

Core Homebrew Rules

Potion Consumption: Potions and other consumables are consumed with a bonus action. However, if you are pouring a Potion into an Unconscious or Dying creature, you must spend your Action. Creatures suffering from the Dying condition must also spend an Action to Drink a Potion.

Potion Throwing: As an Action, you can throw a potion or other consumable to a point within 30 feet of yourself. You can throw a potion a number of extra feet equal to 5 times your strength modifier. If this modifier is negative your throwing distance is reduced.

Updated Tools: Tools have been given extra utility. If you can use a skill and a tool for the same check you get advantage on the check, for example; a bard pulls out their lute which they are proficient in, and is proficient with Performance, this grants them advantage on the check. Additionally, each tool has been given extra utility, check [the page](#) to figure out what yours does.

New Tools: There has been a few new tools added (and more can be added in the future)

- **Surgeon's Tools:** This replaces Healer's Kit and is the standard for any doctor.

Bonus Action Jump. If you have proficiency with the Athletics skill you can as a bonus action, Jump without expending extra movement on your turn.

Jumping: Your Strength determines how far you can jump.

Long Jump. When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your DM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

High Jump. When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier (minimum of 0 feet) if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your DM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1½ times your height.

Severity Rolls: If anything rolls a Nat 1 the GM may decide to roll a 1d100 to see just how badly it goes. The closer this roll is to 1 the worse the outcome is. The GM may also decide

at other appropriate times to roll for severity. (Such as if there is a downed PC next to a falling fire giant covered in heavy spiked armor)

Resting Overhaul. Resting has been overhauled.

- **Short Rest Overhaul:** Short rest is done can be done over a span of 10 to 30 minutes at most. **A character can take 3 short rests per day to regain features.** During a short rest you can expend hit dice to reduce your exhaustion. Roll your hit dice and reduce your exhaustion by the amount rolled.
- **Long Rest Overhaul [1].** At the end of a Long rest you regain half your hit dice, rounded up. At the end of a Long rest you automatically lose 1 point of exhaustion. You can expend additional Hit Dice during your long rest to reduce your exhaustion point, these dice are not regained at the end of a long rest.

MINIONS

Some powerful creatures have many creatures working under them, these creatures can be considered a minion-type foe for ease in use of combat! Since their main appeal is to make the enemy feel stronger, and a 9th level character can one-shot something that could be considered a boss at level 2. An easy example is if a dragon uses ogres as a minion-type creature.

If a creature is a minion they have a little marking on their token that looks like angel wings and a halo in the top right corner.

Minion creatures have the following changes:

- Minion creatures have 1 Hp.
- Minion creatures automatically hit with their attack rolls, dealing average damage with their attacks.
- Minion creatures take their turn right after their master finishes their turn.

Altered And Banned Content

Banned Races

Flying Races: Any flying race is banned for any camping starting below level 5.

Conditions

[Altered] Exhaustion: There are 10 levels of Exhaustion. For every level of exhaustion you gain you get a minus 1 to your d20 rolls. At Exhaustion 10 you Instantly Die. **(More Details under Death Rules further down)**

During a short rest you can expend hit dice to reduce your exhaustion. Roll your hit dice and reduce your exhaustion by the amount rolled. At the end of a Long rest you automatically loose 1 point of exhaustion. You can expend additional Hit Dice during your long rest to reduce your exhaustion point, these dice are not regained at the end of a long rest.

(Revised) Stunned:

- Target's Speed is halved
- On its turn, the target can use either an action or bonus action, not both.
- Target automatically fails all strength and dexterity-based saves and checks.
- All attacks against the target have advantage.
- All attacks the target makes have disadvantage.

- If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On a 1-10 the spell is not cast and the spell slot is wasted. On a 11-19, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. On a 20, the spell is cast as normal.

(Revised) Paralyzed:

- All changes that apply to Stunned
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.
- *Variant. Targets lose their Dexterity bonus to their AC.*

Spells

(Banned) Cat Nap. Due to how short rest now works Cat Nap would fundamentally break the game.

(Banned) Create Food and Water. Breaks Immersion and eases tensions too much.

