



CrashGem Tabletop World

Patch

2024 Crashgem 5e World Patch Notes



Current as of: 09-09-2024

About

As of 9/9/2024 I only have 3 5e D&D games I am running, and I am not playing in any 5e games. These are the last 5e games I will ever run. I have been a part of 5e since the playtest, and I have run thousands and thousands of hours of 5e. The skeleton of 5e is strong. A simple system with a fun gimmick: Advantage res

& Disadvantage. Everything good, interesting, and well designed about 5e is unmade by the 5e magic system. For too many years I spent too much time and energy trying to fix something that was, at its core, unfixable. This document contains the house rules, house rulings, and homebrew that my community has developed over the last 6 years.

I stopped buying and reading WotC publications right before Bigby Presents Glory of the Giants (BPGGoTG) released. I have no idea how to integrate or balance any content in that release or anything since.

Maybe you will find it useful.

-Crash

Change Log:

- 09/09/24
 - Updated forward
 - Clarified nat 1's and nat 20s
 - Nerfed Tiny Hut
 - Nerfed Heroic Feast
 - Removed potion throwing mechanics
 - Removed Potion Toxicity

- Added clarification for using One DND Exhaustion
- Brought back skills that had been removed for streamlining purposes
- Changes to critical hit effects
- Added investigation to knowledge skills
- Added clarification for playing large PCs to racial section
- Increased True Martial level for extra attack to 9 from 8
- Removed access to cleave
- Removed the conviction Cantrip
- Remove Abundant Ki from Monks
- Sorcerers use constitution as their spellcasting stat
- Clerics can use CHA as their casting stat instead of WIS
- Re-added Bonus Actions section.
- 08/11/24
 - Revised frightened (again)

Source Abbreviations

Most books will be abbreviated, learn more from this resource page.



Succeed at a Cost, Boons, Complications

When you attempt an action that has a chance of failure the roll of a natural 20 or natural 1 can cause dramatic effects to occur.

Only player characters can succeed at a cost.

NPC's cannot, except for specific examples listed below:

Summoned creatures, spell effects, animal and non-animal companions, controlled constructs, CAN succeed at a cost. This includes Beastheart companions and all other “Pet Class” companions, including Captains. When they do, the controlling PLAYER CHARACTER suffers the SaaC result.

Nat 20's & Nat 1's

The only time a nat 20 is a guaranteed success is when it's on an attack roll. A nat 20 on a skill does not mean it is an auto success. However, Nat 20's and Nat 1's can cause additional effects if ruled during initiative-based encounters.

Boons & Complications

Boons & Complications only occur during scenes using the initiative tracker. Initiative rolls cannot trigger Boons & Complications.

- Nat 20: You gain a boon. The exception to this is critical hits, which already benefit from increased damage potential.
- Nat 1s: You cause a complication. Life can be hectic and crazy, especially during a battle. If a combatant rolls a nat 1 for an attack, save, or ability check, a complication occurs.

Succeed at a Cost

If you attempt a check, save, or attack and you fail by 3 or less, you can choose to succeed instead, at a cost. This is called succeeding at a cost and can have some stiff penalties.

- You can attempt to succeed at a cost outside of combat initiative, rolling on a different table for the costs.
- Players must reroll any damage or numeric variables their action would have caused after choosing to Succeed at a Cost.
 - For example, rolling fresh damage for an attack.
 - ***Clarification for AoE abilities targeting players.***
E.g., Players must reroll any damage or numeric variables after choosing to Succeed at a Cost. For example, if a player decides to Succeed at a Cost when hit by a fireball, the damage dice will be re-rolled for each player that chooses to succeed at a cost. All players who do not Succeed at a Cost will use the original damage roll.
- If a player asks if they can succeed at a cost, and they can, they do, it is not optional after asking.

The review the possible outcomes of these system check out this document: [SaaC v5](#)

Bonus Actions

[Don't forget that RAW Overrun and Tumble can be performed as bonus actions](#)

You can trade your standard action for a bonus action once per round.

