CERTAINLY THE DM CAN MAKE RULINGS
 - BUT THE RULES ARE WHAT MAKE D&D A GAME, RATHER THAN JUST TELLING STORIES TOGETHER.
 - RULES ARE A TOOL AND THE DM IS EXPECTED TO MAKE RULINGS AND INTERPRETATIONS OF THE RULES ALL THE TIME.
 - A SOLID, FOUNDATIONAL UNDERSTANDING OF THE RULES WILL FOSTER BETTER RULINGS.
 - DM IS SUPPOSED TO BE BRIDGE BETWEEN WHAT THE RULES DO ADDRESS AND WHAT THEY DO NOT.

OVERVIEW

- **ERRATA – “THIS PRINTING INCLUDES CORRECTIONS TO THE FIRST PRINTING,” OR DOWNLOAD THE ERRATA.**
- **CONFIRMATION:**
 - **PLAYER’S HANDBOOK**
 - **PAGE 85, PALADIN SPELL SLOT, OR ANY SPELL SLOT?**
 - **MONSTER MANUAL & DUNGEON MASTER’S GUIDE**
 - **PAGE 87 / APPENDIX B, ANCIENT BLACK DRAGON = 33,000 XP (WAS 27,500)**

OVERVIEW

- **PLAYERS OUGHT TO UNDERSTAND THEIR RACE AND CLASS RULES, INCLUDING APPLICABLE RULES FOR THEIR SPELLS AND FEATS.**
- **DUNGEON MASTERS OUGHT TO REALLY KNOW THE RULES FROM PHB PART 2:**
 - **CHAPTER 7: USING ABILITY SCORES**
 - **CHAPTER 8: ADVENTURING**
 - **CHAPTER 9: COMBAT**
 - **(THIS IS A GRAND TOTAL OF ONLY 26 PAGES)**

OVERVIEW

- **RAW – RULES AS WRITTEN**
- **RAI – RULES AS INTENDED**
- **RAF – RULES AS FUN**
 - **“REGARDLESS OF WHAT’S ON THE PAGE OR WHAT THE DESIGNERS INTENDED, D&D IS MEANT TO BE FUN, AND THE DM IS THE RINGMASTER AT EACH TABLE.”**
- **SAGE ADVICE RECOMMENDS A MIX OF ALL 3.**

SAMPLE: ELVES' TRANCE FEATURE (SAGE ADVICE ANSWER)

- **Does the Trance trait allow an elf to finish a long rest in 4 hours?** The intent is no. The Trance trait does let an elf meditate for 4 hours and then feel the way a human does after sleeping for 8 hours, but that isn't intended to shorten an elf's long rest. A long rest is a period of relaxation that is at least 8 hours long. It can contain sleep, reading, talking, eating, and other restful activity. Standing watch is even possible during it, but for no more than 2 hours; maintaining heightened vigilance any longer than that isn't restful. In short, a long rest and sleep aren't the same thing; you can sleep when you're not taking a long rest, and you can take a long rest and not sleep.

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SAMPLE: ELVES' TRANCE FEATURE (SAGE ADVICE ANSWER)

- Here's what this all means for an elf. An elf can spend 4 hours in a trance during a long rest and then has 4 additional hours of light activity. While an elf's companions are snoozing, the elf can be awake and engaged in a variety of activities, including carving a lovely trinket, composing a sonnet, reading a tome of ancient lore, attempting to remember something experienced centuries before, and keeping an eye out for danger. The Trance trait is, ultimately, meant to highlight the otherworldly character of elves, not to give them an edge in the game.

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SAMPLE: ELVES' TRANCE FEATURE (SAGE ADVICE ANSWER)

- That all said, if you're the DM and you decide to let Trance shorten an elf's long rest, you're not going to break the game. You are making a world-building choice if you do so. You're deciding that elves, on a global scale, are ready to re-enter a fight before anyone else, that they heal faster than most humanoid, and that they regain their magical energy faster. Such a choice would make sense in a world where elves are the dominant race, where they not only live longer than others, but also recover faster.

