

GM QUICKLEAF'S 5E House Rules

Rule	Purpose
☆ Better Inspiration	clearer awarding & more uses
☠ Campaign Resting	encourage long-term strategy
☆ Click Rule	player agency vs. traps
= Counterspelling	replace <i>counterspell</i> to make counterspelling creative
☆ Creative Upcasting	encourage creativity
☠ Dangerous Resurrection	add more drama to death
= Dramatic Chases	make chases fun
= Dynamic Initiative	speed up play & ease transition into combat
= Exhaustion Revised	easier to recall & less punitive
= Expanded Skills	expand character options
= Experience Bingo	clarity & ease of tracking
= Falling	increase threat & allow reactions
☆ Free Two-Weapon Fighting	no bonus action required
= Item Slot Encumbrance	make logistics simpler
☠ Limited Opportunity Attacks	encourage mobility & speed up combat
= Magic Item Attunement & Identification	encourage experimentation, drama, and <i>identify</i>
= Monster Changes	speed up combat & encourage clever thinking
= Perception Saves	encourage player skill
☠ Pernicious Poisons	make poison time sensitive
☆ Psionics	mind powers
= Retreat	quick rules for retreat
☠ Sharpshooter Feat	nerfed to avoid dominance
☆ Shields Shall Be Splintered	cool tidbit for players
= Simpler Summoning	speed up summoned critters
= Spell Tweaks	(see below)
= Surprise Round	smoother ambush transitions
☠ System Shock	allow knocking out foes, and present unique threat to PCs
☠ Wounds Near Death	increase urgency to heal & discourage “yo yo” healing

BETTER INSPIRATION

Every PC has Inspiration at the start of a new level.

You can spend Inspiration to...

- Reroll a failed attack, check, or save.
- Establish a NPC contact in a scene.
- Flashback to a planning scene which explains a slight change in inventory or spells prepared.
- Interrupt initiative, if you haven't taken turn yet.
- Turn your hit into a “called shot” (propose what it does, GM can accept or refuse and it's a critical hit).

CAMPAIGN RESTING

- **Short Rests** are 10 minutes of catching your breath. You can spend a number of Hit Dice up to your proficiency bonus, and reset death saving throws.
- **Long Rests** are 8 hours of food, drink, and very light activity. Regain Hit Points equal to your level, and restore 1 exhaustion.
- **Full Rests** are 3 days at a sanctuary tending wounds, repairing gear, meditating, light training, etc. Upon completing a full rest regain all hit points, regain all Hit Dice, and restore all exhaustion.

CLICK RULE

(ANGRY GM)

If you succeed your PERCEPTION SAVE against a trap being triggered, you may use your reaction to duck, leap to the side, use a reaction ability, etc.

COUNTERSPELLING

The *counterspell* spell doesn't exist. Instead, any spellcaster can attempt to counter a spell with a sensible spell (e.g. *water walk* might be used to counter a *gust of wind* pushing you over a cliff into a river, while a *cone of cold* might be used to counter *fireball*). As a reaction to an enemy caster you can see casting a spell, you expend a spell slot of at least 3rd level to attempt to counter the caster's spell. Your spell's range must allow it to intervene. Then the casters roll opposed spellcasting ability checks, whoever's spell is higher level gaining a commensurate bonus. If you succeed then you counter the spell and a complication arises as determined by the GM. If you tie, there is a dramatic blowback from both spells determined by the GM. If you fail, the enemy's spell takes effect (and you still expend your reaction and spell slot).

CREATIVE UPCASTING

Want to use a spell in an unorthodox way? Often this can be handled by upcasting the spell, even if no means of upcasting are written in its description.

DANGEROUS RESURRECTION

A character can safely be returned from death a number of times equal to their Constitution modifier in their lifetime. However, if this amount is exceeded (or they have Constitution 11 or less), then the recipient rolls on the table below.

d12	Dangerous Resurrection
1	Arduous Ritual! After the spell is complete both the recipient and the caster must roll SYSTEM SHOCK. Allies aiding the ritual may grant recipient and/or caster advantage on this roll.
2	Marked by the grave! (e.g. flowers wilt in your presence, your eyes become cloudy, you always feel cold, flames flicker in your presence, you whisper in your sleep, ash fills your footsteps)
3	Aged! After the spell is complete, increase your age 1d6 years, and you must succeed on a DC 15 Constitution save or roll SYSTEM SHOCK.
4	Haunted! Shaken by nightmares and visions, you cannot gain Inspiration until you overcome your fear of death and/or what comes after.
5	Life Drained! Decrease your maximum hit points by 4d6 until you have a cathartic roleplaying moment regarding your death.
6	Lost Memories! You've forgotten something precious to you. The memories may have been stolen by fiends, githyanki, or some other entity.
7	Unfinished Quest! Your failed death saving throws no longer reset until you complete a quest that was unfinished prior to your death.
8	Scales Will Be Balanced! You are fated to send another to grave in your stead, having dreams of this individual. You are frightened of them.
9	Spirit Rider! A spirit has returned along with you. Gain a new flaw; if you don't act according to that flaw at least once per session, the spirit can try to compel you or act as a poltergeist.
10	Undeath! You return as an undead revenant. If a quest doesn't restore your mortality within a month, you become a monster.
11	Sacrifice! The character raising you must make a sacrifice to bring you back.
12	Revelation! You return with a jolt and some ill omen surrounds the area. You know something that you couldn't possibly know.

DRAMATIC CHASES

These rules replace the DMG rules, offering fast, dynamic, and tensely cinematic chases that involves quick decision-making and an opportunity for limited conflict between pursuer and prey.

1. The GM determines the **starting gap** and other conditions of the chase. A good starting gap is twice the speed of most creatures in the chase (e.g. a mounted chase might start with pursuers and prey 120 ft. apart).
2. The chase should last between 3 to 6 rounds, which may be anywhere from a normal combat round to 20 minutes. It depends on the scale.
3. "Initiative" is side-based and determined by bidding on Difficulty of the "chase check."
4. At the start of each turn, each side makes a special group ability check (a "chase check") according to the nature of the chase.
5. One creature representing each side of the chase then rolls 1d12 on the Chase Events table, which may affect just that creature, all creatures on its side, or all creatures in the chase depending on the results. On the players' side, a different PC should handle this roll each round.
6. Creatures in the chase may opt to take actions or try unusual strategies, which may change their individual position.
7. This process repeats each round until the chase's end conditions are met, typically: finishing all rounds of the chase, the pursuers reduce the gap to 0, or the prey doubles the starting gap.

Starting the Chase

Determine who is on which side of the chase.

Generally, creatures are clumped together on their side, but a creature whose speed is different from others on its side by 10 or more, certain complications, and outlandish strategies may involve a creature being tracked separate from the rest of its side.