Bolster

- You cheer, jeer, prod, poke, lift up, or in some manner inspire or influence an ally to do better.
- Choose one ally that you can see or hear within 30 feet. They must be able to see or hear you.
- Their next roll for attack, ability, or save is made with a +1

Bonus Interact

- You can perform an additional interact action

Help Up

- You can remove the prone status from an adjacent creature assuming its speed is not 0 and the creature is not 2 or more sizes larger than you.

Mark

DMG option is way too strong; this feels like a good compromise

- After successfully hitting a foe, you can use a Minor Action to Mark that creature.
- Until the end of your next turn, any opportunity attack you make against the marked target has advantage.
- Furthermore, this opportunity attack doesn't expend your reaction
- But you can not make the attack if anything, such as the incapacitated condition or the shocking grasp spell, is preventing you from taking reactions.
- You are still limited to one opportunity attack per turn but can now use your reaction for other things.

Recall

- Make a knowledge check to learn about a monster or the environment
- A poor check may result in misinformation

Step

- Assuming you are not prone, and your speed is not 0, move 5 feet using one of your available movement types.

- This movement still provokes opportunity attacks.
- It is considered its own separate movement and cannot increase the speed of another movement.
- You cannot step into difficult terrain.
- You can only step with basic movement, not with fly, swim, burrow, climb, etc..

Struggle

- You attempt to escape a grapple or restraining effect, but you do so at disadvantage. If you fail by 5 or more, you cannot attempt to break or escape the grapple/restraint again this round.

Take Cover

- If adjacent or behind terrain or objects that might provide cover, you actually start using that cover. If you already had cover you raise it to the next level of cover. Using this action ends your turn.

Homebrew Sources

There are a few Homebrew Sources we really enjoy and will be using in our games. However, this is homebrew, and is subject to constant audits, nerfs, and rebalancing. See below, but also look for information in the feats and spells sections.



Valda's Spire of Secrets

Valda's brought a great deal of joy to our server for many years. The general consensus is that the content is fun, but not very well designed. Some of it can be easily exploited when combined with other content like a5e maneuvers or core content that released after Valda's. In

the end a GM should feel empowered to deny or modify any and all homebrew content being used at their table.

All Valda's content, especially the spells and feats must be approved by your GM and are subject to nerfs, and balance checks. When working with your GM to access Valda's Content, please check out [Valda's Spire of Secrets World Doc](#) for balance tweaks and adjustments.

My personal adjustments:

- Geppettin can start play as size: Tiny
- Spirithost are not allowed
- Gunslinger High Roller is not allowed (The mini game slows down play)
- I recommend avoiding the Craftsman, see below.
- Use this document to expand the spell lists for the Valda's core classes:
<https://docs.google.com/spreadsheets/d/1JEVWpg7fK2DQlrXR6CWnHdTJ3StctiJWoTB49reHRhs/>

Valda's Craftsman

Barnabus Benoit is the last Craftsman I will ever allow in one of my games. Consider the class banned in any 5e game I run. -CrashGem

This is a complicated class. The immediate benefit is it helps expand non spellcasting classes in new and exciting ways. The downside is, it is in and of itself an entire game system. I do not recommend allowing this class in your campaigns unless it will serve as the primary crafting system for your campaign and/or you want non casters to have some fun additional toys to play with.

Pugilist Class

By Benjamin Huffman

- Is allowed
- The action economy of this class is pretty insane. It is a better monk than monk in every way.

Beastheart Class

By MCDM

- Class is allowed
- Pet system for non Beasthearts allowed by GM approval only
 - Best for smaller groups
- WARNING - This is a complicated class. Unskilled players need not apply.
- Limit Pet Classes whenever possible.

Kibble's Warlord

[By Kibbles](#)

- Is allowed
- A very solid and welcomed addition to the game

Character Creation

This process differs from campaign to campaign. Check with your GM for more information. Unless otherwise stated by the campaign's GM we use Point Buy for character creation.