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TEN COMMON MISTAKES



TEN COMMON MISTAKES

1. SURPRISE! (PH 189)

- THERE IS NO SUCH THING AS A SURPRISE ROUND IN 5E.
 - CONTEST STEALTH CHECK OF ANYONE ATTEMPTING TO HIDE THEIR PRESENCE VS THE PASSIVE PERCEPTION OF EACH OPPOSING CREATURE.
 - IF YOU'RE SURPRISED, YOU CAN'T MOVE OR TAKE AN ACTION ON YOUR FIRST TURN, AND YOU CAN'T TAKE ANY REACTIONS UNTIL THAT TURN ENDS.

TEN COMMON MISTAKES

2. INITIATIVE (PH 189)

- IN PREVIOUS EDITIONS, TIES WERE BROKEN BY USE OF DEX MODIFIER OR DEX SCORE.
- IN 5E, PLAYERS DECIDE WHAT ORDER TO GO IN AND DM DECIDES WHAT ORDER TIES ARE BROKEN INVOLVING MONSTERS
 - OPTIONALLY, DM CAN HAVE TIES BROKEN BY A ROLL OF A D20.

TEN COMMON MISTAKES

3. MOVEMENT (PH 190)

- YOU CAN NOW MOVE THROUGHOUT YOUR TURN.
- YOU CAN MOVE, ATTACK, MOVE SOME MORE, ATTACK SOME MORE, MOVE AGAIN, ATTACK AGAIN USING YOUR BONUS ACTION AND MOVE EVEN MORE.
- YOU ARE NOT RESTRICTED TO MOVING ALL OF YOUR AVAILABLE MOVEMENT AT THE BEGINNING OR THE END OF YOUR TURN.

TEN COMMON MISTAKES

4. BONUS ACTIONS (PH 189)

- NOT THE SAME AS 4E “MINOR ACTIONS”.
- YOU GET ONE (AT MOST) BONUS ACTION PER TURN. YOU CANNOT “DOWNGRADE” EITHER YOUR ACTION OR YOUR MOVEMENT TO GAIN AN ADDITIONAL 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.”

TEN COMMON MISTAKES

5. OPPORTUNITY ATTACKS (PH 195)

- APPLIES TO OPPONENTS YOU CAN SEE IF THEY WILLINGLY MOVE OUT OF YOUR REACH.
- USES YOUR REACTION (ONE PER TURN).
- MELEE ATTACKS ONLY.
- DISENGAGE ACTION PREVENTS AN OPPORTUNITY ATTACK.
- ALSO, TYPICALLY NO OPPORTUNITY ATTACK IF YOU ARE MOVED BY SOME EXTERNAL FORCE.
- STANDING UP OR RANGED ATTACK – No OA.

TEN COMMON MISTAKES

6. CONCENTRATION (PH 203)

- **MANY SPELLS REQUIRE THE CASTER TO MAINTAIN CONCENTRATION. THESE SPELLS REMAIN ACTIVE UNTIL ONE OF FOUR THINGS HAPPEN.**
 - **CASTER CASTS ANOTHER CONCENTRATION SPELL.**
 - **CASTER FAILS A CONCENTRATION SAVING THROW.**
 - **CASTER FALLS UNCONSCIOUS.**
 - **SPELL DURATION EXPIRES NORMALLY.**

TEN COMMON MISTAKES

6. CONCENTRATION (PH 203)

- CASTER CAN STILL CAST OTHER SPELLS THAT DON'T REQUIRE CONCENTRATION.
- CONCENTRATION SAVING THROW:
 - CASTER MAKES A CONSTITUTION SAVING THROW
 - DC = 10 OR HALF THE DAMAGE TAKEN, WHICHEVER HIGHER.
 - THUS, UNLESS THE DAMAGE IS >22, THE DC IS 10.

TEN COMMON MISTAKES

7. CASTING MULTIPLE SPELLS (PH 202)

- **BONUS ACTION CASTING TIME**

- “A SPELL CAST WITH A BONUS ACTION IS ESPECIALLY SWIFT. YOU MUST USE A BONUS ACTION ON YOUR TURN TO CAST THE SPELL PROVIDED THAT YOU HAVEN’T ALREADY TAKEN A BONUS ACTION THIS TURN. YOU CAN’T CAST ANOTHER SPELL DURING THE SAME TURN, EXCEPT FOR A CANTRIP WITH A CASTING TIME OF 1 ACTION.”