The GM determines other conditions of the chase, like visibility, cover, and line of sight. Especially if there are spellcasters with crippling spells like *hold person* or *sleep*, consider placing terrain that limits line of sight.

The GM determines how long the chase lasts. A good length is one round per PC, though the GM can also use other end game scenarios (see "Ending the Chase").

Chase Checks

Each round, both sides makes a chase check, a group ability check that does not require creatures on the same side to use the same ability or skill. For example, during a foot chase through the woods, one creature might make a Strength (Athletics) check, while another makes a Wisdom (Survival) check to quickly navigate the path of least resistance. Which checks are permissible are left to the GM, though this is a great occasion to say “yes” to the players.

The Difficulty of this check begins at a value determined by the GM (e.g. 12), and is then increased via a bidding process by both sides. The side to bid the highest Difficulty chooses whether to go first or last.

If at least half the group succeeds, then that side may widen or close the gap by a number of feet equal to d10 per 10 feet of movement (rounding up). For example, a speed 25 halfling would 3d10 feet. Thus, it is possible for both pursuers and prey to succeed the chase check, causing the gap to widen and close on the same round.

GETTING A CLEAR SHOT

In situations where line of sight is in doubt, a Wisdom (Perception) check may be called for to determine whether a creature can get enough sustained line of sight to get a clear shot. This check should begin very hard (DC 25) or nearly impossible (DC 30), but each round the chase progresses the DC lowers by 5, representing creatures looking for an opening.

Ending the Chase

In the case of a chase to a safe haven of some kind, the chase ends when either the pursuers reduce the gap to 0, or the prey reach the safe haven by keeping the gap above 0 for the entire chase.

In the case of a race to a finish line, the race ends after the last round. However, who is pursuer and who is prey may change as the chasers jockey for the lead position.

In the case of a chase with no specific end point, instead of a set number of rounds, the chase ends when either the pursuers reduce the gap to 0, or the prey increases the gap to twice what it started at. Alternately, the chase might end if the prey deceive or hide from the pursuers.

Depending on how a chase ends, it could represent the prey being driven into a dead-end.

Actions During a Chase

During a chase, most creatures focus entirely on evasion or pursuit, and are assumed to take the Dash action each turn. However, a creature moving

independently (i.e. not on the same horse or vehicle as another) may forgo taking the Dash action, in which case its position in the chase drops by an amount equal to its speed (or the speed of its mount). The creature is then free to take any action it pleases, such as making a ranged attack if it has line of sight.

Additionally, there are a few special actions unique to chases:

- Create a Complication
- Lookout
- Outmaneuver
- Reckless Sprint

Create a Complication

Creatures in a chase may be able to create a hazard or obstacle to afflict the opposite side as an action. The GM should adjudicate such situations on a case-by-case basis.

Lookout

During a chase, creatures are assumed to be moving at a fast travel pace (-5 passive Perception). Additionally, in most chase scenarios opportunity attacks are not possible due to the focus required.

By taking the lookout action, the creature does not suffer this penalty to passive Perception and may take opportunity attacks as normal. In addition, the GM should provide forewarning of the next upcoming complication or chase event.

Outmaneuver

A creature may attempt to outmaneuver its pursuers or its prey.

For prey, this usually involves a Dexterity (Stealth) check opposed by the pursuer's passive Perception, though other checks may be possible at the DM's discretion. If successful, the prey may improve the cover available to their side by one degree for that round (i.e. no cover > half-cover > three-quarters cover > total cover).

For pursuers, this usually involves an opposed check associated with knowledge of the terrain, like Wisdom (Survival) or Intelligence (History), though other checks may be possible at the DM's discretion. If successful, the pursuer begins forcing the prey into a disadvantageous route, dictating which skill must be used in the chase checks next round.

Reckless Sprint

Pushing itself (or its mount or vehicle) to the limit, the creature's gap closes or widens twice what it otherwise would that round. However, it suffers

disadvantage on any ability checks to navigate chase events. At the end of the round, the creature accrues a level of exhaustion.

CHASE EVENTS

d12 Chase Events

- 1 **Convoluted Terrain.** Neither side has line of sight to the other this round, and the prey may attempt a group Dexterity (Stealth) check to hide from the pursuers, who make a group Wisdom (Perception) check. If the prey succeed, the chase ends as they can't be found. If the pursuers succeed, reduce the gap to equal to the average speed of the chasers.
- 2 **Crowd/Herd.** A group of creatures impedes the progress of that side. One or more characters on that side may attempt to influence the group to assist them (GM discretion), or clear a path, on a DC 13 check. On a failed check, the opposing side rolls to close or widen the gap.
- 3 **Difficult Terrain.** Creatures (determined by the DM's judgment) face difficult terrain, moving at half speed unless they have a means to circumvent or avoid the difficult terrain. The difficult terrain lasts the entire round.
- 4 **Dilemma.** The creature who rolled this result, and possibly others on its side, faces a dilemma: if they don't alter course to a harder path, something bad happens (e.g. innocents hurt, mounts or vehicles damaged, supplies lost, they're spotted by other enemies). This harder path might increase the DC of all checks by 2, require intermittent Dexterity (Acrobatics) checks to avoid falling, prevent line of sight, or change the chase's length.
- 5 **Hazard.** Some kind of hazard suiting the terrain requires all creatures on both sides to make a saving throw determined by the DM. A result of less than 10 results in "dangerous" damage, a result of 10-14 results in "setback" damage, and a result of 15 or higher indicates no damage. Refer to the Damage Severity and Level table in the DMG pg. 249.
- 6 **Obstacle.** A physical obstacle suiting the terrain bars passage. Each creature on that side must make a DC 13 Strength (Athletics) or Dexterity (Acrobatics) group check to surmount the obstacle. If the group check fails, the opposing side rolls to close or widen the gap.

d12 Chase Events

- 7 **Opportunity.** The creature who rolled this result can take an extra action that turn, though the GM should require the decision on how to use the action be made quickly. If the action is used to make a ranged attack, consider lowering the DC of the Wisdom (Perception) check required to get a clear shot.
- 8 **Paths Converge.** The creature who rolled this result and one creature on the opposing side of the DM's choice cross paths momentarily, coming into melee range. They can each make an attack against one another, before they are forced to resume their former gap by circumstance and terrain.
- 9 **Risky Shortcut.** A shortcut presents itself to the creature that rolled this result. It can pursue the shortcut alone or convince its side to follow. The creature makes a DC 13 ability check of the DM's choice to avoid whatever risk is associated with the shortcut. If the creature succeeds, it rolls twice to widen or close the gap. If it fails, however, the other side rolls twice instead.
- 10 **Separated.** The creature who rolled this result is somehow separated from the rest of its side. If prey, it begins tracking its gap from any pursuers breaking off to pursue it separately from the main chase. It must make a DC 10 Wisdom check to reunite with the rest of its side next round, otherwise it is on its own for the rest of the chase. If a pursuer, it must make a DC 10 Wisdom check or become lost and drop out of the chase.
- 11 **Straightaway.** Each creature in the chase can opt to push itself, closing or widening the gap by an amount equal to its speed. A creature pushing itself must make a DC 10 Constitution saving throw; on a failure it accrues a level of exhaustion. Additionally, both sides have unobstructed line of sight to one another this round.
- 12 **Twist.** The basic conditions of the chase change. This may include adding creatures on either side (or perhaps adding a third side), swapping who is pursuer and prey, altering the end conditions of the chase, changing what will happen when the chase ends, or radically changing the environment, visibility, cover or line of sight.

