PLAYTEST PACKET #2

This document contains the Character Class rules for the second *Core Fantasy Roleplaying* playtest packet.

Provide feedback: https://koboldpress.com/project-black-flag-playtest-packet-2-feedback/ (deadline 11:59pm PT 3 Apr 2023)

HOW TO USE THIS PACKET

Thank you for your interest in playtesting the material contained within Playtest Packet 2 of *Core Fantasy Roleplaying!* Before you read through the packet, here are some helpful guidelines for playtesting this material.

Core Fantasy Roleplaying is backward-compatible with 5th Edition and can be used in conjunction with existing 5E material. Here are the combinations of 5E material and *Core Fantasy Roleplaying* material ideal for use with this packet:

- The *Core Fantasy Roleplaying* Luck mechanic should not be used in conjunction with the 5E Inspiration mechanic. Use one or the other.

- For the purposes of this playtest, please use a *Core Fantasy Roleplaying* base class and a *Core Fantasy Roleplaying* subclass combo. The *Core Fantasy Roleplaying* rules will contain full conversion details to make any 5E subclass compatible with a *Core Fantasy Roleplaying* base class, but that is beyond the scope of this packet.

- You can use a *Core Fantasy Roleplaying* base class and subclass combo in conjunction with the *Core Fantasy Roleplaying* backgrounds from the 1st Playtest Packet or any 5E background.

- You can use a *Core Fantasy Roleplaying* base class and subclass combo in conjunction with any of the *Core Fantasy Roleplaying* lineage/heritage combos from Playtest Packet #1 or any 5E race/subrace combo.

- For the purposes of this playtest, please use the *Core Fantasy Roleplaying* talents published in Playtest Packet #1 and this Packet and do not substitute 5E feats for *Core Fantasy Roleplaying* talents. The *Core Fantasy Roleplaying* rules will contain full conversion details to make any 5E feat into a *Core Fantasy Roleplaying* talent, but that is beyond the scope of this packet.

PLAYER OPTIONS

This section outlines elements needed to create your character before you begin gameplay.

Luck

Every PC has a special resource called Luck, which can be used to influence the result of any ability check, attack roll, or save you make.

Spending Luck Points

A PC with Luck points can spend them as a 1-for-1 bonus to any d20 roll they make. For example, if you have 4 Luck points and roll a 13 on the die, you could choose to spend 2 Luck points (reducing your total Luck points to 2) and make your roll result a 15. You can choose to spend your Luck points in this way after you make a roll, but before the GM declares whether the roll succeeded or failed. Luck points can't be spent in this way to offset the effects of rolling a natural 1 and they can't be used to create the effects of a natural 20.

Alternatively, immediately after you make an attack roll, ability check or save, you can spend 3 Luck points to reroll a d20 used for that roll. Again, you can choose to spend Luck points in this way after you make a roll, but before the GM declares whether the roll succeeded or failed.

Gaining Luck Points

When you first create your character, you start with 0 Luck points. Over the course of your adventures, you gain Luck points in the following ways:

- Once per turn, when you fail an attack roll or save, you gain 1 Luck point.
- The GM can choose to award 1 Luck point to a character, typically as a reward for coming up with a clever idea, demonstrating excellent roleplaying, or pursuing an interesting—rather than optimal—choice.
- Luck points can be awarded to a party for surviving difficult encounters or achieving story goals set by the GM (in addition to XP).

Losing Luck Points

A PC can only have a maximum of 5 Luck points at one time. If a PC has 5 Luck points and would gain a 6th point, they must immediately roll a d4 and reset their Luck points to the die result.

> **PC Wisdom:** The cap on Luck points is meant to encourage players to regularly spend their Luck instead of hording it. Make sure to use it often so you don't risk losing it. You must take risks regularly to make your own luck!

> **Behind the Curtain:** If possible, make sure to actually give this system a try at your game table before providing playtest feedback. We had several internal Playtesters who thought this system looked too clunky and difficult to manage on paper but found it very fast-paced and easy to use when they actually got a chance to play with it! We're eager to hear if you end up having the same experience we had.
>
> The Luck system is intended to completely replace 5E's Inspiration mechanic. One of our goals with the Luck system is to add a fail-forward reward component to minimize the sting of failure—particularly in combat. There is nothing worse than feeling like your turn is wasted due to a string of bad rolls.

Character Classes

Every adventurer has a character class that dictates many of the heroic abilities they have access to. It can be helpful to think of a character's class like their job, with each type covering a different set of skills and responsibilities. The Class Options at a Glance table gives helpful overview information about the classes detailed in this section.

Elements of a Class

This section breaks down the various components of a character class.

PROGRESSION TABLE

Your character class gives you class features at 1st level as described in each class progression table and lists other features you gain access to as your character levels up.

LEVEL

Characters start at 1st level and can advance up to 20th level by gaining experience (XP) or achieving milestones during their adventures. By default, PCs start with 0 XP.

PROFICIENCY BONUS

As you advance in levels, you become generally better at what you are trained to do—a concept that is abstracted by the Proficiency bonus (PB). While PB advances at the same rate for every class, it is included in each class progression table to make it easier for you to track.

Whenever you make a d20 roll that involves a weapon, skill, tool, or save you have proficiency in, you get to add your PB to that roll. Occasionally, features might allow you to double your PB on particular kinds of rolls, but a PB can only ever be applied once to a particular roll.

HIT POINTS AND HIT DICE

Your class determines the size of your Hit Dice, which is in turn used to calculate your hit points (HP). Your hit-point total represents your character's life force. Classes with bigger Hit-Die types—like a d10—are more likely to survive a few hits in combat than a class with a smaller Hit Die type—like a d6.

PROFICIENCIES

Your choice of character class also dictates your proficiencies, which describe what kinds of equipment you are trained to use (like armor, weapons, or tools) and what kind of challenges you are best equipped to handle (like skills and saves).

CLASS OPTIONS AT A GLANCE

Class	Description	Hit Die	Key Ability	Save Proficiencies	Equipment Proficiencies
Fighter	Hardy adventurers who excel in combat and weapon-use	d10	STR or DEX	CON & STR/DEX	All armor types, all weapon types
Wizard	Cerebral casters who wield arcane magic	d6	INT	INT & WIS	None

STARTING EQUIPMENT

Each character class includes a list of starting equipment. If you are creating a 1st-level character, you get this equipment along with any equipment granted by your background.

FEATURE DESCRIPTIONS

Each class includes descriptions of each of the features listed in the class progression table.

SUBCLASSES

At the end of each Class Features section, you'll find the subclass options available to that character class. Each class has access to a specialization of some kind, showing further study or training in a particular subject. These specializations are called subclasses and they have unique names, depending on the subclass's associated base class (for example, fighter subclasses are called disciplines).

FIGHTER

There are many ways to build a fighter, but at the end of the day, your talents shine brightest in the heart of combat. Whether your fighter is an archer, a wrestler, a knight, or a general, your class options are designed to make you the best at dishing out damage with your weapons of choice.

FIGHTERS AS ADVENTURERS

Fighters are capable, hardy, and excel at combat, which are qualities well-suited to life as an adventurer. With the diverse weapon and armor options available to the fighter class, they can easily thrive on the front lines of combat or decimate foes from afar with ranged attacks.

  While everyone uncontestably benefits from having a fighter at their side in combat, they often also serve as a grounding force in adventuring parties. A fighter's skills are instantly recognizable across numerous cultures and communities, which makes them more relatable—and often perceived as more trustworthy—than adventurers who wield magic.

FIGHTER QUICK BUILD

If you want to create a fighter quickly, follow these steps during character creation.

When determining ability scores:

- Make STR your highest score if you want to focus on melee weapons like a sword or battleaxe.
  - Make DEX your highest score if you want to focus on ranged weapons like a bow.
  - If you plan to take the Spell Blade subclass at 3rd level, prioritize assigning a high score to INT.
- **Choose the Soldier background:**
  - If you plan to take the Spell Blade subclass at 3rd level, choose the Combat Casting talent. Otherwise, choose Combat Conditioning.