- **REACTIONS**

- “SOME SPELLS CAN BE CAST AS REACTIONS. THESE SPELLS TAKE A FRACTION OF A SECOND TO BRING ABOUT AND ARE CAST IN RESPONSE TO SOME EVENT.”

TEN COMMON MISTAKES

8. DELAY / READY AN ACTION (PH 189)

- IN 4E, YOU COULD “HOLD YOUR TURN” AND THEN JUMP BACK INTO THE INITIATIVE. NO LONGER POSSIBLE IN 5E.
- YOU CAN READY AN ACTION TO TAKE ON A SUBSEQUENT TRIGGER, WHICH THEN USES YOUR REACTION.
 - MUST DECLARE A SPECIFIC TRIGGER.
 - LOSES YOUR SPELL SLOT, EVEN IF NOT TRIGGERED.
 - COMPETES WITH OPPORTUNITY ATTACK FOR YOUR REACTION.

TEN COMMON MISTAKES

9. SHORT REST (PH 186)

- IN 5E, A SHORT REST TAKES ONE HOUR, NOT 5 MINUTES AS IT DID IN 4E.

TEN COMMON MISTAKES

10. DEATH SAVES (PH 197)

- DEATH SAVES NOW OCCUR AT THE BEGINNING OF YOUR TURN. SO IF YOU GET THE COVETED NATURAL 20, YOU ARE AWAKE AND CAN TAKE YOUR TURN AS NORMAL.



**INTERESTING
CLASS FEATURES**

INTERESTING CLASS FEATURES

BARBARIAN

- **ASPECT OF THE BEAST – “AT 6TH LEVEL, YOU GAIN A MAGICAL BENEFIT BASED ON THE TOTEM ANIMAL OF YOUR CHOICE. YOU CAN CHOOSE THE SAME ANIMAL YOU SELECTED AT 3RD LEVEL OR A DIFFERENT ONE.”**
- **SPIRIT OF THE BEAR, ASPECT OF THE EAGLE, AND ATTUNEMENT OF THE WOLF IF DESIRED.**

INTERESTING CLASS FEATURES

BARD

- **JACK OF ALL TRADES – “STARTING AT 2ND LEVEL, YOU CAN ADD HALF YOUR PROFICIENCY BONUS, ROUNDED DOWN, TO ANY ABILITY CHECK YOU MAKE THAT DOESN’T ALREADY INCLUDE YOUR PROFICIENCY BONUS.”**
- **INITIATIVE IS DEXTERITY CHECK.**

INTERESTING CLASS FEATURES

CLERIC

- **FOUR DOMAINS GRANT PROFICIENCY IN HEAVY ARMOR, AND TWO IN MARTIAL WEAPONS.**
- **CHANNEL DIVINITY**
 - **EACH DOMAIN GETS A SPECIFIC CHANNEL DIVINITY ABILITY AS OUTLINED IN THE DOMAIN SECTIONS.**
 - **KNOWLEDGE OF THE AGES, PRESERVE LIFE, ETC.**
 - **TURN UNDEAD – PAGE 59 BEFORE THE DOMAIN SECTIONS – ALL CLERICS GET THIS.**

INTERESTING CLASS FEATURES

CLERIC

- KNOWLEDGE DOMAIN – GAINS TWO SKILLS FROM ARCANA, HISTORY, NATURE, RELIGION.
- “YOUR PROFICIENCY BONUS IS DOUBLED FOR ANY ABILITY CHECK YOU MAKE THAT USES EITHER OF THOSE SKILLS.”
- THIS IS ESSENTIALLY CLERICAL EXPERTISE.

INTERESTING CLASS FEATURES

CLERIC

- **LIFE DOMAIN** – “STARTING AT 1ST LEVEL, YOUR HEALING SPELLS ARE MORE EFFECTIVE. WHENEVER YOU USE A SPELL OF 1ST LEVEL OR HIGHER TO RESTORE HIT POINTS TO A CREATURE, THE CREATURE REGAINS ADDITIONAL HIT POINTS EQUAL TO 2 + THE SPELL’S LEVEL.
- **CURE WOUNDS CAST A 1ST LEVEL = 1D8+3+WISDOM MODIFIER**
- “PRESERVE LIFE” IS NOT A SPELL, HOWEVER.