DYNAMIC INITIATIVE (RICHARD WHITTERS)

Dynamic initiative acknowledges that there are degrees of combat scenes, and they are served by different approaches to initiative.

SNAP SCENES: When there's just a few monsters of the same type, like a quick guard scene, it can be resolved with the active/leading player rolling initiative against a DC of 10 + the monster's DEX. PC wins? They go first. PC loses? Monsters go first. Sometimes, the combat is can be resolved simply as "resolve the PC's action."

TYPICAL SCENES: For most combat encounters, initiative is not rolled and the round begins with whoever triggered the scene (if in doubt, have one PC roll versus one monster to determine who goes first). When that character finishes their turn, they choose the next creature/group to act, and so on. The last person to act in the current round decides who starts the new round – but they can't pick themselves. A creature/PC that hasn't taken a turn yet this round may interrupt the order if it took damage or if it spends Inspiration or a Legendary Resistance.

CLIMAX SCENES: For climactic / set-piece / boss encounters, everyone rolls initiative. If the PCs are not surprised, the players may have one minute to make their plan of attack. During initiative, players who have consecutive turns with no monsters in between them may act in any order they wish, including overlapping their turns.

EXHAUSTION REVISED

A PC can withstand a number of exhaustion levels equal to their proficiency bonus + Constitution modifier (min 1). Each level of exhaustion fills both an item slot (see ITEM SLOT ENCUMBERANCE) and a Hit Die, and you take a penalty to d20 rolls equal to your total exhaustion level. While exhausted, you cannot spend Hit Dice that are "occupied" by exhaustion levels, nor can you use "occupied" item slots. If you reach your maximum exhaustion levels, you are incapacitated. If you suffer additional exhaustion while incapacitated, roll for SYSTEM SHOCK.

EXPANDED SKILLS

Gain an extra number of additional languages or skills equal to your Intelligence modifier (a negative modifier is treated as a 0). Each class also grants an extra skill. Tools are rolled into skills. At 4th, 8th, 12th, 16th, and 19th levels gain one additional language or skill of your choice.

New skills include:

- **Alchemy** (INT) alchemist's supplies, poisoner's kit, potion-brewing and lore, immortality lore
- **Airways** (WIS/DEX/INT) airships, navigator's tools, aerial lore, weather, rope use
- **Commerce** (INT) appraising, coinage, art objects, gems, origin of items, trade, haggling
- **Craft** (INT/WIS) artisan's tools (choose one)
- **Dungeoneering** (WIS/DEX/INT) caving, fungi, slimes, underground orienteering, dungeon lore
- **Endurance** (CON) diving, holding breath, feasting, running, forced march
- **Folklore** (WIS) "2 truths and a lie", superstitions, know a little about a lot
- **Gaming** (INT/CHA) cards, dice, chess, gambling
- **High Society** (INT) bureaucracy, heraldry, law, politics, nobility lore
- **Mechanics** (INT) thieves' tools, tinker's tools, engineering, construction, locks, unfamiliar tech
- **Roadways** (WIS/DEX/INT) wagons/carriages, caravan lore, trade routes, rope use
- **Riverways** (WIS/DEX/INT) boating, river lore, fishing, rope use
- **Sage Lore** (INT) choose one: art, architecture, astronomy, botany, chemistry, geography, geology, mathematics, meteorology, music, oceanology, philosophy, sociology, zoology
- **Seamanship** (WIS/DEX/INT) ocean vessels, navigator's tools, maritime lore, fishing, rope use
- **Skullduggery** (INT/CHA) forgery kit, smuggling, black markets, criminal lore
- **Streetwise** (CHA) gather info, city lore, evade

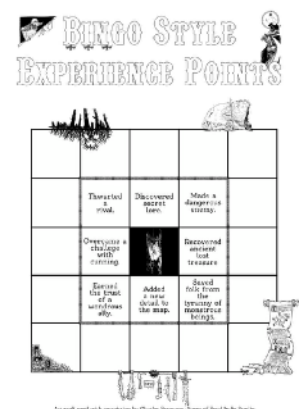
Old skills that subsume tools:

- **Deception** includes using a disguise kit.
- **Nature** includes herbalism kit.
- **Performance** includes using musical instruments.
- **Survival** includes using navigator's tools.

EXPERIENCE BINGO

The party tracks XP collectively using a Bingo style sheet. Before the session, the GM fills in the innermost 8 squares with classic fantasy RPG goals, while the players fill in the outermost 16 squares. Goals should be phrased to be applicable to the whole party, not just one character.

(FROM JUDD KARLMAN)



At the end of a session, the group marks off any squares whose goals they accomplished. Filling in all squares in a row, column, or diagonal equates to one PC gaining a level. Rather than staggering level progression, the party must fill in a row, column, or diagonal for each PC before they level up.

After a level up, all marked squares are cleared. If the group wishes to change any of the goals listed on the Bingo sheet, this is a good time to evaluate and discuss what should change. Some potential ideas for goals that could fit the outer squares include:

- Broke a law or went against a cultural norm that is an important part of my heritage in order to accomplish a goal or keep a friend from harm.
- Brokered, tricked, or won your way into power.
- Celebrated my friend's cunning or prowess in public so all would know of their amazing heroics.
- Dressed up as an enemy to trick our way into a forbidden place.
- Evaded a deadly enemy with them none the wiser.
- Gave a rousing speech in the face of fell enemies.
- Helped someone in need at your own expense.
- Imposed or maintained order in the face of chaos.
- Made a binding oath with a powerful antagonist in order to accomplish a goal or gain information.
- Offered an enemy mercy rather than revenge/anger.
- Perished in a heroic way so that others might live.
- Righted an imbalance or injustice.
- Saved a friend from the brink of death.
- Told a moving tale of my people so my friends could learn from our wisdom.
- Unraveled a mystery by asking good questions.
- Upheld an oath, vow, or other stricture even when it could cost you dearly.
- Used a spell or magic item in an unconventional way to solve a problem.
- Used the wisdom of my friend's people, taking a tale they told and applying it.

