

Relaxed Beholder's House Rules

CHANGES TO CLASS AND SUBCLASS ABILITIES

Warlock

- Pact of the Blade: You can use Charisma instead of Strength or Dexterity for your attack and damage rolls with your pact weapon. This is not limited to Hexblades.
- Warlocks get their subclass spell list, the same way that Sorcerers do. Those spells are added to their lists of spells known, but do not count against the number of spells known.

Monk

- Patient Defense and Step of the Wind do NOT cost a ki point, though they do still cost a bonus action.

Paladin

- Divine Smite works with unarmed strikes.

Druids

- Circle of the Moon Druids
 - Moon Druids get extra Wild Shapes, divided into 2 groups. Regular Wild Shapes are restricted in the way that all Druid Wild Shapes are in terms of CR. Combat Wild Shapes function exactly as outlined in the PHB.

COMBAT

Critical Hits

The damage on Critical Hits is max damage on your regular, plus one roll of the dice, plus appropriate modifiers. For example, a fighter with a +5 Strength modifier, wielding a greataxe, would, on a critical hit, roll $[[12+1d12+5]]$. Generally, you'll just add the max damage of your weapon to whatever you rolled.

Falling to 0 hp

When you fall to 0hp, being revived costs you a level of exhaustion.

If a critical hit causes you to fall to 0 hp, you receive a lasting injury.

If you fall to 0hp, but roll a natural 20 on your Death Saving Throw, you still incur a level of exhaustion, but this does not take effect until the end of initiative.

Flanking

Grants a +2 to attack, rather than advantage.

Attacks of Opportunity (PbP only)

Because of how much they kill momentum, movement in combat is adjusted in the following way: When a character moves in a way that would trigger an Attack of Opportunity, they instead take a -1 penalty to their AC. This danger stacks, so that anytime you would trigger an Attack of Opportunity, you take an additional -1 to your AC. This penalty only lasts for one attack targeting you, and ends at the beginning of your next turn even if you were never targeted by an attack.

RESTING

Long Rests can only be accomplished with some kind of safe(ish) shelter. Caves, dungeon rooms that can be barred, ruins with enough standing to enclose the party, taverns, are all places that one can long rest.

CONSUMABLES

Potions

Drinking potions costs a BA, feeding a potion to someone else requires an action

Spell scrolls

Anyone can use any spell scroll, regardless of class. Using it requires a successful Arcana check of 10+the spell's level. If the spell is on your class spell list, you double your proficiency bonus for that check.

SPELLS

Leomund's Tiny Hut

- The spell's material component costs 30 gp, and is consumed in the spell's casting.

Silvery Barbs

- Has an added material component that is consumed in the casting. Now it looks like this:
 - *1st-level Enchantment*

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet of yourself succeeds on an attack roll, an ability check, or a saving throw

Range: 60 feet

Components: V, M (*a pressed four leaf clover, dusted with alchemical silver, worth 10 gp, which the spell consumes*)

Duration: Instantaneous

You magically distract the triggering creature and turn its momentary uncertainty into encouragement for another creature. The triggering creature must reroll the d20 and use the lower roll.

You can then choose a different creature you can see within range (you can choose yourself). The chosen creature has advantage on the next attack roll, ability check, or saving throw it makes within 1 minute. A creature can be empowered by only one use of this spell at a time.

Spell Lists. Bard, Sorcerer, Wizard