(Banned) Feeblemind. The spell just ruins a character. An effect like it would be closer to NPC magic and would be a ritual a player would have to stop as a story element

(Banned) Goodberry. With the new rest system, it just breaks everything.

(Banned) Silvery Barbs. Silvery Barbs is a "You don't get to play the game" spell.

(Banned) Maze. Steps on the toes of Banish, yet another "Fuck You" spell removed from the game

(Altered - Revised, Nerfed) Spare The Dying. The dying condition is an important one to create tension it has been altered to no longer auto-stabilize: [Spare the Dying](#)

(Altered - Revised Alternative) Grease. Grease can now be light ablaze to create a more substantial threat: [Grease](#)

(Altered - Revised Alternative) Charm, Hold & Dominate. The charm, hold and dominate spells have always felt weird with their restrictions. It now scales based on your Level and ignores monster tags: [Charm, Hold & Dominate](#)

(Altered - Revised Alternative) Conjure Undead/Animate Dead. Constantly casting the same spell over and over again for a mediocre servant is lame. This version of Animate Dead lets you create **permanent** undead servants or temporary ones depending on your preparation and sacrifice: [Conjure Undead](#)

(Altered - Revised Alternative) Conjure Greater Undead/Create Undead. Create powerful permanent undead servants. Use a variety of stat blocks based on CRs of a creature instead of just a few options: [Conjure Greater Undead](#)

(Altered - Revised Alternative) Find Familiar/Summon Familiar. Find familiar can be a tad boring if you truly desire a companion. This version lets you customise your familiar: [Summon Familiar](#)

(Altered - Nerfed) Banishment. Banishment is fundamentally a "Fuck You". It is therefore altered to the following: [Banishment \(Revised\)](#)

(Altered - Nerfed) Eldritch Blast. This is already the best cantrip in the game, and is now a core Warlock feature. It has therefore been nerfed to a d8 instead of a d10: [Eldritch Blast](#)

(Altered - Nerfed) Counterspell. Counterspell is fundamentally a "Fuck You". It is therefore altered to the following: [Counterspell \(Revised\)](#)

(Altered - Revised) Tiny Hut. Tiny Hut is too powerful for a 3rd level spell. You can literally create a dome of Force that could keep out an Ancient Dragon. It is now a 2nd level spell and has been altered to the following: [Tiny Hut \(Revised\)](#)

(Altered - Buffed) Hero's Feast. Creatures that partake of the Feast now count as having consumed enough Rations to benefit from a Long Rest that same day.

(Altered - Buffed) Mage Armour. This spell tends to be cast at the start of an adventuring day and then subsequently forgotten, now it just lasts until the end of your next long rest: [Mage Armour \(Revised\)](#)

(Altered - Nerfed) Shield. This spell is dirt cheap and way is way to effective for the cost; it has therefore been reduced in effectiveness yet given another secondary feature, countering Disintegration: [Shield \(Revised\)](#)

(Altered - Buffed/Altered) Shield of Faith. This spell now scales and can grant up to +4 AC at a high enough level; however, it can't be cast in conjunction with the Shield spells: [Shield of Faith \(Revised\)](#)

(Altered - Buffed) Barkskin. This spell normally sucks, it now has lost concentration, can be cast at range and on multiple targets. Barkskin is an excellent support spell: [Barkskin \(Revised\)](#)

Feats

(Banned) Lucky. The feat goes under the same logic as Silvery Barbs altering the dice and negating effects is way too cheap for an ability you can get at 4th level.

(Banned) Heavy Armour Master. This feat goes against the crafting system (Armour Proofing) and would frankly push the amount of damage you can mitigate to ridiculous levels (Along with being an annoying half-feat)

(Altered) Great Weapon Master and Sharpshooter. Both of these originally have this line:

- *Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage*

They both now are ruled as:

- *"... you can choose to take a penalty equal to your proficiency bonus to your attack roll. If the attack hits, you add double your proficiency bonus to the attack's damage."*

(Altered) Sentinel. Sentinel has been reworked. It now reads as.

