

House Rules

Rules with an * have explanations, caveats or additional information at the end.

Class Changes

1. Druid: The following spells are added to the druid spell list: Hex, Misty step, Bestow Curse*
2. Paladin: Smite damage type = ~~Radiant~~ -> Fire*
3. Warlock: May use charisma instead of dexterity or strength when making attacks with pact weapon
4. Wizard: Only class with ritual casting by default.*
5. No wild-magic barbarian or wild-magic sorcerer.*
6. Gloomstalker Ranger: Second part of umbral sight feature reads: "As an action, you can become invisible to any creature that relies on darkvision to see you in darkness *until you attack or cast a spell.*"*
7. Hexblade Warlock: No longer able to add charisma modifier to weapon attack rolls (Pact of the Blade gets this instead).*
8. Bladesinger Wizard: Bladesong ends at the end of your turn if you did not make a weapon attack or take the dodge action that turn.*
9. The spell Silvery Barbs is banned

Race Options

10. Your character's race must be one of the following: Human, variant human, dwarf, elf, gnome, goliath, tiefling, dragonborn, aasimar, hexblood, warforged, orc, goblin, hobgoblin
11. At least two PCs must be human.*

Character Building

12. Use point buy or standard array. No rolling for stats.
13. Rolling for HP on level up is allowed if I see the rolls. Otherwise take average.
14. Tasha's Race customisation is allowed. This means you may choose where the stat bonuses for your race are allocated. (E.g. Instead of gaining +2 str, +1 con as a half-orc you could choose +2 to int and +1 to dex. You couldn't add +3 to one ability.)
15. Tasha's optional class features are allowed. (e.g. rogue's *steady aim*)
16. Backgrounds from PHB only. Or pick any two skills, two tool or language proficiencies and 15 gp.
17. Homebrew/UA/2024 content is allowed provided it's been approved by me.
18. Any kind of character sheet is fine provided I am able to view it. If it's in pdf form I'll need to see the updated versions each time you gain a level.
19. Make level 4 characters

20. Choose a tier 1 item from the [magic items list](#)*
21. If you have art you want to use for your PC send it to me before the session.*

Gameplay

22. Milestone Exp
23. Lazy Variant Encumbrance.*
24. "Camping rough" counts as a short rest. Not resting at all gives you 1 point of exhaustion every 24 hours. "Comfortable" resting conditions are available at inns and other permanent residences.
25. All rolls need to be visible in either discord or roll 20
26. No held actions.*
27. All attacks are non-lethal attacks.*
28. We don't track money. You can buy basic equipment, supplies and services without needing to record expenses or remove the gold amount from your inventory.*

Roleplay

29. Roleplay a character not a videogame protagonist.
30. Roleplay without referencing game terms whenever possible
31. Roleplay in a way that facilitates party cohesion
32. If you've accidentally written your PC's personality and/or goals so that they are incompatible with the rest of the party, or that the [roleplaying dynamics](#) aren't ideal, then you can retire them and write in a replacement.
33. You can mechanically respec a PC early in the campaign. If it's something major you should let me know.
34. This will be a story about good people doing good things. No evil, cruel or apathetic PCs.

Attendance

35. I'll be using a score system for attendance. Each of you start with one point. For attending a session on time you get 1 point. For missing a session or being more than 30 min late you lose 1 point. Sufficient prior warning (24 hours for absence, 1 hour for lateness) will result in no points being lost or gained for that session. If you reach zero you will be removed from the campaign.*

TL;DR: If you are late/absent more than you are present you will be kicked.

Rules yet to be mentioned:

- Conjure animals, goodberry, conjure woodland beings
- Rest casting
- Intimidation & tone
- When I call for rolls
- Feedback etiquette
- Being a sore loser and blaming the DM

- Dwarf 30ft
- Goblin keen senses
- Standard human +1 skill
- Orc & goblin -2 int
- Flavor is free

Extra info

(Note: If I add or remove rules these numberings might not correspond to the correct rule. Tough! I don't care! I will not be fixing it. You can figure it out 👍.)

1. *Druid: The following spells are added to the druid spell list: Hex, Misty step, Bestow Curse*

Druids in Earthspire are thematically closer to witches than magic vegans. The extra spells add some curse and fey flavor.

2. *Paladin: Smite damage type = ~~Radiant~~ -> Fire* Paladins in Earthspire gain power through conviction rather than deities. Less of a nerf than it seems because I don't give monsters resistances without a good reason.

4. *Wizard: Only class with ritual casting by default.* I don't like rituals. The 10 min kills the narrative pacing of a scene. In addition, I believe that non-combat encounters draining resources is healthy for the resource management macro-challenge of the game. Wizards get to be an exception because ritual casting is a big part of their class identity and because I think wizards are the one class where taking 10 min to cast a spell is actually cool. The ritual caster feat, totem warrior's spirit seeker and similar abilities still allow for those spells to be cast as rituals.

5. *No wild-magic barbarian or wild-magic sorcerer.* Tone reasons. I'm going for a low-magic vibe where magic is supposed to be serious and sinister. Wild magic feels too silly and whimsical for that. Wild-magic barbarian could be allowed if we re-flavor each effect into something different.

6,7 and 8. *Hexblade, Bladesinger and Gloomstalker nerfs.* Overpowered shit. Decided to nerf rather than ban outright.

11. *At least two PCs must be human.* Trying to avoid the party feeling too out of place. 'Variant human' is allowed.

20. *Choose a tier 1 item from the [magic items list](#).* You can also pick out items of any tier to add to your 'wishlist'. You might then find that item as rewards or loot during the game. Alternatively, you could not pick any if you'd rather be surprised.

21. *If you have art you want to use for your PC send it to me before the session.* This will be used for your token and an avatar that lights up when you speak.

23. *Lazy Variant Encumbrance.* We won't manually track every pound of weight. However, if you try to carry too much I'll impose encumbrance penalties with variant encumbrance rules being the standard.

26. *No held actions.* Speeds up combat considerably. Some things that you might have needed to hold an action for, such as attacking a swooping giant bat, I'll allow you to do on your turn since narratively every turn in a round is happening at the same time anyway.

27. *All attacks are non-lethal attacks.* Or rather, enemies use basically the same rules for being at 0 hp as players. Beasts and humanoids always start making death saving throws when they hit 0 hp (unless they took so much damage to be dead outright). Other creatures like elementals or undead will mostly just fully die when they reach 0 hp.

28. *We don't track money. You can buy basic equipment, supplies and services without needing to record expenses or remove the gold amount from your inventory.* Naturally the caveat "within reason" applies here. And no, you can't get free plate-armor the first time you arrive in a town. That should be obvious. In-world, your characters aren't aware of their bottomless pockets. Thrifty characters and luxuriant characters can still be roleplayed to their full extent just without one being a more 'optimal strategy' than the other.

33. *You can mechanically respec a PC early in the campaign. If it's something major you should let me know.* Picking a different feat, or a different subclass, or rearranging ability scores are all things I'd probably allow in a respec. Obviously don't abuse this but that goes without saying.

35. *Attendance.* I might not follow this exactly. But apparently people like it when attendance policy is spelled out clearly. And this is about as close to a hard rule as it could get.