CLASS FEATURES

As a fighter, you gain the following class features:

HIT POINTS

Hit Dice: 1d10 per fighter level
Hit Points at 1st Level: 10 + your CON modifier
Hit Points at Higher Levels: 1d10 (or 6) + your CON modifier per fighter level after 1st

PROFICIENCIES

Armor: Light, medium, and heavy armor and shields
Weapons: Simple weapons and martial weapons
Tools: None
Saves: CON and your choice of STR or DEX
Skills: Choose two from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

STARTING EQUIPMENT

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

- (a) chain mail or (b) leather armor, longbow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

LAST STAND

1st-Level Fighter Feature

When you take damage that would reduce your HP to an amount less than half your hit-point maximum (rounded down), you can use your reaction to expend 1 or more of your Hit Dice, up to a number equal to your PB. Immediately roll any expended Hit Dice. You regain HP equal to the total sum of all dice rolled + your CON modifier.

  Once you use this feature, you must complete a long rest before you can use it again.

FIGHTER PROGRESSION

Level	PB	Features
1st	+2	Last Stand (1/long rest), Martial Action
2nd	+2	Action Surge (1/rest)
3rd	+2	Discipline
4th	+2	Improvement
5th	+3	Multiattack (2/attack action)
6th	+3	Improvement
7th	+3	Discipline feature
8th	+3	Improvement

MARTIAL ACTION

1st-Level Fighter Feature

Your tactical expertise allows you to act quickly on the field of battle, granting you a unique combat action called a martial action. Choose one of the of the following martial actions that you know.

AIM

Requires Wielding a Ranged Weapon

As a bonus action, you take the time to increase the effectiveness of your next ranged weapon attack. When you use Aim, select one target you can see. If you make a ranged weapon attack against that target before the end of your turn, you double your PB for the first attack roll.

GUARD

Requires Wielding a Shield

As a bonus action, you raise your shield to intercept incoming attacks. When you use Guard, select one enemy creature within 5 feet of you. That target has disadvantage on the first attack roll it makes against you or an ally within 5 feet of you before the start of your next turn.

QUICK STRIKE

Requires Wielding Two Weapons

As a bonus action, you can make a weapon attack with a light melee weapon you are holding. You add your ability modifier to the damage of this attack as you would with a normal weapon attack. If the light melee weapon has the thrown property, you can choose to throw it for this attack.

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Behind the Curtain: In 5E, a two-weapon fighter is required to use their Attack action before they can use their bonus action to attack with their 'offhand' light melee weapon. The intention of Quick Strike feature is to remove this dependency, allowing a fighter wielding two weapons to use their action as they please and still get to make a bonus attack with their offhand weapon.

WIND UP

Requires Wielding a Two-Handed Weapon or a Versatile Weapon With Both Hands

As a bonus action, you take the time to increase the effectiveness of your next weapon attack. When you use Wind Up, select one target you can see within 5 feet of you. If you make a melee weapon attack against that target before the end of your turn, you double your PB for the first attack roll.

ACTION SURGE

2nd-Level Fighter Feature

When the need is great, you can push your body to its absolute limits. On your turn, you can activate this feature to gain an additional action on top of your regular action and any possible bonus action.

Once you use this feature, you must complete a short or long rest before you can use it again.

DISCIPLINE

3rd- and 7th-Level Fighter Feature

Your basic capabilities as a warrior have reached their peak, and it is time to choose a discipline on which to focus your training. Choose one of the disciplines from the options presented later in this section. Your discipline represents the unique techniques and maneuvers you employ on the field of battle and gives you access to new features as you gain more levels in the fighter class. Your fighting discipline grants new features when you reach the 3rd and 7th level of the fighter class.

IMPROVEMENT

4th-, 6th-, and 8th-Level Fighter Feature

When you reach 4th level, 6th level, and again at 8th level, you increase one ability score of your choice by 1 and choose a talent for which you meet the prerequisites from the Martial Talent list (see Talents later in this packet).

MULTIATTACK

5th-Level Fighter Feature

On your turn, you can make two attacks when you take the Attack action.

SPELL BLADE PROGRESSION

Fighter Level	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	Arcane Spellcasting, Enchant Weapon (+1), Expanded Talent List	2	3	2	—	—	—
4th	—	2	4	3	—	—	—
5th	—	2	4	3	—	—	—
6th	—	2	4	3	—	—	—
7th	Spell Multiattack	2	5	4	2	—	—
8th		2	6	4	2	—	—

DISCIPLINES

As your prowess as a fighter grows, you gain new abilities that support your preferred combat tactics. The discipline you choose represents the specialized training you commit to in pursuit of ever-greater martial might.

SPELL BLADE

Fighters of the spell blade discipline do not view fighting with swords or sorcery as separate paths, but rather as a logical marriage of power. For you, the arcane can be picked up and wielded as if it were a weapon, and honing your mind is just as important as honing your body.

ARCANE SPELLCASTING

3rd-Level Spell Blade Feature

When you reach 3rd level, you enhance your martial prowess with the ability to cast spells. See Spell Rules for the general rules of spellcasting and the Arcane Circle spell list.

CANTRIPS
You learn two cantrips of your choice from the Arcane Circle.

SPELL SLOTS
The Spell Blade Progression table shows how many spell slots you have available to cast your Arcane Circle spells of the 1st ring and higher. To cast one of these spells, you must expend a slot of the spell's ring or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-ring spell *shield* and have a 1st-ring and a 2nd-ring spell slot available, you can cast *shield* using either slot.

SPELLS KNOWN OF 1ST RING AND HIGHER
When you choose this subclass at 3rd level, you know three 1st-ring Arcane Circle spells of your choice, two of which must be from the abjuration or evocation schools.

The Spells Known column of the Spell Blade Progression table shows when you learn more Arcane Circle spells of the 1st ring or higher. Each of these spells must be an abjuration or evocation spell of your choice and must be of a ring for which you have spell slots. For instance, when you reach 7th level of fighter, you can learn one new spell of the 1st or 2nd ring.

The spells you learn at 8th level and beyond can come from any school of magic.

Whenever you gain a level of fighter, you can replace one of the Arcane Circle spells you know with another spell of your choice from the Arcane Circle spell list. The new spell must be of a ring for which you have spell slots, and it must be an abjuration or evocation spell—unless you're replacing the third spell you gained at 3rd level or any of the spells you chose at 8th level or beyond.

SPELLCASTING ABILITY

INT is your spellcasting ability for your Spell Blade spells, since you learn your spells through study and memorization. You use your INT whenever a spell refers to your spellcasting ability. In addition, you use your INT modifier when setting the save DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your PB + your INT modifier

Spell attack modifier = your PB + your INT modifier

ENCHANT WEAPON

3rd-Level Spell Blade Feature

Your first step on the path of the Spell Blade is learning how to imbue weapons with your magical power. If you spend one hour of uninterrupted focus in contact with a weapon—which can be done during a rest—you can imbue that weapon with a limited form of enchantment. This enchantment lasts until you choose to end it or you use this feature to enchant a different weapon.

While you hold it, your enchanted weapon functions as a magic weapon that grants +1 to attack rolls and damage rolls made with it. The weapon ceases to be magical when it isn't on your person, but otherwise, it follows the rules of a typical magic item.

EXPANDED TALENT LIST

3rd-Level Spell Blade Feature

Whenever you gain a new talent, you can select that talent from the Martial or Magic Talent list.

SPELL MULTIATTACK

7th-Level Spell Blade Feature

When you use your Multiattack class feature to make multiple attacks with the Attack action, you can replace one of those attacks by casting a cantrip you know with a casting time of 1 action. You can't cast more than one cantrip in one Attack action in this way.

WEAPON MASTER

Most fighters feel a deep connection to their weapons, but none more so than the weapon master. For them, a favored bow or blade is a natural extension of their body and a trusted ally against danger. Warriors who pursue the weapon master discipline learn to utilize their chosen arms with unparalleled efficiency and artistry.