Sentinel. *You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:*

- *When you hit a creature of no more than one size category larger than yourself with an opportunity attack, the creature's speed is reduced by 15 feet until the end of their next turn.*
- *Creatures provoke opportunity attacks from you when attempting to leave your reach; even if they have an ability that would normally allow them to ignore opportunity attacks*
- *When a creature within 5 feet of you makes an attack against a target other than you (and the target doesn't have this feat), you can use your reaction to an opportunity attack against the attacking creature*

(Altered) Healer. The healer feat, due to the new Stabilization rule needs a minor rework.

(Altered) Shield Master. This feat has been given a new identity where it works more as a feat which allows you to be a guardian for your party.

(New) Titan's Grip. Grip two-handed weapons, in one hand! Some restrictions apply ;)

(New) Reactive. A simple but powerful effect. 2 reactions.

Combat Rules

Delay Turn: On your turn in combat you can choose to forgo your turn. If you do so at any point during the round you can choose take your turn, this permanently moves your initiative to this new spot.

Flanking Revision: When you are on opposite sides of a creature, so that you can draw one straight line through it, you benefit from the Flanking status. When you are Flanking you get a +2 bonus to hit on attack rolls. A creature can only be flanked if it is engaged and distracted. It's up to the dungeon master to determine if a creature is distracted. Certain highly perceptive creatures are almost impossible to flank. Examples are beholders, ancient dragons and powerful celestials.

Prone Overhaul. You can still use your action to stand out from Prone or you can spend 15 feet of movement and your reaction, to stand back up from Prone

- Additionally, standing up from Prone now also triggers Opportunity Attacks.

Opportunity Attack Overhaul. You now only have access to the Opportunity Attack reaction if you have proficiency with Martial Weapons or are using a Monk weapon. Additionally, Opportunity Attacks are now triggered by a multitude of other actions. These actions are as follows:

- Moving out of a targets Melee range.
- Standing up from Prone
- Drinking a Potion
- Doing long-winded actions, such as opening a puzzle box with your action
- Making an opportunity attack against another creature.
- **(VARIANT)** Casting a ranged spell that requires 1 Action or longer

Due to these changes, not all monsters have the Opportunity Attack reaction anymore. Monsters will usually have it if they are themselves martial-trained creatures such as Guard Captain or an NPC Fighter; however, larger, more cumbersome creatures such as Oozes or Beholders that rely mostly on it's eyebeams won't be able to bite or smack at you on your way out.

Revised Two-Weapon Fighting. Two-weapon fighting is fundamentally underpowered. This aims to change that to put in on par with other fighting styles. [Document detailing the changes.](#)

Death Rules

Stagnant Death Saves: When you go down to 0 hit points and start rolling death saves they now stay with you. When you fail a death saving throw any failed saves linger. You can remove 1 failed death save at the end of a short rest and remove every failed saving throw at the end of a long rest.

Dying Condition: When you are at 0 hit points, you fall prone and gain this condition. At the start of your turn, you roll a Death Saving Throw. On your turn, you can only use your Action, Bonus Action or Move Action. Once you use one of these Actions, your turn ends.

- If you use your Action, you gain 3 levels of Exhaustion.
- If you use your Bonus Action, you gain 1 level of Exhaustion.
- If you use your Reaction, you gain 1 level of Exhaustion.

While you have this condition you can't stand up from prone. While you have this condition you must spend an Action to drink a Potion.

Exhaustion: There are 10 levels of Exhaustion. For every level of exhaustion you gain you get a -1 to your d20 roll, the only exception to this rule is on a Death Saving Throw. At Exhaustion 10 you Instantly Die.

Auto-Death Save Revision: Automatic death save failures have been modified. When you go unconscious, you now automatically fail death saves based on a percentage of damage taken in relation to your maximum hit points. The scale is as follows:

- 1-25% of your health = 1 Failed Death Save
- 26-50% of your health = 2 Failed Death Saves
- 51% --> of your health = 3 Failed Death Saves

Easy way to calculate health Percentage: Your Health Maximum Divided by 100 Times The Percentage you wish to figure out. (Your Max Health * % Amount)/100. Use an online calculator or your phone.