FALLING

Die type is determined by surface, and damage is capped at 50 dice for a 500 foot fall – terminal velocity. Often, you can try a Reaction to save yourself.

Die	Surface of Impact
d4	water, pile of hay or other soft material
d6	falling thru trees or straw roofs, quicksand
d8	solid ground
d10	spiked pit

FREE TWO-WEAPON FIGHTING

When you take the Attack action with a Light melee weapon in one hand, as part of that Action you can attack with a Light melee that you're holding in your other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If either weapon has the Thrown property, you can throw the weapon, instead of making a melee attack with it.

ITEM SLOT ENCUMBRANCE

You can have **5 equipped items** without being encumbered; these items can be accessed freely in combat. You can have **packed items equal to your Strength score**; these items require an action to access. Tiny items are not counted, neither are pouches or backpacks, or normal clothes. Most items fill 1 item slot. A few items require special consideration:

Heavy Armor = 3 item slots (cannot be packed)

Medium Armor = 2 item slots (cannot be packed)

Two-Handed Weapons = 2 item slots

Bundled Items every 5 torches/rations = 1 item slot

Ammunition every 20 arrows/bolts = 1 item slot

Coins/Gems every 100 coins/gems = 1 item slot

Encumbrance	Speed
6 equipped items; STR +1 to +3 packed items	-10 feet
7 equipped items; STR +4 to +6 packed items	-20 feet, cannot Dash
>7 equipped items; >STR+6 packed items	Cannot move

Pack	# Packed Items	Pack	# Packed Items
Adventurer's	8	Entertainer's	4
Burglar's	10	Explorer's	8
Diplomat's	5	Priest's	3
Dungeoneer's	10	Scholar's	2

LIMITED OPPORTUNITY ATTACKS

For PCs, only Barbarians, Fighters, and Duelists can make opportunity attacks at 2nd level. All other PCs cannot make opportunity attacks unless they take the feat "Opportunity Attack."

For monsters, only soldiers, guardians, dragons, tentacled monsters, and monsters with reaction/reach (e.g. hydra) can make opportunity attacks.

MAGIC ITEM ATTUNEMENT & IDENTIFICATION

(INSPIRED BY *HONOR AMONG THIVES* MOVIE)

Identification: Characters do not automatically identify magic items during a short rest. Instead, experimentation, Arcana checks, talking to NPCs, finding command words, or casting *identify* or *legend lore* are necessary.

Attunement: Attuning to a magic item is an Action (not a short rest), but it is not automatically successful and there are consequences for failure. On the other hand, there is no arbitrary 3-item attunement limit. Here's how it works: When you attempt to attune to an item, make a check according to the item type (e.g. a *vicious longsword* might require a Strength check while a *helm of comprehending languages* might require an Intelligence check).

The DC is determined by its rarity. The GM adds a +1 bonus for each way you align with the item (e.g. having the Sage background might give +1 on the check to attune with a *helm of comprehending languages*), and a -1 penalty for each item you're already attuned with. If you've recently attuned to an item or the item was recently attuned to someone else, you have disadvantage on the check. Whereas if another PC is able to Help you, you have advantage on the check.

If the check succeeds, you attune to the item. However, if it fails, you suffer some consequence like a level of exhaustion, but some magic items may present unique consequences for failure.

Rarity	DC	Sample Consequences
Common	10	Expend Hit Die, knocked prone, 1d10 damage, Cantrip
Uncommon	12	A level of exhaustion, paralyzed, 3d10 damage, 1st or 2nd level spell
Rare	14	Item teleported or stolen, stunned, 6d10 damage, 3rd or 4th level spell
Very Rare	16	Item becomes nonfunctional for a time, petrified, teleported 100's of miles, 10d10 damage, 5th or 6th level spell
Legendary	18	Item is planeshifted, Legendary Actions of an androsphinx, 12d10 damage, 7th or 8th level spell
Artifact	20*	Unique, 9th level spell

MONSTER CHANGES

I frequently modify monster stats, but the key changes important for players to know are:

- Far fewer monsters have resistance to “bludgeoning, piercing, and slashing damage from nonmagical weapons.” Instead, I differentiate between these 3 damage types, as well as more varied materials.
- More monsters have vulnerabilities.
- Minions have special rules – ideally minion-ized versions of a monster are faced once PCs are of a level greater than its CR.
- Legendary monsters get a heavy makeover, starting with Legendary Resistances.

VULNERABILITIES OVERVIEW

Damage Type	Monster Description
Axes	Tree monsters
Bludgeoning	Fragile monsters (e.g. bone, crystal, glass)
Piercing	Eyeball monsters & monsters with a squishy “sac” body (e.g. spiders)
Slashing	Tentacle monsters
B, P, and S from nonmagical weapons	Incorporeal monsters, fiends, celestials
Acid	mineral monsters & constructs with a special coating
Cold	Fire monsters
Fire	Frost monsters & dessicated monsters & some plant monsters
Force	Monsters made from pure magic & force fields
Lightning	Monsters made from conductive metal (e.g. copper)
Necrotic	Light-based monsters
Picks	Earth/stone monsters
Poison	Blood-sucking monsters or monsters with quickened metabolism
Psychic	Monsters prone to madness
Radiant	Shadow monsters
Thunder	Monsters with tremorsense from sonar

WEAPON SPECIAL MATERIALS

Material	Effective against...
Adamantine	Constructs
Astral Driftmetal	Incorporeal creatures
Bloodiron	Demons
Cold Iron	Fey
Green Steel	Devils
Silver	Lycanthropes

MINION RULES

A minion is a monster, usually encountered in a group, with the following changes:

- You can spillover damage from one minion to another of the same type within range.
- A minion has HP equal to its number of Hit Dice.
- A minion's HP are not tracked outside of that turn.
- A minion has a damage threshold (below which it takes no damage) equal to its proficiency bonus + its Constitution modifier, adjusted for size (-2 Tiny, -1 Small, +1 Large, +2 Huge, +4 Gargantuan).
- If the monster has resistances to bludgeoning, piercing, and slashing, consider giving it a conditional damage threshold equal to twice its HP.
- A minion deals average damage, unless the original monster was <CR 1/2, in which case it deals minimum damage.
- A minion only gets one attack. Consolidate one die from each extra attack into that one attack. If a save (e.g. poison) would be involved for extra damage, remove the save and add half that damage.
- If a minion suffers a critical hit or is hit by an attack against which it is vulnerable, it is reduced to 0 HP.
- It is worth one-fifth of the original monster's XP.

For example, here are a few minion monsters:

Goblin Minion. AC 15, HP 2, Damage Threshold 2; Atk +4 Scimitar 3 slashing dmg; SA Nimble Escape; XP 10.