WEAPON MASTER PROGRESSION

Fighter Level	Features
3rd	Mastery, Stunts Known (3)
7th	Deadly Flourish, Stunts Known (4)

MASTERY

3rd-Level Weapon Master Feature

Choose three simple or martial weapons with which you have proficiency. You have mastered the use of those three weapons.

Once per turn, when you roll damage for an attack with a weapon you have mastered, you can reroll one of the weapon's damage dice and use either result.

STUNTS

3rd-Level Weapon Master Feature

As part of your weapon training, you have learned to perform remarkable feats with the tools of your trade. You learn three stunts from the options listed in this section and you gain a special resource called stunt points.

Stunt Points. You gain a number of stunt points equal to your PB + 1. To perform a stunt, you must spend the required amount of stunt points (costs are listed in each stunt option). You regain any expended stunt points when you complete a short or long rest.

Stunts. When you first choose this discipline, you learn three stunts from the options listed in this section. To use a stunt, you must be wielding a weapon you have mastered that matches the weapon type listed in the stunt description. You can only ever use one stunt per turn. You learn an additional stunt of your choice at 7th level. Each time you learn a new stunt, you can also replace one stunt you know with a different one.

Saves. Some stunts require your target to make a save to resist its effects. The save DC for these stunts is calculated as follows:
Stunt Save DC = 8 + your PB + your STR or DEX modifier (you choose which)

ARCING STRIKE
Cost: 1 Point
Requires a Two-Handed Weapon that Deals Slashing Damage
When you successfully deal damage with a weapon attack, you also deal an additional half that amount of damage to a different target you can see within 5 feet of you.

CHEAP SHOT
Cost: 1 Point
Requires a Melee Weapon
When you successfully hit a target with a melee weapon as part of the Attack action, you can immediately make an unarmed strike against that target as part of the same Attack action.

HOBBLING STRIKE
Cost: 1 Point
When you successfully hit a creature with a weapon as part of the Attack action, you can choose to forgo dealing damage with the attack and instead reduce the target's movement speed by half until the beginning of your next turn.

MAKE IT COUNT
Cost: 1 Point
When you take the Attack action, you can make a single weapon attack with a +10 to the attack roll. You can't make additional attacks as part of that Attack action, even if features like Multiattack would normally allow you to do so.

PARRY
Cost: 1 Point
Requires a Melee Weapon
When a creature you can see within 5 feet of you hits you with a weapon attack, you can use your reaction to reduce the damage you take by 1d10 + your PB (to a minimum of 0 damage).

RIPOSTE
Cost: 1 Point
Requires a melee weapon without the heavy property
When a creature you can see within 5 feet of you misses you with a weapon attack, you can use your reaction to immediately make a single melee weapon attack against that creature.

RUN THROUGH
Cost: 1 Point
Requires a weapon that deals piercing damage
When you successfully deal damage with a weapon attack, you also deal an additional half that amount of damage to a different target you can see within 5 feet of the original target.

SHIFTING STRIKE
Cost: 1 Point
Requires a melee weapon that deals slashing damage
When you successfully hit a creature with a weapon as part of the Attack action, you can immediately move to a different unoccupied square within 5 feet of that target. This movement doesn't count against the normal amount of movement allowed on your turn.

SWEEP THE LEG
Cost: 1 Point
Requires a melee weapon
When you successfully hit a creature of no larger than one size category above you with a melee weapon as part of the Attack action, you can attempt to knock the target down. The target must succeed on a STR save or fall prone.

Behind the Curtain: We intend to add even more choices to the stunt list as playtesting continues, so make sure to let us know what kinds of weapon-based stunts you want to see in future packets!

DEADLY FLOURISH

7th-Level Weapon Master Feature

Weapon attacks made with weapons you have mastered score critical hits on rolls of 19 or 20.

Wizard

The study of magic is infinitely complex, and every wizard develops a different approach to studying its innumerable intricacies. Regardless of the specific aspects you choose to study, your class options reflect your ongoing dedication to mastering the mysteries of magic through research and experimentation.

WIZARDS AS ADVENTURERS

Wizards are academics at heart, and their cerebral pursuits are typically ill-suited to the day-to-day rigors of an adventuring life. Despite the troubles a wizard may face when confronted by an armed minion or a sheer cliff face, many are driven to take up adventuring because it is the best way to acquire hidden knowledge and magical treasures to further their research.

While wizards rely on other party members for physical protection, every adventuring party benefits from having a wizard's knowledge and versatility in their corner. Whether staring down an enchanted foe, blocked by a mystic barrier, or ensorcelled by a possessed artifact, a well-prepared wizard is likely to have a magic solution—or five—inscribed in the pages of their spellbook.

CLASS FEATURES

As a wizard, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per wizard level
Hit Points at 1st Level: 6 + your CON modifier
Hit Points at Higher Levels: 1d6 (or 4) + your CON modifier per wizard level after 1st

PROFICIENCIES

Armor: None
Weapons: None
Tools: None
Saves: INT, WIS
Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

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WIZARD QUICK BUILD

If you want to quickly create a wizard, follow these steps during character creation.

- **When determining ability scores:**
  - Make INT your highest score.
  - Consider prioritizing a high score in DEX or CON to help you better survive in combat.
- **When determining your background:**
  - By default, choose the Scholar background with the School Specialization talent.
  - If you plan to take the Battle Mage subclass at 3rd level, consider choosing the Soldier background with the Combat Casting talent.

EQUIPMENT

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

- (a) a quarterstaff or (b) a dagger
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- A spellbook

ARCANE SPELLCASTING

1st-Level Wizard Feature

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power.

CANTRIPS

At 1st level, choose three cantrips of your choice from the Arcane Circle spell list. You learn additional Arcane Circle cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard Progression table.

WIZARD PROGRESSION

Level	PB	Features	Cantrips Known	Rituals Known	1st	2nd	3rd	4th	5th	6th	7th	8th
1st	+2	Arcane Spellcasting, Arcane Recovery	3	1	2	—	—	—	—	—	—	—
2nd	+2	Magic Sense	3	1	3	—	—	—	—	—	—	—
3rd	+2	Arcane Tradition	3	2	4	2	—	—	—	—	—	—
4th	+2	Improvement	4	2	4	3	—	—	—	—	—	—
5th	+3	—	4	3	4	3	2	—	—	—	—	—
6th	+3	—	4	4	4	3	3	—	—	—	—	—
7th	+3	Arcane Tradition Feature	4	5	4	3	3	1	—	—	—	—
8th	+3	Improvement	4	5	4	3	3	2	—	—	—	—

YOUR SPELLBOOK

At 1st level, you have a spellbook containing six 1st-ring Arcane Circle spells of your choice. Your spellbook is the repository of the spells you know, except your cantrips, which are fixed in your mind.

PREPARING AND CASTING SPELLS

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

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

For example, if you're a 3rd-level wizard, you have four 1st-ring and two 2nd-ring spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of the 1st or 2nd ring, in any combination, chosen from your spellbook. If you prepare the 1st-ring spell *magic missile*, you can cast it using a 1st-ring or a 2nd-ring 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 spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell ring for each spell on your list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your INT whenever a spell refers to your spellcasting ability. In addition, you use your INT modifier when setting the save DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your PB + your INT modifier

Spell attack modifier = your PB + your INT modifier

RITUAL CASTING

As a wizard, you have access to a special type of long-form spell called a ritual. You do not need to prepare ritual spells to cast them, and they do not expend a spell slot when cast.

At 1st level, choose one ritual of your choice from the Arcane Circle ritual list. You learn additional Arcane rituals of your choice at higher levels, as shown in the Rituals Known column of the Wizard Progression table. Each ritual spell you learn must be of a ring for which you have spell slots, as shown on the Wizard Progression table. Rituals you learn do not count against the number of spells you learn at each level.

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your wizard spells.