INTERESTING CLASS FEATURES

CLERIC

- **WAR DOMAIN – WAR PRIEST** - “WHEN YOU USE THE ATTACK ACTION, YOU CAN MAKE ONE WEAPON ATTACK AS A BONUS ACTION.”
- **UNLIKE TWO WEAPON FIGHTING (PH 195), THIS DOES NOT REQUIRE A “LIGHT” WEAPON AND IT DOES STILL ADD YOUR ABILITY MODIFIER TO THE DAMAGE ROLLED.**

INTERESTING CLASS FEATURES

DRUID

- FROM SAGE ADVICE – “WHAT HAPPENS IF A DRUID WEARS METAL ARMOR?”
- “THE DRUID EXPLODES.”
- THOUGH THIS TABOO HAS BEEN A PART OF THE DRUID CLASS SINCE ITS 1976 DEBUT, IT IS ONLY STORYTELLING FLAVOR.

INTERESTING CLASS FEATURES

DRUID

- **CIRCLE OF THE MOON, CIRCLE FORMS – “STARTING AT 2ND LEVEL, YOU CAN USE YOUR WILD SHAPE TO TRANSFORM INTO A BEAST WITH A CHALLENGE RATING AS HIGH AS 1...”**
- **“...(YOU IGNORE THE MAX. CR COLUMN OF THE BEAST SHAPES TABLE, BUT MUST ABIDE BY THE OTHER LIMITATIONS THERE).”**
- **SO NO WALKING HAWKS OR WHAT-HAVE-YOU.**

INTERESTING CLASS FEATURES

DRUID

- **WILD SHAPE – “YOU CAN’T CAST SPELLS, AND YOUR ABILITY TO SPEAK OR TAKE ANY ACTION THAT REQUIRES HANDS IS LIMITED TO THE CAPABILITIES OF YOUR BEAST FORM.”**
- **“TRANSFORMING DOESN’T BREAK YOUR CONCENTRATION ON A SPELL YOU’VE ALREADY CAST, HOWEVER....”**

INTERESTING CLASS FEATURES

FIGHTER

- ACTION SURGE — GRANTS AN EXTRA ACTION, BUT NOT AN EXTRA BONUS ACTION.
- THROUGH MULTI-CLASSING OR AS A CHAMPION ARCHETYPE, YOU CAN HAVE MULTIPLE FIGHTING STYLES.

INTERESTING CLASS FEATURES

MONK

- **MARTIAL ARTS – MONK WEAPONS “ARE SHORTSHORDS AND ANY SIMPLE MELEE WEAPONS THAT DON’T HAVE THE TWO-HANDED OR HEAVY PROPERTY.”**
- **“VERSATILE” IS NOT LISTED, SO A SPEAR OR QUARTERSTAFF USED TWO HANDED IS A MONK WEAPON STILL.**

INTERESTING CLASS FEATURES

MONK

- **MARTIAL ARTS ALLOWS AN UNARMED STRIKE AS A BONUS ACTION.**
- **FOR 1 KI POINT, FLURRY OF BLOWS TURNS THIS BONUS ACTION INTO TWO UNARMED STRIKES.**
- **STILL ONE BONUS ACTION, THOUGH – THESE TWO EFFECTS DO NOT STACK.**

INTERESTING CLASS FEATURES

MONK

- **WAY OF THE OPEN HAND – OPEN HAND TECHNIQUE. TARGET MUST MAKE A DEXTERITY SAVE OR BE KNOCKED PRONE, OR IT MUST MAKE A STRENGTH SAVE OR BE PUSHED UP TO 15 FEET AWAY.**
- **NEITHER OPTION EVER MENTIONS THE TARGET CREATURE'S SIZE.**

INTERESTING CLASS FEATURES

PALADIN

- **DIVINE SENSE REQUIRES AN ACTION TO USE.**
- **FROM THE ERRATA, YOUR DIVINE SMITE CAN BE POWERED BY EXPENDING ANY SPELL SLOT – NOT JUST PALADIN SLOTS.**