Imp Minion. AC 13, HP 3, Damage Threshold (6 vs. non-magical weapons only), Vulnerable green steel & holy water; Atk +5 Sting 5 piercing dmg + 5 poison dmg; XP 40.

Ogre Minion. AC 11, HP 7, Damage Threshold 7; Atk +6 Greatclub 13 bludgeoning dmg; XP 90.

Githyanki Warrior Minion. AC 17, HP 9, Damage Threshold 3; Atk +4 Greatsword 12 slashing dmg + 10 psychic dmg; SA Astral Step; XP 140.

Frost Giant Minion. AC 15, HP 12, Damage Threshold 10; Atk +9 Greataxe 32 slashing dmg; XP 780.

PERCEPTION SAVES

Perception is no longer a skill that PCs actively use. Instead, it is a saving throw which helps with noticing ambushes (avoid surprise) and traps at the last minute (quick reaction as the trap is triggered). It has no associated ability score by default, but all PCs apply their proficiency bonus – a minimum competence of all adventurers is awareness of hidden dangers. Think of it as a “hidden danger saving throw.”

A PC who would gain Perception as a “skill” due to their race, subclass, background, or feat can apply either their Wisdom or Intelligence modifier to their Perception saving throw.

When a character takes time to explore an area or uses the Search action, the GM says what they discover. The GM is forthcoming and offers clues that foreshadow hidden things.

There are a few considerations about how this interacts with other rules:

Advantage – If anything would grant you advantage on a Perception check, you instead gain advantage on your Perception saving throw.

Bardic Inspiration can be applied to Perception saves.

Dim light imposes disadvantage on Perception saves relying on sight.

Expertise cannot be applied to Perception saves.

Feat (Dungeon Delver) grants advantage on Perception saves against traps, and advantage on Investigation checks to determine a secret door's mechanism of action (instead of on Perception & Investigation checks to notice secret doors).

Feat (Observant) grants advantage to Investigation checks and Perception saves made in well-lit conditions (instead of +5).

Feat (Skulker) negates disadvantage on Perception saves due to dim light.

Magic Items vary in whether they apply to Perception saves: *Cloaks of Protection* and *Rings of Protection* do not. However, a *Luck Blade*, *Robe of Stars*, *Rod of Alertness*, *Staff of Power*, and *Stone of Good Luck* does apply the save bonus to Perception.

Paladin's Aura of Protection does not apply to Perception saving throws; the paladin's aura is about resolve, not foreknowledge or awareness.

Rangers may select **Aura of Awareness** instead of Hide in Plain Sight and Vanish; this aura grants a bonus to Perception saves.

Spells that boost saving throws, like *Bless*, can be applied to Perception saves.

EXPLAINING THE PERCEPTION SAVE

This house rule is intended to:

- 1) Separate *GM description, asking questions, and players trying things* from *Danger perception*.
- 2) Remove need for GM to track passive perception.
- 3) Distinguish Perception and Investigation. Perception is your instinctive response when something has gone pear-shaped and you're in immediate peril. Investigation is figuring out how things work, such as the mechanism of action for a trap or secret door.
- 4) Circumvent habits of some players who ask to roll Perception, and encourages engaging with the fiction.
- 5) Rein in rampantly high Perception checks, to keep them more in line with lower Stealth scores of monsters and trap save DCs.

PERNICIOUS POISONS

Poison has an onset time, and continues to inflict damage and/or impose a condition over time.

Antitoxin grants an immediate saving throw, and if successful the effects of the poison stop.

Poison	Onset	Effect
Assassin's Blood (ingested)	<u>10 minutes</u>	DC 10 Con: poisoned 24 hours and 1d12 damage, <u>repeat save each hour or take damage again</u>
Burnt Othur Fumes (inhaled)	<u>1d4 rounds</u>	DC 13 Con: 3d6 damage, repeat save start of each of its turns, take 1d6 on failure, poison ends after 3 successful saves
Carrion Crawler Mucus (contact)	–	DC 13 Con, poisoned & paralyzed for 1 minute, repeat save at end of each of its turns with <u>+1 DC per failed save</u>
Drow Poison	<u>1 round</u>	DC 13 Con, poisoned & paralyzed for 1 hour, repeat save at end of each of its turns with <u>+1 DC per failed save</u> ; take 1d6 damage on failed save, end poisoned on 3 successful saves
Essence of Ether	<u>1d4 rounds</u>	DC 15 Con, poisoned & unconscious 8 hours, awaken if taking damage, <u>action to shake awake grants another save</u>
Giant Spider Venom	–	DC 11 Con, 1d8 damage (<u>half on successful save</u>)/round for <u>4 rounds</u> , at 0 HP stable but poisoned & paralyzed for 1 hour even after regaining HP

Serpent Venom	–	DC 11 Con, 1d6 damage (<u>half on successful save</u>)/round for <u>6 rounds</u>
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PSIONICS

A character is psionically active if their race grants them psionic powers (e.g. githzerai); if they are a Fighter: Psi Knife, Monk: Way of the Astral Self, Rogue: Soulnife, or Sorcerer: Aberrant Mind; or they take any of the following feats: Telekinetic, Telepathic, or Wild Talent*. This works like a [tag] that's relevant for certain magic items, environments, monsters, etc.

RETREAT

When the party chooses to retreat from danger, at any point on a player's turn they make a group initiative check versus the passive initiative of their foes. A PC who is unable to move does not roll. A PC who is encumbered, carrying another PC, or slowed suffers disadvantage on the roll. A PC who had an escape plan in advance or who took action during the scene to facilitate escape gains advantage. Same goes for the monsters/NPCs.

If half or more of the PCs succeed, they escape.

Otherwise, the scene continues and escape is no longer an option unless circumstances change.

However, if they escape, for each PC who failed the check, the party must pick one:

- The party has been split up, and possibly lost.
- The party abandons the treasure or loses a significant item.
- Each PC takes damage equal to a single opportunity attack from the monsters/NPCs.
- Even if the monsters/NPCs could not, or chose not to, immediately pursue, they're out there looking for the party.
- The party lands in some new sort of trouble.

SHARPSHOOTER FEAT

You can only use *one* of the Sharpshooter feat's

benefits on each attack, chosen before you roll to hit.

For example, if you are aiming to bypass cover, you cannot deal extra damage or ignore range penalties.

SHIELDS SHALL BE SPLINTERED (OSR)

If you wield a shield, you may negate a critical hit against you (turning it into a regular hit) by sacrificing your shield which is destroyed.

Additionally, if you score a critical hit against an enemy wielding a shield, you may turn your crit into a regular hit but destroy the enemy's shield.

SIMPLER SUMMONING

(MIKE SHEA)

If you summon multiple creatures in combat, assume that 1/2 of them hit and deal average damage (if they have Pack Tactics assume 3/4 of them hit). So all you need to do is pick which ones hit which targets.