LEARNING SPELLS OF THE 1ST RING AND HIGHER

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook for free. Each spell must be of a ring for which you have spell slots, as shown on the Wizard Progression table. On your adventures, you might find other spells that you can add to your spellbook (see the Your Spellbook sidebar).

YOUR SPELLBOOK

The spells you add to your spellbook as you gain levels reflect the spell research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of magic. You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil wizard's chest, for example, or in a dusty tome in an ancient library.

Copying a Spell into the Book. When you find an Arcane Circle spell of the 1st ring or higher, you can add it to your spellbook if it is of a spell ring you can prepare and if you can spare the time to decipher and copy it.

Copying that spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the caster who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each ring of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it and the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

Replacing the Book. You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This process is identical to copying a new spell into your spellbook, but faster and easier since you understand your own notation and already know how to cast the spell. You need to spend only 1 hour and 10 gp for each ring of the spell copied in this way.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

The Book's Appearance. Your spellbook is a unique compilation of spells, with unique decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

Player Advice: The ability to find spells out in the world and copy them into your spellbook is one of the most unique elements of the wizard base class. So, make sure to keep your eye out for spellbooks and spell scrolls during your adventures! If it has been a few sessions since your character found—or had an opportunity to purchase—such treasures, ask your GM about creating more opportunities to expand your spell repertoire.

ARCANE RECOVERY

1st-Level Wizard Feature

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined ring total equal to or less than half your wizard level (rounded up), and none of the recovered slots can be from the 6th ring or higher.

For example, if you're a 4th-level wizard, you can recover up to two rings' worth of spell slots. You can recover either a single 2nd-ring spell slot or two 1st-ring spell slots.

MAGIC SENSE

2nd-Level Wizard Feature

Your growing field experience allows you to perceive nearby magical workings. As an action, you can open your awareness to detect magical forces. Until the end of your next turn, you know the location of any creatures with the ability to cast spells, ongoing spell effects, or magic items within 30 feet of you. If the magical effect is the result of an ongoing spell, you learn which school of magic the spell belongs to. This sense can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

You can use this feature a number of times equal to your PB + 1. When you finish a long rest, you regain all expended uses.

ARCANE TRADITION

3rd- and 7th-Level Wizard Feature

When you reach 3rd level, you choose an arcane tradition, representing the specialized way you practice magic, such as the tradition of the Battle Mage or Cantrip Adept, which are detailed at the end of the wizard class description.

Your choice grants you features at 3rd level and again at 7th level.

IMPROVEMENT

4th- and 8th-Level Wizard Feature

When you reach 4th level, and again at 8th level, you increase one ability score of your choice by 1 and choose a talent for which you meet the prerequisites from the Magic Talent list (see Talents section later in this packet).

Arcane Traditions

As long as there has been magic, there have been creatures determined to research, quantify, and define it—and most of them are wizards. Centuries of magical study have led to the establishment of various Arcane Traditions that encompass different methods of thinking about—and practicing—spellcasting. The tradition you choose represents the lens through which you focus your ongoing study of the Arcane.

BATTLE MAGE

Those who wield magic are capable of great and terrible things, and consequently, spellcasters have always had a place in the armies of magical societies. Those who follow the battle mage tradition are not interested in the theoretical musings or tedious experiments so beloved by other wizards. Instead, battle mages relentlessly pursue new ways to enhance their power so they can destroy their foes—and defend their allies—with ever greater efficiency.

BATTLE MAGE FEATURES

Wizard Level	Features
3rd	Expanded Talent List, Spell Ward, Tactical Caster
7th	Contingency Plan

EXPANDED TALENT LIST

3rd-Level Battle Mage Feature

Starting when you select this tradition at 3rd level, whenever your wizard level would grant you an Improvement and you choose to gain a new talent, you can select a talent from the Martial or the Magic Talent list.

SPELL WARD

3rd-Level Battle Mage Feature

You can redirect a portion of your spellcasting energy into a defensive shield. When you cast an arcane spell of the 1st ring or higher, you can simultaneously weave a protective ward around yourself.

While the ward is active, you gain the following benefits if you aren't wearing medium or heavy armor:

- You gain a bonus to your AC equal to your PB.
- You have resistance to bludgeoning, piercing, and slashing damage.

Your Spell Ward lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't cast a spell of the 1st ring or higher since your last turn. You can also choose to dismiss your ward at any time (no action required by you).

You can use this feature a number of times equal to your PB, and you regain all expended uses of it when you finish a long rest.

3rd-Level Battle Mage Feature

Whenever you cast a spell that deals damage, you can choose yourself and any number of allies you can see to be immune to the damage caused by the spell.

7th-Level Battle Mage Feature

Whenever you fail to hit a creature with a spell attack, you can use your reaction to attempt to redirect the spell toward a different target within the spell's range. You must make a new spell attack roll for the new target.

CANTRIP ADEPT

It's easy to dismiss the humble cantrip as nothing more than an unsophisticated spell practiced by hedge wizards that proper mages need not focus on. But clever and cautious wizards sometimes specialize in such spells because, while other mages fret when they're depleted of arcane resources, cantrip adepts hardly even notice—and at their command, cantrips aren't so humble.

Behind the Curtain: We ultimately chose to include the Cantrip Adept as an Arcane Tradition option in this packet because it originally appeared as a 5E subclass in Kobold Press's *Tome of Heroes.* We wanted to play with an example that would confirm—and consequently show—how easy it is to convert existing 5E options to *Core Fantasy Roleplaying.*

CANTRIP ADEPT FEATURES

Wizard Level	Features
3rd	Arcane Alacrity, Cantrip Polymath
7th	Potent Spellcasting

3rd-Level Cantrip Adept Feature

Whenever you cast an arcane cantrip that has a casting time of 1 action, you can change the casting time to a bonus action for that casting. You can use this feature a number of times equal to your PB, and you regain all expended uses when you finish a long rest.

3rd-Level Cantrip Adept Feature

You gain two cantrips of your choice from any circle spell list. For you, these cantrips count as Arcane Circle cantrips and don't count against the number of cantrips you know. In addition, any cantrip you learn or can cast from any other source, such as from a lineage or talent, counts as an Arcane Circle cantrip for you.

7th-Level Cantrip Adept Feature

You can add your PB to one damage roll of any arcane cantrip you can cast.

TALENTS

Talents represent the specific ways an adventurer has improved over the course of their adventures. Talents are divided into three categories: magic talents, martial talents, and technical talents. Your class typically determines which talent lists you have access to. Talents are gained in two main ways:

- When a character chooses their background during character creation, they select one talent from a list of options provided in the background.
- When a character class grants an Improvement, they choose a talent from the list specified by their class features—assuming the character meets any necessary prerequisites.

Behind the Curtain: The talents in this section marked with an asterisk (*) originally appeared in *Playtest Packet #1* but now have slight modifications. We have only included the talents that required slight modifications to clarify how they are used, but as with all playtest material, **these are not the final versions** that will appear in the game. If you don't see a particular *Playtest Packet #1* talent included here, that doesn't mean there's no possibility of it still being changed later based on your feedback.

MAGIC TALENTS

Most magic talents affect a character's spellcasting abilities, but they also include features that strengthen the mind and defend against harmful magic effects.

MENTAL FORTITUDE*

Through rigorous mental exercise, you have fortified yourself against mind-altering effects. You gain the following benefits:

- Once per long rest when you fail an INT, WIS, or CHA save, you can choose to reroll the save and take the new result. You must declare your intention to reroll after you have learned you failed, but before the GM has resolved the consequences of the roll.
- If you are affected by an ongoing spell or magical effect that targets only you (not an area of effect), due to failing an INT, WIS, or CHA save, you can repeat the save at the end of each of your turns, ending the effect on a success—even if the ongoing magical effect would not typically allow you to do so.

Behind the Curtain: A lot of you focused on the confusing language of the first bullet point of this talent in your playtest feedback, so we wanted to re-include it here in hopes of providing clarification. The intention of the sentence is to make

it clear that a player must use this feature immediately after learning they have failed the roll but before the GM does all the work of illustrating what a failed roll means in the game.