INTERESTING CLASS FEATURES

PALADIN

- **AURA OF PROTECTION (6TH LEVEL) –**
“WHENEVER YOU OR A FRIENDLY CREATURE WITHIN 10 FEET OF YOU MUST MAKE A SAVING THROW, THE CREATURE GAINS A BONUS TO THE SAVING THROW EQUAL TO YOUR CHARISMA MODIFIER.
- **BOTH CONCENTRATION AND DEATH SAVES ARE SAVING THROWS.**

INTERESTING CLASS FEATURES

RANGER

- A RANGER MAY NOT MOVE BETWEEN THE ATTACK ROLLS OF THE WHIRLWIND ATTACK. ALL TARGETS MUST BE WITHIN 5' OF YOU WHEN YOU MAKE YOUR WHIRLWIND ATTACK.

INTERESTING CLASS FEATURES

RANGER

- A BEAST MASTER CAN USE AN ACTION TO COMMAND THE BEAST TO TAKE THE ATTACK, DASH, DISENGAGE, DODGE, OR HELP ACTION.
- ONCE YOU HAVE THE EXTRA ATTACK FEATURE (5TH LEVEL), YOU CAN MAKE ONE WEAPON ATTACK YOURSELF WHEN YOU COMMAND THE BEAST TO TAKE THE ATTACK ACTION.

INTERESTING CLASS FEATURES

ROGUE

- **SNEAK ATTACK – “ONCE PER TURN, YOU CAN DEAL AN EXTRA 1D6 DAMAGE TO ONCE CREATURE....”**
- **REACTIONS SUCH AS OPPORTUNITY ATTACKS AND COMMANDER’S STRIKES OFTEN OCCUR ON ANOTHER CREATURE’S TURN.**
- **THUS, A ROGUE CAN POSSIBLY SNEAK ATTACK MORE THAN ONCE PER GAME ROUND.**

INTERESTING CLASS FEATURES

ROGUE

- **ROGUE BASE SPEED IS 30 FEET.**
- **MOVE 30 FEET.**
- **USE CUNNING ACTION TO DASH AS A BONUS ACTION, AND MOVE 30 MORE FEET.**
- **USE REGULAR ACTION TO DASH AGAIN, MOVING ANOTHER 30 FEET, OR 90 FEET TOTAL.**

INTERESTING CLASS FEATURES

SORCERER

- **FONT OF MAGIC / FLEXIBLE CASTING – CAN TURN SORCERY POINTS INTO SPELL SLOTS AS A BONUS ACTION.**
- **OR YOU CAN USE A BONUS ACTION TO EXPEND A SPELL SLOT AND GAIN SORCERY POINTS.**
- **YOU DO STILL ONLY HAVE ONE BONUS ACTION, HOWEVER, SO YOU CAN'T DO BOTH ON ONE TURN.**

INTERESTING CLASS FEATURES

SORCERER

- **QUICKENED SPELLS – MUST STILL FOLLOW THE NORMAL RULE FOR CASTING A BONUS ACTION SPELL AND A SECOND SPELL (PH 202). STILL CAN'T CAST ANOTHER SPELL DURING THE SAME TURN “EXCEPT FOR A CANTRIP WITH A CASTING TIME OF ONE ACTION.”**
- **TWINNED SPELLS – FROM ERRATA, CAN ONLY TWIN SPELLS THAT ARE “INCAPABLE OF TARGETING MORE THAN ONE CREATURE.”**

INTERESTING CLASS FEATURES

WARLOCK

- UNLIKE OTHER SPELL CASTERS, THE EXPANDED SPELL LISTS UNDER EACH PATRON MERELY PROVIDES ADDITIONAL POSSIBLE SPELLS TO LEARN / KNOW.
- YOU CAN CHOOSE THEM OR NOT, ON A CASE BY CASE BASIS.
- THESE COUNT AGAINST YOUR SPELLS KNOWN.

INTERESTING CLASS FEATURES

WARLOCK

- PACT OF THE BLADE — CAN ONLY CREATE A MELEE WEAPON BOND...
- CAN ALSO BOND TO A MAGIC WEAPON.
- THERE IS NO MELEE WEAPON RESTRICTION ON THIS MAGIC WEAPON....