SURPRISE ROUND

A surprise round occurs outside of normal initiative, and is a special round in which surprised creatures don't get to act. Additionally, anything triggering when initiative is rolled or on a specific initiative count (e.g. Lair Actions) do not occur on a surprise round. After the surprise round is resolved, *then* initiative is rolled. However, the surprise round is still considered the first round of combat.

SPELL TWEAKS

Banned spells include:

- *Find Traps* is removed from the game.
- *Silvery Barbs* is removed from the game.

Revised writeups for all these spells appear in the SPELLS chapter, but here is a quick overview:

- *Barkskin* also gives the caster resistance to bludgeoning and piercing damage, but they suffer vulnerability to fire damage.
- *Blade Ward* is a bonus action that reduces damage you take from next weapon attack.
- *Contagion* – when a creature succeeds the save they don't suffer the effects for that round.
- *Fireball* fills up the area of the spell, so if cast in a confined space it may create backdraft. This translates to 33,000 cubic feet of fire, or 264 five-foot-cubes of fire.
- *Forcecage* allows creatures to attempt escape, making a Strength saving throw as an action. If the save succeeds, the creature can move through the *forcecage*. However, on a failure, they suffer points of force damage equal to the difference between their saving throw and the caster's spell DC.
- *Friends* does not automatically turn the creature hostile afterwards; only if you fail a Charisma check to influence them do they become hostile.
- *Goodberry* and *create food and water* creates "faerie food" which can only sustain a creature for up to 3 days in the Material Plane. Additionally, each day beyond the first that a creature relies on a *goodberry* for sustenance during a week, it must succeed a Constitution saving throw (equal to the spellcaster's spell save DC) or be unable to gain

nourishment from mortal food for an equal amount of time.

- *Guidance* uses the playtest version (see below).
- *Jump* is not subject to speed limits.
- *Leomund's Tiny Hut* doesn't create a force field blocking creatures/attacks. It only offers protection from inclement weather, wind, and temperature.
- *Lesser Restoration* does not infallibly cure disease; instead, it grants a diseased creature one immediate and automatically successful save against the disease.
- *Lightning Bolt* bounces off of unyielding barriers up to the spell's maximum range. It can be precisely angled with a successful Intelligence check, but cannot strike the same target twice.
- *Remove Curse* has 3 changes: (1) First, it requires a material component specific to the nature of the curse. (2) Second, it functions like *dispel magic* in that every curse has an effective level. If the curse is 3rd level or less, it is removed automatically. For each curse of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the curse's level. (3) Third, if you fail the check by 5 or more, something bad happens – the curse might jump to you, the curse might progressively worsen, the curse caster might become aware you attempted to remove it, etc.
- *Revivify* – as with *raise dead* – imposes a "death penalty." The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.
- *Shield* only applies to the triggering attack and attacks made in the same turn of the triggering attack. It does not apply to all attacks made against you until the start of your next turn.
- *Sleep* affects 2d8 Hit Dice worth of creatures, but has no effect on creatures with 8 HD or more. The current hit points of a creature are irrelevant, and the spell affects the lowest HD creatures first.
- *Spare the Dying* also resets death saves (as opposed to my house rules which require a 10-min short rest to reset death saves).
- *True Strike* is a bonus action and grants advantage on ALL attacks you make on your next turn.
- *Witch Bolt* has a range of 60 feet. When upcast, it deals escalating subsequent damage; after each time you deal automatic damage to a creature with *witch bolt*, increase the lightning damage by 1d12, up to a maximum number of d12's equal to the original first round output of the spell.

SYSTEM SHOCK

System shock represents the body being pushed beyond its limits, and may be called for when:

- Creature fails its saving throw against a rogue's Sapping Attack (see my [Class Document](#)).
- GM might allow a Called Shot (BETTER INSPIRATION) to trigger a system shock roll.
- A resurrected creature's roll on the DANGEROUS RESURRECTION table indicates system shock.
- Creature is pushed past its maximum exhaustion (EXHAUSTION REVISED).
- Creature recovers from a debilitating magical condition like petrification or being permanently polymorphed, and fails a DC 15 Constitution save.
- Certain weird magic, magic items, traps, or planar effects might require a DC 15 Constitution save against system shock.

SYSTEM SHOCK

d10	Effect
1	Target drops to 0 hit points and begins making death saving throws.
2	Target drops to 0 hit points, but is stable. It regains consciousness (1 hp) in 1d4 hours.
3	Target falls unconscious for 1d10 minutes.
4	Target falls unconscious for 1 minute, but may be revived by another creature taking an action.
5	Target falls unconscious until the end of their next turn.
6	Target is stunned and cannot speak until the end of their next turn.
7	Target is incapacitated and cannot speak until the end of their next turn.
8	Target can't take reactions or attack and has disadvantage on ability checks until the end of their next turn.
9	Target can't take reactions and has disadvantage on attacks and ability checks until the end of their next turn.
10	Target can't take reactions until the end of their next turn.

WOUNDS NEAR DEATH

Failed death saving throws require a short rest (10 minutes) to reset. Additionally, the first time you fail a death save or die in an encounter, roll d20 for a wound (sometimes context will obviate rolling).

d20	Wound
1	Vulnerable: Your failed death saving throws do not reset until you take a full rest (3 days).
2	Lose an Eye: Disadvantage on Perception saves relying on sight & ranged attacks until taking a week of rest to adjust.
3	Lose a Limb: If it's a hand/arm, you can't hold anything with 2 hands, and can only hold a single object at a time. If it's a foot/leg, halve your walk speed; you need a cane, crutch, or prosthesis to Dash; and you have Disadvantage on Dexterity checks to balance.
4	Limp: Reduce walk speed 5 feet. After using Dash, DC 10 Dexterity save or fall prone. Week of rest and medical attention allows DC 15 Medicine check to heal the injury. Receiving magical healing from single source = 5 x HD heals the injury.
5-7	Internal Injury: When you attempt an action in combat, make a DC 15 Constitution save or lose the action and can't use reactions until start of your next turn. Week of rest and medical attention allows DC 20 Medicine check to heal the injury. Receiving magical healing from single source = 5 x HD heals the injury.
8-10	Trauma: Gain a flaw reflecting the emotional impact of what you experienced. You only begin a session with Inspiration if you played into that flaw in the previous session. Must have a moment of facing the fear or resolving the trauma through roleplay to heal it.
11-13	Exhaustion: Suffer 1 level of exhaustion (see EXHAUSTION REVISED).
14-16	Horrible Scar: Disfigured to the extent that the wound can't be easily concealed. This may impose disadvantage on certain Charisma checks. <i>Heal</i> or <i>regenerate</i> removes the scar.
17-19	Minor Scar: No mechanical effect.
20	Unique injury chosen by GM reflecting the nature of the attack or magic.