It is our hope that this inclusion trains players to stay aware of their abilities, so the GM isn't put in the tough spot of calculating full damage, reading off a long description, walking through the full consequences of narrative failure, etc., then have to "take it back" when a player suddenly remembers they can use this feature after the fact.

MENTAL PROWESS

Your commitment to honing your mental capabilities has yielded results. Increase your CHA, INT, or WIS ability score by 1. You can't raise an ability score above 20 in this way.

You can select this talent multiple times.

RITUALIST

Prerequisite: The Spellcasting Class Feature

Your study of magic has unlocked the mysteries of ritual spells. When you gain this talent, you also gain a ritual book, which contains the rituals you know. To cast a ritual spell, you must have your ritual book in hand.

Choose one of the circles of magic: Arcane, Divine, Primordial, or Wyrd. You must choose your rituals from that circle's ritual list. Regardless of which circle you choose, you use your normal spellcasting ability for these spells.

When you first gain your ritual book, you add one ritual of each spell ring you have already unlocked via your spellcasting class. For example, a bard that selects this talent at 4th level has spell slots for the 1st ring and 2nd ring, so they would add one 1st-ring ritual and one 2nd-ring ritual to their book.

Each time you gain access to a new ring of spell slots by gaining a level in your spellcasting class, you add one new ritual spell to your book. This new ritual must be from the same circle of magic you originally chose, and it must be of a ring for which you have spell slots. For example, when a bard reaches 5th level, they gain access to 3rd-ring spells, so the bard would select one ritual spell from the 3rd ring or lower to add to their ritual book.

SCHOOL SPECIALIZATION*

Prerequisite: The Ability to Cast Spells

Choose one of the eight schools of magic: abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation. You gain the following benefits:

- Whenever you cast a spell from that school that requires you to make an attack roll, you add +1 to that roll.
- Whenever you cast a spell from that school that requires a target to make a save versus your spell save DC, the DC increases by 1.
- If you use a spellbook to cast your spells, the gold and time you must spend copying a spell of that school into your spellbook is halved.

You can select this talent multiple times, but you must choose a different school of magic each time.

Martial Talents

Martial talents affect a character's combat abilities, including enhancements to overall fitness and the ability to wield weaponry.

ARTILLERIST

Prerequisite: A STR Score of 13 or Higher

Extensive training has allowed you to master the use of complex ranged weapons. You gain the following benefits:

- You ignore the loading property of simple and martial weapons with which you are proficient.
- You have advantage on attack rolls made with siege weapons or other projectile-launching objects you operate. Your GM has final say on whether or not an object falls into this category.

HAND TO HAND*

Through regular practice in wrestling, boxing, or engaging in some other form of martial arts, you have mastered techniques that allow you to efficiently fight without the use of weapons. You gain the following benefits:

- You are proficient with your unarmed strikes.
- Your unarmed strikes deal bludgeoning damage equal to 1d6 + your STR.
- You have advantage on ability checks made to initiate or escape a grapple.

Behind the Curtain: Characters created using *Core Fantasy Roleplaying* are not all automatically proficient with unarmed strikes, which is a deviation from the 5th Edition rules. This change has a variety of mechanical implications—like giving greater value to selecting a talent like Hand to Hand, but ultimately, the change was made for narrative reasons. After all, how many people do you know that can throw a great punch with zero instruction or training?

A character without proficiency in unarmed strikes no longer gets to add their PB when they make a melee attack roll with an unarmed strike.

If you are not proficient with unarmed strikes, a successful attack with an unarmed strike still deals bludgeoning damage equal to 1 + your STR modifier.

PHYSICAL PROWESS

Your commitment to honing your physical capabilities has yielded results. Increase your STR, DEX, or CON ability score by 1. You can't raise an ability score above 20 in this way.

You can select this talent multiple times.

Technical Talents

Technical talents affect features that are not strictly tied to combat, granting utility-based improvements to social encounters, exploration, and object interactions.

TOUCH OF LUCK

You have cultivated a knack for making the best of a bad situation and fortune's favor always makes its way back to you. You gain the following benefits:

- Whenever you would gain a Luck point as a result of failing an attack roll or save, you instead gain 2 Luck points.
- If you have 5 Luck points and would gain a 6th point, your Luck point total resets to d4 + 1.

> *Behind the Curtain:* While we understand you won't be able to select the Touch of Luck talent if you are strictly using the content presented in this packet, we still wanted to share it with you to preview how we're thinking about future options that could interact with the new Luck mechanic.

SPELLCASTING

Potent energies permeate the universe. Magic is the intentional manipulation of those energies to change reality. Those with the ability to harness those energies are called spellcasters, and spellcasters are categorized into groups based on the source from which they draw their power. Regardless of sources, the laws that rule these reality-shaping effects—called spells—are the same. This section outlines the rules of spellcasting and includes a selection of the spells most commonly seen throughout the Labyrinth.

> *Behind the Curtain:* This section includes a mix of new material woven with sections of the spellcasting rules that originally appeared in the *System Reference Document 5.1.* We chose to include those *SRD* sections in here for ease of use during playtesting, but as with all playtesting material, **this is not guaranteed to be how the Spellcasting rules will appear in the final version of the game.**

What is a Spell?

A spell is a manipulation of reality accomplished using a combination of will and energy. Every spell must have energy to fuel its effects and a spellcaster capable of controlling the required flow of energy. Spells can be used to harm, protect, solve practical problems, or accomplish any number of things—limited only by the caster's imagination.

Creating a new spell is a work of ultimate creativity and effort, often resulting from a lifetime of study. Because of this, most casters choose their spells from established pools of knowledge. This packet includes a selection of spells commonly used throughout the Labyrinth.

Circles of Magic

All magic requires energy. The four circles of magic represent the four primary sources that fuel the abilities of spellcasters. Every time a caster produces a spell, they integrate their personal ability with the energy contained within a circle of magic. The section below details the four circles of magic and explains their role in spellcasting.
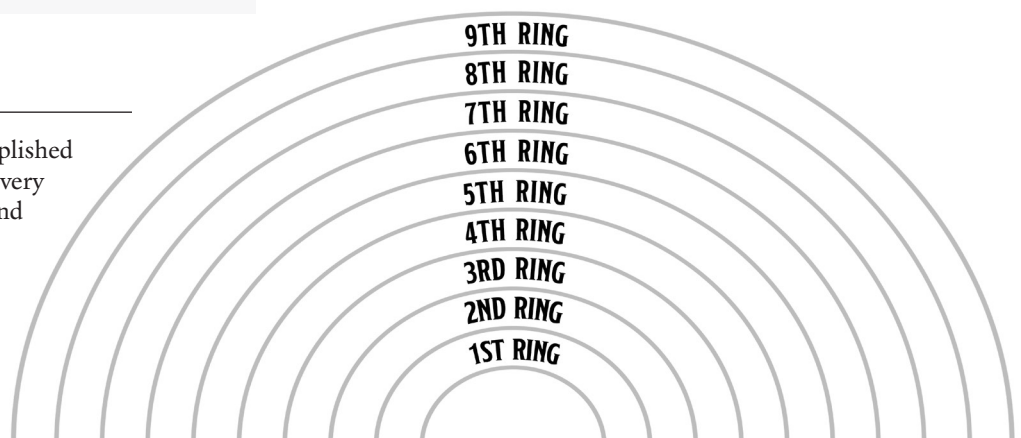
ARCANE CIRCLE

The arcane circle of magic draws its power from the manipulation of measurable forces that govern material reality, including forces like heat, space, and gravity. In the hands of an arcane caster, the precise combination of words and gestures can ignite oxygen into roaring flame or link two locations hundreds of miles apart. Arcane magic is governed by an extensive set of rules and calculations that make it highly complex. This complexity at times makes arcane magic more closely resemble science than mystical workings. Harnessing magic from this circle requires creativity, precision, and a talent for perfection.