INTERESTING CLASS FEATURES

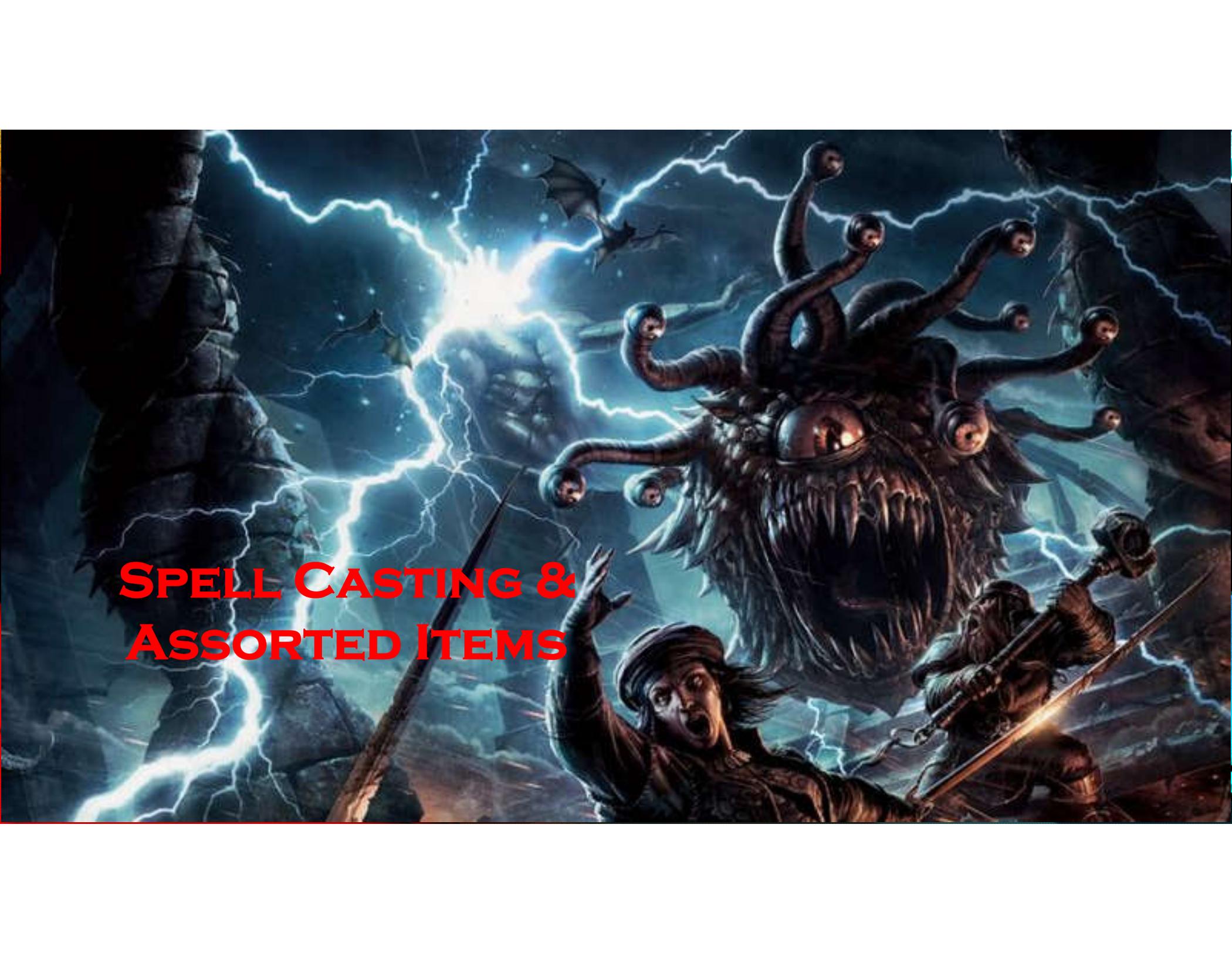
WIZARD

- **ABJURER'S ARCANE WARD – CAN BE “HEALED” BEFORE IT GOES TO 0 HIT POINTS BY CASTING ABJURATION SPELLS.**
- **THE WARD DOES STACK WITH TEMPORARY HIT POINTS, RESISTANCES, IMMUNITIES, ETC.**
- **DAMAGE TARGETING THE ABJURER GOES TO (1) THE WARD, (2) IMMUNITY, (3) RESISTANCE, (4) TEMPORARY HIT POINTS, (5) REAL HIT POINTS.**

