

This is a live document that will change as new House Rules emerge. This House Rules document is based on the house rules used by 3d6DTL.

- **Ability Score Generation:** Roll 3d6 down the line, twice. If desired, adjust scores according to the rules in Steps 1 and 4 of character generation on p.18 of the Dolmenwood Players Book (DPB).
- To make an Ability check, roll 1d20. Meet or under your ability score to succeed. Advantage or Disadvantage can apply.
- Prime Abilities do not apply.
- Modified list for starting Adventuring items.
- Streamlined camping mechanic: The CON save to rest is no longer necessary. Tents and sleeping
 bags do not have a mechanical effect. You still need a fire and cooking pots to consume fresh rations.
- Survival mechanics from LotFP
- Kindreds as Classes: All kindreds can be used, but only as a class; all other classes count as human;
 the human kindred abilities do not apply.
- Starting Hit Points: A first-level character begins with a minimum hit point total equal to the average starting hit point roll (3, 4, or 5).

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- For those classes with specialised skills, use the optional Customising Skills rules in the class description's sidebar.
- Hunter's skills can be employed in ruins and dungeons as well as in the wild.
- **Bracing** does need to be declared, but it depends on initiative: if the charger acts first, the bracer can not impale them.
- A Thief who successfully **Backstabs** deals 12 + STR mod + magic weapon mod flat damage.
- A Shield grants a +1 bonus to AC/BB, and can absorb the damage from a single blow, but then is rendered useless. Magic shields can absorb as many blows as their enchantment bonus.
- Slot Encumbrance, as detailed on p.149 of the DPB. We use card-based inventory.
- Combat manoeuvres, the easy way
 https://oddskullblog.wordpress.com/2021/11/15/combat-maneuvers-the-easy-way/
- Spellcasting and Magic have numerous changes.
 - Divine spellcasters do not need to decide in advance what spell to prepare. They can cast their usual number and level of spells.
 - Fairy rune users have a +1 when rolling to select a new rune.
 - Simple spell books (one book holds all spells).

- Magicians can add new spells of their choice to their spellbook when new spell slots become available to them.
- Transcribing spells from a spellbook to another spellbook requires proper tools and takes one
 uninterrupted hour per spell rank per spell. There is no chance of failure, unless the transcription
 process is interrupted, in which case it automatically fails. Further attempts can be made without
 restriction.
- Ritual Casting: Magicians may cast spells from their own spellbook beyond their slot capacity (but not beyond their level limit) if they spend one uninterrupted turn per spell rank (e.g. a Rank 3 spell takes three turns to cast).
- Scrolls of a higher rank than the caster's capability can be cast by any appropriate class of any class level, but they cannot be copied into spellbooks. This prevents scroll-hoarding and simultaneously encourages their use as "one-and-done" power boosts.
- Holly magic users can detect every kind of magic, not only divine.
- Turning the Undead is treated as a spell needs to be declared, can be interrupted and does not allow movement
- Retainers follow the entire party; max = 4 + highest CHA mod. Exceeding this lowers all retainers' loyalty by the extra number.
- Death's door rules (p. 168); INT check with disadvantage can stabilise a dying character (1 try/round);
 more damage kills; lethal wounds may ignore this.
- **Levelling Up** occurs during a rest stop. Skipping levels is allowed if the amount of awarded XP merits it.
- PCs may Carouse or Practice Philanthropy in a settlement to gain bonus XP. <u>Table</u>.
- Treasure does not need to be taken to a safe location to generate XP (Shadowdark style), and Magic Items count in the purpose of XP calculations.
- Level Zero retainer can level up into classes (500 XP required to reach Level 1), and Hounds can level up (Fighter progression ½ of XP share)
- Additional XP will be rewarded for completing Feats of Exploration.
 - Procedure: Total the sum of how much XP all PCs need to advance from the start of the level at which they are currently to the next level. That number is constant until a PC gains a level.
 When a PC achieves a feat, the entire party is awarded the percentage listed of that total.
 Divide that number by the number of players present during the session to arrive at the per-PC share.
 - Rumour: Confirm a rumour's veracity Minor 2%
 - Quest: Complete a quest Extraordinary 10%
 - Point of interest: Discover and interact with a point of interest Major 5%
 - **The Dam:** Surpass the Dam Extraordinary 10%
 - The Observatory: Enter the observatory Extraordinary 10%
 - Trap: Overcome a trap Minor 2%, Major 5%
 - Puzzle: Solve a puzzle Minor 2%, Major 5%
 - Secret: Find a secret or interpret hidden lore Minor 2%

- Faction: Manipulating or crippling a faction or a rival adventuring party to your benefit Major 5%, Extraordinary 10%
- NPC: Interact beneficially with an important NPC when stakes are at play Major 5%
- Lore: Apply in-world lore in a useful or flavorful manner Minor 2%
- **Skills:** Use equipment or abilities in an unorthodox yet useful manner Minor 2%, Major 5%
- Tactics: Use an excellent tactic in combat Minor 2%, Major 5%
- Hazards: Surmount an environmental obstacle or hazard Minor 2%, Major 5%