The tools that define arcane magical workings are varied and often highly personal to the arcane caster. Common tools include runes, recitation, and hand gestures, but anything that engages the senses can be used. Arcane workings are limited only by the caster's imagination and understanding of the formulaic laws of magic.

Conversion. When converting standard 5th Edition spells into the circles of magic, here are qualities that may indicate a spell belongs in the Arcane circle:

- The spell detects, suppresses, ends, or otherwise interacts with mechanical aspects of spellcasting.
- The spell harnesses elemental energy (acid, cold, fire, lightning, or thunder).
- The spell interacts with the five senses, whether to fool them or to extend their capabilities.

9TH RING
8TH RING
7TH RING
6TH RING
5TH RING
4TH RING
3RD RING
2ND RING
1ST RING

DIVINE CIRCLE

The divine circle of magic draws its power from the connectivity that exists between beings. A divine caster can imbue a dying creature with the will to live again, channel the wrath of a god into a storm of fire, or miraculously restore the crops of a starving community. Whatever the specific effect, divine magic requires a connection between the will of the caster and at least one other being to function. Harnessing magic from this circle requires unwavering devotion, hyper-awareness of others, and belief that you are making the world a better place for those you serve.

The use of divine magic is often framed through the concept of religious faith, where an individual enacts the will of a mighty being known as a god. While this relationship between caster and deity is the most common model, it is not the sole way to tap into the power of the Divine Circle. The divine circle is just as accessible for a caster who acts out of devotion to a particular community, an evil coda set forth by a cult, or any similarly compelling source. Wherever need exists, there is the potential for divine magic.

Conversion. When converting standard 5th Edition spells into the circles of magic, here are qualities that may indicate a spell belongs in the Divine circle:

- The spell specifically interacts with another creature's life force, whether to heal or harm.
- The spell harnesses radiant or necrotic energy.
- The spell specifies interaction with a deity or includes the word 'faith' in the description.

PRIMORDIAL CIRCLE

The primordial circle of magic draws its power from the primal energies of nature. A primordial caster can cause a forest to sprout from barren land, split the skies with a violent storm, or restructure their biology to transform into a beast. Harnessing primordial magic allows you to redirect the forces of nature in accordance with your will, altering energy already present in the environment to enact startling or subtle effects. Harnessing magic from this circle requires great intuition, extensive knowledge of the building blocks of life, and deep respect for the power inherent in nature.

The use of primordial magic always requires an existing source. A primordial caster understands that there is a finite amount of energy needed to keep the world in balance, and your magic tips the scales in just the right ways to enact your will. Primordial magic always draws from nature itself and cannot be accessed without placing its interests first.

Conversion. When converting standard 5th Edition spells into the circles of magic, here are qualities that may indicate a spell belongs in the Primordial circle:

- The spell alters or enhances a creature's biological characteristics.
- The spell specifically interacts with plants or beasts.
- The spell replicates an effect that could theoretically occur as a natural phenomenon.

WYRD CIRCLE

The wyrd circle of magic draws its power from the forces that sit beyond measurable reality. A wyrd caster can draw unnatural energy into existence to form a mass of writhing tendrils, summon another creature from a different plane to fight on their behalf, or banish their foes to the spinning void beyond reality. Harnessing wyrd magic requires the caster to free their minds from normal perception and open themselves to the possibility of what lies beyond the measurable universe.

The use of wyrd magic requires a caster to become a conduit. The caster is the material anchor that calls unnatural energies into the world, then shapes them to their will. Dealing with such bizarre forces antithetical to natural law is incredibly dangerous, and tapping such powers usually requires the assistance of beings familiar with the unfamiliar. Forging a pact with an extraplanar being or inviting spirits into your body are commonly-employed ways to interact with wyrd powers while shielding oneself from total ruin. Wyrd magic always breaks the physical world to allow the forces from beyond to creep in.

Conversion. When converting standard 5th Edition spells into the circles of magic, here are qualities that may indicate a spell belongs in the Wyrd circle:

- The spell summons a creature from a different plane or realm of existence.
- The spell harnesses energy that is not elemental in nature.
- The spell allows travel between different planes of existence.

Spell Rings

Every spell is categorized into a ring that is labeled from 1st to 9th. A spell's ring indicates both the energy required to fuel the spell and the measure of the effect it has on reality. Like the trunk of a tree, the rings of magic encircle one another. A novice spellcaster starts at the center of the circle with access to only the 1st ring, but as they grow in ability, their powers expand outward toward the circle's edge, giving access to more rings. The further a ring is from the center, the higher level a spellcaster must be to use that ring's spells.

Each class provides a table of what level you must achieve before you gain access to new spell rings. Typically, a spellcaster must be at least 17th level before they can wield spells from the 9th and final ring.

Spell Slots

While a caster can know many spells and prepare a specific number of them, these abilities are useless unless the caster has the energy to fuel them. Spell slots are an abstraction of the amount of energy a caster is capable of expending to fuel spells from the different rings of magic. A caster who has used all their spell slots is spent, both physically and mentally, incapable of channeling energy to fuel any additional spells. Each spellcasting class includes a table showing how many spell slots of each ring a character can use at each level. As you increase in power, you gain the energy to cast spells from higher rings and the energy to cast more spells from lower rings.

To replenish spent spell slots, you must complete a short or long rest—each class specifies which type of rest and how many slots are regained. This rest represents the time needed to recover from the immense toll spellcasting takes on your body and mind.

CASTING SPELLS AT HIGHER RINGS

Some spells allow a caster to expend higher spell slots to empower them beyond its typical effects. For example, the spell *magic missile* is an Arcane Circle spell from the 1st ring that typically creates three missiles. However, *magic missile* allows a caster to expend a 2nd-ring spell slot to create four missiles, expend a 3rd-ring spell slot to create five missiles, and so on.

Schools of Magic

Practitioners and sages have attempted to quantify and categorize the infinite complexities of magic into eight universally recognized major categories of spells. These spell schools don't have any inherent influence on a spell, but they are useful tools for identifying a spell's effect. Specific class features or character abilities may refer to these schools. The eight schools are broadly explained in this section.

ABJURATION

Spells in the abjuration school use wards, shields, and other means of deflection to defend their target. Such spells might look like creating a force shield to block incoming missiles or imbuing a homestead with a ward to deter unwanted pests.

CONJURATION

Spells in the conjuration school restructure space, enabling objects, creatures, and other targets to be transported from place to place. Such spells might look like causing a lost house key to appear in your hand or creating a portal that allows for instantaneous travel to a far-flung realm of existence.

DIVINATION

Spells in the divination school collect information, allowing a user to glean locations, outcomes, or sensory feedback beyond the limitations of standard perception. Such spells might look like sensing the location of a hidden entrance or receiving a vision of future events.

ENCHANTMENT

Spells in the enchantment school influence the minds of creatures, allowing a user to manipulate emotions or behavior.

EVOCATION

Spells in the evocation school shape energy, allowing a user to change air into roaring flame or instantly stir the skies into a raging storm.

ILLUSION

Spells in the illusion school deceive the senses, allowing a user to mask or alter the truth and create objects that seem real.

NECROMANCY

Spells in the necromancy school manipulate life, allowing a user to rapidly heal wounds or reanimate the dead.

TRANSMUTATION

Spells in the transmutation school alter the forms of creatures or objects, allowing a user to turn lead into gold or transform an enemy into a toad.

Known Spells

A spellcaster must be extremely familiar with a spell or possess a magic item imbued with the spell to cast it. Each spellcasting class solves this problem of familiarity differently. For example, a wizard keeps a catalog of known spells in their spellbook and can add to that list whenever they discover a new spell. On the other hand, a sorcerer innately creates their spells, so they have a much smaller list of spells known and cannot add to it until they increase in level. Your character class defines how many spells you know and can potentially learn as you gain more class levels.