INTERESTING CLASS FEATURES

WIZARD

- **EVOKER'S POTENT CANTRIP – ONLY APPLIES TO SPELLS WITH SAVING THROWS, NOT ATTACK ROLLS.**

A dramatic fantasy battle scene. In the center, a large, multi-headed dragon with many glowing eyes and a mouth full of sharp teeth breathes fire. To the left, a wizard with a turban and a long staff casts a spell, with bright blue lightning bolts striking the ground around him. To the right, a warrior in armor holds a glowing sword. The background is a dark, rocky landscape with more lightning bolts. The text "SPELL CASTING & ASSORTED ITEMS" is overlaid in red on the left side.

**SPELL CASTING &
ASSORTED ITEMS**

SPELL CASTING / PACT MAGIC

CLASSES WITH KNOWN SPELLS:

- BARD – STARTS WITH 4
- ELDRITCH KNIGHT – 2
- RANGER – 2
- ARCANE TRICKSTER – 3
- SORCERER – 2
- WARLOCK – 2

SPELL CASTING / PACT MAGIC

CLASSES WITH PREPARED SPELLS:

- CLERIC – WISDOM MOD + CLERIC LEVEL
- DRUID – WISDOM MOD + DRUID LEVEL
- PALADIN – CHARISMA MOD + $\frac{1}{2}$ PALADIN LEVEL
 - PREPARED FROM ENTIRE LIST OF SPELLS
 - HAVE ADDITIONAL SPELL LISTS WHICH DO NOT COUNT AGAINST THE NUMBER OF PREPARED SPELLS
- WIZARD – INTELLIGENCE MOD + WIZARD LEVEL
 - PREPARED FROM SPELLBOOK, WHICH STARTS WITH 6 SPELLS OF 1ST LEVEL

VARIOUS & SUNDRY

- **SMALL CREATURES USE HEAVY WEAPONS AT DISADVANTAGE**
- **SOME ARMORS CAUSE STEALTH CHECKS TO BE AT DISADVANTAGE, BUT NOT DEXTERITY SAVES**
- **ABILITY SCORE IMPROVEMENTS ARE CLASS-LEVEL DEPENDENT, NOT TOTAL LEVEL**
- **A ROGUE/MONK CAN SNEAK ATTACK WITH A MONK WEAPON IF IT HAS FINESSE OR RANGED PROPERTIES AND COULD MARTIAL ARTS ALSO**

VARIOUS & SUNDRY

- **CROSSBOW EXPERT FEAT ALSO HELPS WITH SPELL ATTACKS.**
- **GREAT WEAPON MASTER CAN MOVE BETWEEN ATTACK ACTION AND BONUS ACTION ATTACK.**
- **LUCKY WITH DISADVANTAGE: ROLL THREE DICE THEN PICK ONE.**
- **POLEARM MASTER BONUS ATTACK DOES INCLUDE YOUR STRENGTH MODIFIER.**

VARIOUS & SUNDRY

- **ON ABILITY CHECKS AND SAVING THROWS, A NATURAL 1 IS NOT AN AUTOMATIC FAILURE, AND A NATURAL 20 IS NOT AN AUTOMATIC SUCCESS.**
 - **DEATH SAVES ARE A SPECIFIC EXCEPTION.**
- **YOU CAN TAKE THE HELP ACTION AND THEN MOVE AWAY FROM A FOE AND THE HELP REMAINS IN EFFECT.**
- **IF YOU READY A SPELL AND THE TRIGGER NEVER OCCURS, YOU STILL LOSE THE SPELL SLOT.**

VARIOUS & SUNDRY

- **IT TAKES AN ACTION TO EQUIP OR DOFF A SHIELD.**
- **IT TAKES AN ACTION TO DRAW A SECOND WEAPON FOR TWO WEAPON FIGHTING (UNLESS YOU HAVE THE DUAL WIELDER FEAT).**
- **IT TAKES AN ACTION TO DRINK OR ADMINISTER A POTION, OR TO READ A SCROLL.**