Helping Death Saves: When a target has the Dying condition, they can no longer be instantly stabilized with a DC 10 medicine check. Instead, any conscious player can expend their action to attempt a skill check of various kinds to attempt to grant the dying player advantage on their next death save roll. These skill checks can be anything so be creative. Here are some examples: Medicine check to bandage and heal wounds, Athletics check to put pressure on wounds to prevent further bleeding out, Persuasion check to call out to the spirit (A "Don't you dare die on me" moment), Religion check to pray to the gods to prevent this soul from leaving the plane etc. The DC is standard 10 but may increase or decrease depending on circumstances.

Valiant Recovery. If a target succeeds in their death saving throws, they recover with 1 hit point. Furthermore, death saving throws now happen at the start of a creature's turn, which means if you succeed on your death saves on your turn you still get your turn.

- Additionally, if you have inspiration, you can expend it to instantly succeed all your death-saving throws and recover to 1 hit point, just like rolling a Nat20.

Resurrection Rules

If a character is dead and someone attempts to resurrect that creature, a resurrection challenge is initiated. Up to 3 members of the adventuring party can offer to contribute to the ritual via a contribution skill check. the dm asks them each to make a skill check based on their form of contribution, with the DC of the check adjusting to how helpful/impactful the dm feels the contribution would be.

For example, praying to the god of the devout, fallen character may require an Intelligence (Religion) check at an easy to medium difficulty, where loudly demanding the soul of the fallen to return from the ether may require a Charisma (Intimidation) check at a very hard or nearly impossible difficulty. Advantage and disadvantage can apply here based on how perfect, or off base, the contribution offered is.

After all contributions are completed, the DM then rolls a single, final Resurrection success check with no modifier. The base DC for the final resurrection check is 10, increasing by 1 for each previous successful resurrection the character has undergone (signifying the slow erosion of the soul's connection to this world). For each successful contribution skill check, this DC is decreased by 3, whereas each failed contribution skill check increases the DC by 1.

Spells such as Raise Death, Reincarnate, or Resurrection are the easiest way for a party to resurrect their fallen comrade. When a PC dies for the first time, their soul still has a strong bond to the Material Plane and can be brought back relatively easily. The first resurrection of a character has no chance of failure and will work as stated in any of the official ways to bring a character back from death. After coming back once, however, that soul's bond has been weakened. In death after the first will make resurrection much more difficult. If resurrection is attempted on a character that has been brought back once already, that player should roll 1d20 to determine the success of the resurrection. Resurrection DC = 2 x (Number of Deaths) + 10. Luckily, the party isn't on their own. There are many people in the world that may be able to help, and for each additional person casting the same spell, the DC for resurrection is lowered by 3.

Variant Rules

[Variant Rule] Advantage and Disadvantage Stacking: Advantage and Disadvantage now count towards each other on a larger scale. 3 Advantage effects and 1 Disadvantage effect would count as a Disadvantage 2 Effect. This is how the system works:

- Normal Advantage = Normal Advantage
- 2 Advantage Effects = Advantage + 2
- 3 Advantage Effects = Advantage + 4
- 4 Advantage Effects = Advantage + 6

Disadvantage functions the same way but with - instead of + eg: Poisoned and Frightened 1 = Disadvantage - 2 on skill checks.

[Variant Rule] Help Action Revision. The help action has been revised to work in a couple of different ways. You can choose whether you wish to help someone with a Fortunate (Standard) effect or a Boosting (Variant) effect.

- **Standard** - You roll a second d20 when you make the roll and use the higher of the two rolls.
- **Variant** - You add a d6 + proficiency bonus to the check of whatever is being rolled.
 - In a skill challenge, you must be proficient with the skill to help.
 - In combat, you can choose to grant the Variant effect on an attack roll, which also adds the d6 + proficiency bonus to the damage roll.

[Variant Rule] Maximum Critical Hits: When critical hits are rolled you roll double the amount of damage dice. You take one of these dice and treat it as if it had rolled Maximum.

- Example Critical hit on a Greataxe = 1d12 + 12 + Modifiers.
- Example Critical hit on Firebolt = 1d10 + 1

[Variant Rule] The Reaper Comes. When you start to die and have to roll death saves, the dungeon master takes over and rolls your death saves for you. In the heat of combat, are you sure if your ally is alive or already dead?