PREPARED SPELLS

Regardless of how many spells a caster knows, some casters are further limited by how many spells they can have prepared. A prepared spell is defined as one you can cast very quickly without reading extensively or setting up complicated ritual elements. Casting spells in the heat of battle or to protect from sudden danger requires a caster to have prepared the spell ahead of time. Due to the intense level of mental fortitude necessary to enact even one spell, the number of spells you can have prepared at any one time is limited, though there are exceptions. Some spellcasters, such as clerics and wizards, must prepare all their spells ahead of time through study or meditation. Other classes, like the bard and the sorcerer, do not have to prepare spells at all. Their known spell list and their prepared spell list are the same. Your character class defines what you must do to prepare spells and how many spells you can have prepared at any given level.

CANTRIPS

Some classes, like the wizard, have access to a special type of spell called a cantrip. A cantrip is a spell that can be cast without using a spell slot and without being prepared in advance. Repeated practice has fixed the spell in the caster's mind and infused the caster with the magic needed to produce the effect over and over. A cantrip's spell ring is 0.

   Your character class defines whether you have access to cantrips, and how many cantrips you know at each class level.

RITUALS

Some classes, like the wizard, have access to a special type of long-form spell called a ritual. Ritual spells are uniquely powerful magic that takes 1 minute or longer to cast and often require costly material components. Like normal spells, a caster can only learn ritual spells associated with their circle of magic.

   Ritual spells don't expend spell slots like normal spells, which means ritual spells can't be cast at higher rings. Otherwise, ritual spells follow the normal spellcasting rules.

   Your character class defines whether you have access to ritual spells, and how many rituals you know at each class level.

Casting in Armor

Because of the mental focus and precise gestures required for spellcasting, you must be proficient with the armor you are wearing to cast a spell. You are otherwise too distracted and physically hampered by your armor for spellcasting.

Combining Magical Effects

The effects of different spells add together while the durations of those spells overlap. The effects of the same spell cast multiple times don't combine, however. Instead, the most potent effect—such as the highest bonus—from those castings applies while their durations overlap.

For example, if two wizards cast *mage armor* on the same target, that target gains the spell's benefit only once; they don't get multiple bonuses to their AC.

Elements of A Spell

When a character casts a spell, the basic rules are the same regardless of the spell ring or the circle of magic that fuels the spell.

Each spell listed in this chapter includes basic information, including the spell's name, ring, circle, school, casting time, range, required components, and duration. Every spell also contains a description of what effect it creates.

Casting time

Most spells require a single action to cast, but some can be accomplished in an even shorter amount of time or require a more significant window of time.

BONUS ACTION

A spell cast with a bonus action is incredibly fast. You must use a bonus action on your turn to cast the spell, provided you haven't already taken a bonus action this turn. If you use your bonus action to cast a spell from the 1st ring or higher on your turn, you can't use your action to cast a spell from the 1st ring or higher during the same turn.

REACTION

Some spells can be cast as reactions. These spells take a fraction of a second to bring about and are cast in response to specific triggering events. If a spell can be cast as a reaction, the spell description specifies the trigger required. Since reactions are not taken during your turn, casting spells as a reaction does not interfere with the number of spells you can cast on your turn.

LONGER CASTING TIMES

Certain spells (like rituals) require more time to cast, minutes or even hours. When you cast a spell with a casting time longer than a single action or reaction, you must spend your action each turn casting the spell, and you must maintain your concentration while you do so (see Concentration below). If your concentration is broken, the spell fails, but you don't expend a spell slot. If you want to try casting the spell again, you must start over.

Range

The target of a spell must be within the spell's range. For a spell like *magic missile*, the target is a creature. For a spell like *fireball*, the target is the point in space where the ball of fire erupts.

Most spells have ranges expressed in feet. Some spells can target only a creature (including you) that you touch. Other spells, such as the *shield* spell, affect only you. These spells have a range of self.

Spells that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the spell's effect must be you (see Areas of Effect below).

Once a spell is cast, its effects aren't limited by its range, unless the spell's description says otherwise.

AREA OF EFFECT

Spells such as *burning hands* and *cone of cold* cover an area, allowing them to affect multiple creatures at once.

A spell's description specifies its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a point of origin, a location from which the spell's energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some spells have an area whose origin is a creature or an object.

A spell's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the spell's area. To block one of these imaginary lines, an obstruction must provide total cover.

CONE

A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length.

A cone's point of origin is not included in the cone's area of effect unless you decide otherwise.

CUBE

You select a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side.

A cube's point of origin is not included in the cube's area of effect unless you decide otherwise.

CYLINDER

A cylinder's point of origin is the center of a circle of a particular radius, as given in the spell description. The circle must either be on the ground or at the height of the spell effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The spell's effect then shoots up from the base or down from the top to a distance equal to the height of the cylinder.

A cylinder's point of origin is included in the cylinder's area of effect.

LINE

A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

A line's point of origin is not included in the line's area of effect unless you decide otherwise.

SPHERE

You select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

A sphere's point of origin is included in the sphere's area of effect.

COMPONENTS

A spell's components are the physical requirements you must meet to cast it. Each spell's description indicates whether it requires verbal (V), somatic (S), or material (M) components. If you can't provide one or more of a spell's components, you are unable to cast the spell.

VERBAL (V)

Most spells require the chanting of mystic words. The words themselves aren't the source of the spell's power; rather, the combination of sounds, with specific pitch and resonance, sets the threads of magic in motion. Thus, a character who is gagged or in an area of silence, such as one created by the *silence* spell, can't cast a spell with a verbal component.

SOMATIC (S)

Spellcasting might include a forceful gesticulation or an intricate set of motions. If a spell requires a somatic component, the caster must have free use of at least one hand to perform these gestures.

MATERIAL (M)

Casting some spells requires specific objects detailed in parentheses in the component entry. A character can use a component pouch or a spellcasting focus (found in Equipment) in place of the components specified for a spell. However, if a cost is indicated for a component, a character must have that specific component before they can cast the spell.

If a spell states that a material component is consumed by the spell, the caster must provide this component for each casting of the spell.

A spellcaster must have a hand free to access a spell's material components—or to hold a spellcasting focus—but it can be the same hand that they use to perform somatic components.

DURATION

A spell's duration is the length of time the spell persists. A duration can be expressed in rounds, minutes, or even years. Some spells specify that their effects last until the spells are dispelled or destroyed.

INSTANTANEOUS

Many spells are instantaneous. The spell harms, heals, creates, or alters a creature or an object in a way that can't be dispelled, because its magic exists only for an instant.

CONCENTRATION

Some spells require you to maintain concentration to keep their magic active. If you lose concentration, such a spell ends. If a spell must be maintained with concentration, that fact appears in its Duration entry, and the spell specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors 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 you are concentrating on a spell, you must make a CON save to maintain your concentration. The DC of this save equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as an arrow and a dragon's breath, you make a separate save for each source of damage.
- **Being incapacitated or killed.** You lose concentration on a spell if you are incapacitated or if you die.

The GM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, require you to succeed on a CON save to maintain concentration on a spell.

DESCRIPTION

Each spell includes a description of its effects, including key information about how the spell works.

TARGETS

A typical spell requires you to pick one or more targets to be affected by the spell's magic. A spell tells you whether the spell targets creatures, objects, or a point of origin for an area of effect (described in the Area of Effect section).

Unless a spell has a perceptible effect, a creature might not know it was targeted by a spell at all. An effect like crackling lightning is obvious, but a more subtle effect, such as an attempt to read a creature's thoughts, typically goes unnoticed, unless a spell says otherwise.

A CLEAR PATH TO THE TARGET

To target something, you must have a clear path to it, so it can't be behind total cover.

If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you and the point, the point of origin comes into being on the near side of that obstruction.

TARGETING YOURSELF

If a spell targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a spell you cast, you can target yourself.

SPELL SAVES

Many spells specify that a target can make a save to avoid some or all of a spell's effects. The spell specifies the ability the target uses for the save and what happens on a success or failure.

The DC to resist one of your spells equals 8 + your spellcasting ability modifier + your PB + any special modifiers.