VARIOUS & SUNDRY

- **SPELL ATTACKS CAN BE CRITICAL HITS.**
- **SPELLS WITH ATTACK ROLLS ARE NOT “ATTACK” ACTIONS – THEY REMAIN “CAST A SPELL” ACTIONS.**
- **CANTRIPS ALWAYS SCALE WITH CHARACTER LEVEL, NOT CLASS LEVEL.**
- **SPELL LIMIT: 1 FOR A BONUS ACTION, 1 FOR AN ACTION (CANTRIP ONLY), AND 1 FOR A REACTION.**
 - **ACTION SURGE ADDS ONE MORE, CANTRIP NOT REQ'D.**

VARIOUS & SUNDRY

- **TEMPORARY HIT POINTS ARE NOT CUMULATIVE.**
- **FAMILIARS CAN HELP AND ARE ALSO ALLIES.**
- **YOU CAN USE MAGE ARMOR WHILE WEARING A SHIELD.**
- **MOONBEAM DOES ZERO DAMAGE ON THE TURN IT IS CAST. SAME WITH: BLADE BARRIER, CLOUDKILL, CLOUD OF DAGGERS, EVARD'S BLACK TENTACLES, FORBIDDANCE, SLEET STORM, AND SPIRIT GUARDIANS.**

VARIOUS & SUNDRY

- **NATURAL ARMOR IS NOT CONSIDERED A “WORN” ARMOR, NEITHER LIGHT, MEDIUM, NOR HEAVY.**
- **A DRAGON’S WING ATTACK LEGENDARY ACTION REMAINS VULNERABLE TO OPPORTUNITY ATTACKS AS USUAL.**
- **AC BONUSES FROM DIFFERENT SOURCES STACK, BUT TWO RINGS OF PROTECTION DO NOT STACK.**
- **A MAGICAL BOW SHOOTING NORMAL ARROWS IS STILL CONSIDERED A MAGIC WEAPON.**

VARIOUS & SUNDRY

- **MONSTER AC'S IN THE MM SOMETIMES ASSUME THE USE OF A SHIELD. E.G., GOBLINS' AC IS LISTED AS 15, BUT IT IS 13 UNLESS THE GOBLIN HAS A SHIELD EQUIPPED.**
- **READYING A SPELL REQUIRES CONCENTRATION. SAME WITH CASTING ANY SPELL WHOSE CASTING TIME IS GREATER THAN ONE ACTION.**
- **COVER PROVIDES PROTECTION FOR MELEE ATTACKS AS WELL AS RANGED ATTACKS AND DEXTERITY SAVING THROWS.**

VARIOUS & SUNDRY

- **INSPIRATION PROVIDES ADVANTAGE, NOT A COMPLETE RE-ROLL.**
- **A NEARBY ENEMY CAUSES DISADVANTAGE TO ALL MISSILE ATTACKS, NOT JUST THOSE TARGETING THE NEARBY CREATURE.**
- **CONCENTRATION EFFECTS PERSIST THROUGH RESTS.**
- **AND, ELVEN TRANCE DOES NOT REDUCE THE TIME REQUIRED FOR A LONG REST.**

SOURCES

- **D&D PLAYER'S HANDBOOK**
- **WIZARDS OF THE COAST'S "SAGE ADVICE COMPENDIUM,"** ACCESSED MAY 17, 2017
- **"10 MOST COMMON MISTAKES DMS AND PLAYERS MAKE IN 5E D&D",** BY DEREK MEYERS, APRIL 29, 2016 (AS UPDATED SINCE).
- **THE INVALUABLE MEMBERSHIP AT ENWORLD.COM'S FORUM.**

A dramatic fantasy battle scene. In the center, a large, multi-headed dragon with several heads breathing fire dominates the frame. The dragon is surrounded by intense blue lightning strikes that illuminate the dark, rocky environment. In the foreground, a warrior with a turban and a sword looks up in shock or fear. To the right, another warrior is seen in a combat stance, holding a sword. The overall atmosphere is one of intense action and chaos.

**THANK YOU VERY MUCH.
NOW EVERYONE ROLL INITIATIVE.**