

# DOLMENWOOD

## HOUSE RULES

*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.*

- **Character creation** follows the procedure delineated in the Discord Server. (Prime Abilities do not apply, modified list for starting Adventuring items.
- To make an **Ability check**, roll 1d20. Meet or under your ability score to succeed. Advantage or Disadvantage can apply.
- You 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).
- 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. [Table](#).
- 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 - ¼ 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%