FEATS

Feat	Prerequisites
Cautious Spellcaster	able to cast 1st level spells
Contacts	–
Counter Magic	able to cast 3rd level spells
Dual-Classed	must be taken at 1st-level & meet multi-classing prerequisites
Mystic Conflux	–
Opportunity Attack	–
Wild Talent	–

CAUTIOUS SPELLCASTER

Prerequisite: Must be able to cast 1st level spells

You adopt a methodical and careful approach to spellcasting, never overextending yourself. Gain the following benefits:

- When you Ready a spell, you can ready spells that use a bonus action (not just action spells), and you do not lose the spell slot if the trigger does not occur. However, you still concentrate as normal. Ready rules, so you only lose the spell slot if your concentration is broken or you cast the spell.
- When your spell would fail (e.g. due to a magical environmental condition, a monster's immunity, or an *antimagic field*) you may use your reaction to regain its spell slot.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged spell attack rolls.

CONTACTS

You have 3 NPC contacts who regard you favorably, and whom you can define in advance or during play. Each contact primarily provides information (useful for what they know), influence (who they know), or skill (what they do). Your contacts have their own lives and each is typically based in one location. If you lose a contact, you may replace them after one week of downtime.

COUNTER MAGIC

Prerequisite: Must be able to cast 3rd level spells

You can attempt to counter magical effects that are not spells (see the COUNTERSPELL house rule).

DUAL-CLASSED

Prerequisite: Must be taken at 1st level, and must meet the multi-classing prerequisites for both classes

Choose two classes. Dual-classing allows you to knit these classes together in unique ways. At 1st level and each level thereafter, choose whether to take the class features (and Hit Dice) from class A or class B. The exception are chart progression features (spells, Sneak Attack), which progress sequentially using that class' chart. In the case of two spellcasting classes, use the multiclassing rules (i.e. universal spell slots).

You can no longer multiclass.

MYSTIC CONFLUX

You possess an intuitive understanding of the way magic ebbs and flows within enchanted items. Such items attune easily to you, and you are able to sound out their secrets. You gain the following benefits:

- Apply your proficiency bonus on attunement rolls.
- You can cast the *Identify* spell without expending a spell slot or material components. You must finish a long rest before you can do so again.
- You can channel either your Hit Dice or Spell Slots (choose one) as charges into an item you are attuned to.

Adapted from: Tal'Dorei Campaign Setting Reborn

OPPORTUNITY ATTACK

You gain the ability to use your reaction to make opportunity attacks.

Note: This feat becomes a de facto prerequisite for non-barbarians/duelists/fighters who wish to take the Polearm Master, Sentinel, or (to a lesser extent) War Caster feat.

WILD TALENT

You gain a randomly determined psionic power; roll a d20 on the PSIONIC POWERS table (see my [Psionics document](#)). If you roll a '1' indicating psionic madness, record the result and apply it to your character, but also roll again. At 5th level, 11th level, and 17th level you may roll an additional d20 on the PSIONIC POWERS table or roll a d20 within a discipline you already know.

BACKSTORY VARIANT HUMANS

Backstory variant humans replace the “standard human” found in the PHB. Gain +1 to all ability scores, and one of the following traits.

Adoptive Parentage: You were orphaned and raised by another race. Select that race’s language as your extra language and gain the corresponding trait:

- Dwarf – Dwarven Combat Training & Tool Proficiency
- Elf – [Subrace] Weapon Training
- Gnome – Speak with Small Beasts or Artificer’s Lore
- Halfling – Brave

Ambitious: The first time your party fills up a column, row, or diagonal on the XP board, you may level up before everyone else, instead of waiting for the party to level up (see EXPERIENCE BINGO). If two PCs have this trait, they must fill *two* columns, rows, or diagonals and level up early together, etc.

Cosmopolitan: Gain one Contact (see FEATS) which you may hold for play or describe in advance.

Eye for Talent: Any familiar, animal companion, mount, or sidekick you have gains +2 to an ability score of your choice, and gains 1 HD per tier of play.

Favored Deity: You follow the tenets of a particular deity and are well-known among that deity’s clergy. While in good-standing, receive free spells at a temple dedicated to your deity.

Heart of the Fields: You were born in a rural area and are used to labor. Gain an extra level of exhaustion.

Heart of the Mountains: You are acclimated to the effects of high altitude, and you can anchor yourself using a climber’s kit as a reaction (instead of action).

Heart of the Sea: You were born by the sea. You can hold your breath twice as long as normal, and when you run out of breath, you can survive for a number of rounds equal to 1 + your Constitution modifier.

Heart of the Streets: You were born in the city. Ignore difficult terrain of crowds.

Heart of the Wilds: You can navigate, track, and travel while taking a short rest and still gain its benefits.

Heroic Ancestry: You can have 2 Inspiration points at any given time (instead of 1).

Magical Knack: Gain one extra known spell. If you are a wizard, you can instead add 2 extra spells to your spellbook.



Military Tradition. You were drafted into an auxiliary unit or served mandatory military service. Gain proficiency in one martial weapon of your choice.

Quarter-Elf. One of your grandparents was an elf, and your ears come to points. You gain advantage on saving throws against being put to sleep by magic, and on saving throws against effects that elves are immune to (like ghoul paralysis).

Perseverant. Despite many setbacks and failures, you never give up. Gain a +1 bonus to all saving throws in which you lack proficiency.

Rational. You can convince yourself that something bizarre has a rational explanation. Gain advantage on saving throws against madness, *confusion*, and similar madness-inducing effects.

Survivor. You survived a traumatic experience. Your hit points at 1st level equal your Constitution score (instead of Hit Die + CON modifier).

Versatile. You dabbled in odd jobs and have a knack for picking up new trades. Ignore all multiclassing prerequisites & you can use the “Versatility” features from *Tasha’s Cauldron of Everything*.

Worldly. All skills are class skills for you, and learn an additional skill/language at 5th, 11th, and 17th levels.

OTHER BACKSTORY VARIANTS

The variants here largely are drawn from the *Pathfinder Roleplaying Game* and older editions, but there is room for players to come up with their own ideas. For balance purposes, whatever benefit a backstory variant provides should be small but flavorful, and distinct from other game elements. For example, granting the Shadow Touched feat would be too much, but the GM might allow choosing a Dark Gift (from *Van Richten’s Guide to Ravenloft*) instead. For another example, granting a second background would be too much, but something providing free lodging or services under certain conditions could work.

SPELLS

REVISED SPELLS

CANTRIPS (REVISED)

BLADE WARD

Abjuration Cantrip (Bard, Sorcerer, Swordmage, Warlock, Wizard)

Casting Time: Bonus action

Range: Self

Components: V, S

Duration: 1 round

You extend your hand and trace a sigil in the air that weaves a shimmering protective aura around you. Until the end of your next turn, when you are next hit by a weapon attack you subtract 1d4 from the damage, and the aura is destroyed.