SPELL ATTACK ROLLS

Some spells require the caster to make an attack roll to determine whether the spell effect hits the intended target. Your attack bonus with a spell attack equals your spellcasting ability modifier + your PB.

Most spells that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated.

Spell Lists

The following section lists the spells available to casters of the various circles of magic. The list is organized by circle, then by spell ring. Each spell belongs to a school of magic, which is identified in parentheses after the spell's name.

Arcane Circle Spells

The following spells are available to casters that draw power from the Arcane Circle. Spells that appear with an asterisk (*) next to their name appear in their entirety in the Spell Description section. If the spell does not have an asterisk, it appears in the *System Reference Document 5.1*, and you can use it as you would in 5E for the purposes of this playtest.

CANTRIPS

Acid splash (conjuration)
Chill touch (necromancy)
Dancing lights (evocation)
Fire bolt (evocation)
Light (evocation)
Mage hand (evocation)
Mending (transmutation)
Message (transmutation)
Minor illusion (illusion)
Poison spray (conjuration)
Prestidigitation (transmutation)
Ray of frost (evocation)
Shocking grasp (evocation)
True strike (divination)

1ST RING

Burning hands (evocation)
Charm person (enchantment)
Color spray (illusion)
Comprehend languages (divination)
Detect magic (divination)
Disguise self (illusion)
Expeditious retreat (illusion)
False life (necromancy)
Feather fall (transmutation)
Floating disk (conjuration)
Fog cloud (conjuration)
Grease (conjuration)
Hideous laughter (enchantment)
Jump (transmutation)
Longstrider (transmutation)
Mage armor (abjuration)*
Magic missile (evocation)*
Protection from evil and good (abjuration)
Shield (abjuration)
Silent image (illusion)
Sleep (enchantment)
Thunderwave (evocation)

2ND RING

Acid arrow (evocation)
Alter self (transmutation)
Blindness/deafness (necromancy)
Blur (illusion)
Continual flame (evocation)
Darkness (evocation)
Darkvision (transmutation)
Detect thoughts (divination)
Enlarge/reduce (transmutation)
Flaming sphere (conjuration)
Gentle repose (necromancy)
Gust of wind (evocation)
Hold person (enchantment)
Invisibility (illusion)
Knock (transmutation)
Levitate (transmutation)
Locate object (divination)
Magic weapon (transmutation)
Mirror image (illusion)
Misty step (conjuration)
Ray of enfeeblement (necromancy)
Rope trick (transmutation)
Scorching ray (evocation)
See invisibility (divination)
Shatter (evocation)
Suggestion (enchantment)
Web (conjuration)

3RD RING

Blink (transmutation)
Counterspell (abjuration)
Dispel magic (abjuration)
Fear (illusion)
Fireball (evocation)
Fly (transmutation)
Gaseous form (transmutation)
Haste (transmutation)
Hypnotic pattern (illusion)
Lightning bolt (evocation)
Major image (illusion)
Nondetection (abjuration)
Protection from energy (abjuration)
Sending (evocation)
Slow (transmutation)
Stinking cloud (conjuration)
Tongues (divination)
Vampiric touch (necromancy)
Water breathing (necromancy)

Arcane Circle Rituals

The following rituals are available to casters that draw power from the Arcane Circle.

> **Behind the Curtain:** Note that spells in *Core Fantasy Roleplaying* are either ritual spells or not ritual spells. There are no longer spells that can be cast as normal spells or ritual spells. This is a deviation from the 5E rules.

1ST RING
Alarm (abjuration)
Create familiar (transmutation)*
Identify (divination)
Illusory script (illusion)
Unseen servant (conjuration)

2ND RING
Arcane lock (abjuration)
Arcanist's magic aura (illusion)
Magic mouth (illusion)

3RD RING
Animate dead (necromancy)
Clairvoyance (divination)
Glyph of warding (abjuration)
Magic circle (abjuration)
Phantom steed (illusion)
Tiny hut (evocation)

Spell Descriptions

The following section presents a sampling of spells most commonly used throughout the Labyrinth. The spells are listed in alphabetical order.

> **Behind the Curtain:** To help focus this playtest, we have decided to intentionally not include the re-written description of every spell listed in this packet. We have only included a small sample of full spell descriptions to showcase examples of what reworked spells could look like.
>
> Please note, just because a spell appears here with modifications does not mean we're done tinkering with the way it works. We fully intend to dig into developing individual spells as soon as we know how you feel about the big-picture alterations to spellcasting.
>
> The spells included in this packet are all spells that appear in the *System Reference Document 5.1.* This is an intentional choice to help focus this playtest. New spells and fan favorites from the Kobold Press catalog will be included in the final version of the game alongside re-worked *SRD* spells.

COMPREHEND LANGUAGES

1st-Ring Arcane (Divination)
Casting Time: 1 action
Range: Self
Components: V, S, M (a pinch of soot and salt)
Duration: 1 hour

You understand any language you hear or read.

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

> **Behind the Curtain:** Note this spell is no longer castable as a ritual.

DETECT MAGIC

1st-Ring Arcane (Divination)
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You sense the presence of nearby magic.

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

> **Behind the Curtain:** Note this spell is no longer castable as a ritual.

MAGE ARMOR

1st-Ring Arcane (Abjuration)
Casting Time: 1 action
Range: Touch
Components: V, S, M (a thread of spider silk)
Duration: 8 hours

With a touch, you weave invisible defenses around your target.

A defensive magical ward surrounds one willing creature you touch. When the creature is not wearing armor, they gain a +3 bonus to AC, otherwise the ward has no effect. You can choose to end the spell early by spending an action to mentally unravel the ward.

MAGIC MISSILE

1st-Ring Arcane (Evocation)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Glowing motes of force unerringly streak toward your target.

You create three darts that each hit a creature of your choice you can see within range. You can choose whether the darts hit the same creature or different creatures. Each dart deals 1d4 + 1 force damage to its target.

At Higher Rings. When you cast this spell using a spell slot of the 2nd ring or higher, the spell creates an additional dart for each ring slot beyond 1st.

Ritual Descriptions

The following section presents a sampling of ritual spells most commonly used throughout the Labyrinth. The rituals are listed in alphabetical order.

CREATE FAMILIAR

1st-Ring Arcane Ritual (Transmutation)

Casting Time: 1 hour

Range: 5 feet

Components: V, S, M (A life-sized statue, puppet, stuffed animal, or other suitable vessel worth at least 10 gp)

Duration: Instantaneous

As part of this ritual, you imbue your chosen vessel with a spark of your own life force to create an arcane familiar. This familiar assumes an animal form you choose from the following options: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel (see *SRD* for stat blocks). Upon completion of the ritual, your familiar appears in an unoccupied space within 5 feet of you, the familiar has the statistics of the chosen form, though its creature type is Construct instead of Beast.

Bound in Blood. When your familiar first appears, your hit-point maximum decreases by one. If you permanently dismiss your familiar or it is otherwise permanently destroyed, you hit-point maximum returns to normal. This reduction can't be offset by any means as long as your familiar lives.

Communicating with Your Familiar. While your familiar is on the same plane or realm of existence as you, it can magically convey what it sees or senses to you, and you can communicate with it telepathically.

Controlling Your Familiar. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you to do so, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your spell attack modifier for the roll.

As an action, you can touch your familiar to reincorporate it into your body. When you do so, it melds into your skin, where it awaits your summons. While it is incorporated, you can use an action to expel it from your body, causing it to appear in an unoccupied space within 5 feet of you.

Destroying Your Familiar. If a familiar drops to 0 hit points, its body is instantly destroyed, but if you still live, your familiar regrows a new body in one hour, regaining all its hit points and becoming active again. The new body appears in an unoccupied space within 5 feet of you. If you die, your familiar is permanently destroyed, and the ritual must be performed again to create a new familiar. At any time, you can use an action to permanently dismiss your familiar, which instantly destroys it.

You can have only one arcane familiar at a time. If you attempt to cast this spell while your current familiar still lives, the ritual fails.