The spell's protective power increases as you gain levels, and at 5th level you subtract 2d4 damage, at 11th level 3d4 damage, and at 17th level 4d4 damage.

FRIENDS

Enchantment Cantrip (Bard, Sorcerer, Warlock, Witch, Wizard)

Casting Time: 1 action

Range: Self

Components: S, M (a small amount of makeup applied to the face as this spell is cast)

Duration: Concentration, up to 1 minute

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you.

When the spell ends, the creature realizes that you used magic to influence its mood.

If you fail a Charisma check to influence the creature during the spell's duration, the spell ends and the creature becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

GUIDANCE

Divination Cantrip (Cleric, Druid, Witch)

Casting Time: Reaction, which you take in respond to you or an ally within 30 feet of you failing an ability check

Range: 30 feet

Components: V, S

Duration: Instantaneous

You channel magical insight to the creature who failed the ability check. That creature can roll a d4 and add the number rolled to the check, potentially turning it into a success.

Once a creature rolls the die for this spell, that creature can't benefit from the spell again until the creature finishes a long rest.

TRUE STRIKE

Abjuration Cantrip (Bard, Sorcerer, Swordmage, Warlock, Wizard)

Casting Time: Bonus action

Range: 30 feet

Components: S

Duration: Concentration, up to one round

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on all attacks you make against the target, provided that this spell hasn't ended.

1ST LEVEL (REVISED)

GOODBERRY

1st-Level Transmutation (Druid, Ranger, Witch)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a spring of mistletoe)

Duration: Instantaneous

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day.

However, the berries are "faerie food" which can only sustain a creature for up to 3 days. Each day beyond the first that a creature relies on goodberry for sustenance during a week, it must succeed a Constitution saving throw or be unable to gain nourishment from mortal food for an equal amount of time.

JUMP

Transmutation Cantrip (Artificer, Druid, Ranger, Sorcerer, Swordmage, Wizard)

Casting Time: 1 action

Range: Touch

Components: VSM

Duration: 1 minute

You touch a creature. The creature's jump distance is tripled until the spell ends. This jump bypasses normal restrictions on your movement.

SHIELD

1st-Level Abjuration (Sorcerer, Swordmage, Wizard)

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the *magic missile* spell

Range: Self

Components: V, S

Duration: Until the end of the turn

An invisible barrier of magical force appears and protects you. You gain a +5 bonus to AC against the triggering attack and all attacks made in the same turn against you. You take no damage from *magic missile* spells this turn.

SLEEP

1st-Level Enchantment (Bard, Sorcerer, Witch, Wizard)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pinch of fine sand, rose petals, or a cricket)

Duration: 1 minute

This spell sends creatures into a magical slumber. Roll 2d8, the total is how many Hit Dice of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their Hit Dice (ignoring unconscious creatures).

Starting with the creature that has the lowest Hit Dice value, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's Hit Dice from the total before moving on to the creature with the next lowest Hit Dice. A creature's Hit Dice must be equal to or less than the remaining total for that creature to be affected.

Undead, creatures immune to being charmed, and creatures with 8 Hit Dice or more aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 1d8 for each slot level above 1st.

WITCH BOLT

1st-Level Evocation (Sorcerer, Swordmage, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a twig from a tree that has been struck by lightning)

Duration: Concentration, up to 1 minute

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st. Additionally, after each time you deal automatic damage to a creature with witch bolt, increase the lightning damage it deals in subsequent rounds by 1d12, up to a maximum number of d12's equal to the original first round damage of the spell.

2ND LEVEL (REVISED)

BARSKIN

2nd-Level Transmutation (Druid, Ranger)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of oak bark)

Duration: Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing. Additionally, the creature gains resistance to bludgeoning and piercing damage, but suffers vulnerability to fire damage.

LESSER RESTORATION

2nd-Level Abjuration (Archivist, Artificer, Bard, Cleric, Druid, Paladin, Ranger, Witch)

Casting Time: 1 action

Range: Touch
Components: V, S
Duration: Instantaneous

You touch a creature and can one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned. Alternately, you grant a diseased creature one immediate and automatically successful saving throw against the disease.

3RD LEVEL (REVISED)

FIREBALL

3rd-Level Evocation (Sorcerer, Swordmage, Wizard)

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a tiny ball of bat guano and sulfur)
Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot radius must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

However, the fire fills up the area of the spell, so if cast in a confined space it may create backdraft. This translates to 33,000 cubic feet of fire, or 264 five-foot-cubes of fire.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

LEOMUND'S TINY HUT

3rd-Level Evocation (ritual) (Bard, Wizard)

Casting Time: 1 minute
Range: Self (10-foot-radius hemisphere)
Components: V, S, M (a small crystal bead)
Duration: 8 hours

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area.

Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. ~~Creatures and objects within the dome when you cast this spell can move through it freely. All other~~

~~creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it.~~ The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

LIGHTNING BOLT

3rd-Level Evocation (Sorcerer, Swordmage, Wizard)

Casting Time: 1 action
Range: Self (100-foot line)
Components: V, S, M (a bit of fur and a rod of amber, crystal, or glass)
Duration: Instantaneous

A stroke of lightning forming a line of 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The bolt bounces off of unyielding barriers up to the spell's maximum range. It can be precisely angled with a successful Intelligence check, but cannot strike the same target twice.

The lightning ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

REMOVE CURSE

3rd-Level Necromancy (Archivist, Cleric, Paladin, Warlock, Witch, Wizard)

Casting Time: 1 action
Range: Touch
Components: V, S, M (special)
Duration: Instantaneous

At your touch, you attempt to lift a curse on an object, creature or place.

If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

To lift a curse on a creature or place, you must use a material component unique to the nature of the curse. Any curse of 3rd level or lower on the target ends. For each curse of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC

equals 10 + the curse's level. On a successful check, the curse ends. However, if you fail the check by 5 or more, something bad happens – the curse might jump to you, it might progressively worsen, the curse caster might become aware you attempted to remove it, etc.

REVIVIFY

3rd-Level Necromancy (Artificer, Cleric, Druid, Paladin, Ranger)

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamonds worth 300 gp, which the spell consumes)

Duration: Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts. The creature takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

5TH LEVEL (REVISED)

- ♦ *Contagion* – when a creature succeeds the save they don't suffer the effects for that round.

7TH LEVEL (REVISED)

- ♦ *Forcecage* allows creatures to attempt escape, making a Strength saving throw as an action. If the save succeeds, the creature can move through the *forcecage*. However, on a failure, they suffer points of force damage equal to the difference between their saving throw and the caster's spell DC.