Backgrounds

All Backgrounds are now custom Backgrounds.

You get one of the following bundles:

- 3 Skills | 2 Bonus Languages | 1 Tool Skill
- 2 Skills | 3 Bonus Languages | 1 Tool Skill
- 2 Skills | 1 Bonus Language | 2 Tool Skill
- 1 Skill | 1 Language | 4 Tool Skill
- 1 Skill | 5 Bonus Languages | 1 Tool Skill

Now choose one "Starter Feat" from this list. You must explain in your backstory why you would have this feat

- Actor, Athlete, Chef, Durable, Fighting Initiate, Firearms Specialist, Grappler, Healer, Inspiring Leader, Keen Mind, Linguist, Magic Initiate, Mobile, Observant, Poisoner, Prodigy, Second Chance, Skill Expert, Skilled, Skulker, Squat Nimbleness (any smols can take), Tavern Brawler, Tough
- From Valda's: Early Riser, Fickle Fortune, Field Commander, Gambler, Iron Hero, Precognitive, Showman
- From Grim Hollow: Hulking Figure, Iron Gut, Nimble Physique
- NO Feat, ASI improvement instead. Instead you may add +1 to any two stats of your choice, this cannot raise those stats above 20.
- A qualifying Racial Feat
- Starter Feats - Valda's. The following starter feats are allowed, you must explain why you have this in your backstory:
 - Child, Elderly, Survivor

Feats

Feats are an exciting way to enhance your character, change your build, and enhance your gameplay experience. That said, not all feats have been created equally. We aim to bring feats back into balance.

Level 1 Feats

You can choose a feat as part of your background from a curated list.

Banned Feats

Players may not take any of the following feats.

- Elven Accuracy

Nerfed & Edited Feats

The following feats have been reduced in strength and/or level gated. This means you must have a total character level of 4 or higher to take these feats. You cannot swap out feats you took earlier and replace them with these feats (unless you are a level 12 fighter or ranger).

- Great Weapon Master - Adjusted, see below
- Polearm Master
- Sentinel - Adjusted, see below
- Sharpshooter - Adjusted, see below
- Spell Sniper - Adjusted, see below

Great Weapon Master

Prerequisite: 4 Levels of Pure Martial or Character Level 6 and the Great Weapon Fighting Style

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

- On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
- Before you make an attack with a heavy melee weapon that you are proficient with, you can choose to take a penalty equal to your proficiency bonus to the attack roll. If the attack hits, you add twice your proficiency bonus to the attack's damage.

Lucky

This feat has been changed to match the Meta of this document.

- When a random target is determined for a positive or negative effect, you get to roll twice and take the more favorable result
- When you SaaC, you roll 1 additional time and choose your result from the results generated.
- If using the injuries system, you roll 1 additional time and choose your result from the results generated.
- Once per long rest, when you roll a nat one and keep the result, you gain an inspiration.

Polearm Master

Prerequisite: 4 Levels of Pure Martial

- As written
- Includes all spear-like weapons at your GM's discretion: Trident, Yklwa, etc.

Sentinel

Prerequisite: 4 Levels of Pure Martial

You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits.

- When you hit a creature no more than one size category larger than you with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
- When a creature within 5 feet of you, makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

Sharpshooter

Prerequisite: 4 Levels of Pure Martial or Character Level 6 and the Archery Fighting Style

You have mastered ranged weapons and can make shots that others find impossible.

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- All your ranged weapons gain the Keen property. Keen: increases the critical hit range by 1.

Spell Sniper

Prerequisite: 4th Level

You have learned techniques to enhance your attacks with certain kinds of spells, gaining the following benefits:

- You learn one cantrip that requires an attack roll. Choose the cantrip from the bard, cleric, druid, sorcerer, warlock, or wizard spell list. Your spellcasting ability for this cantrip depends on the spell list you chose from: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.
- Your cantrip spells gain the Keen property. Keen: increases the critical hit range by 1.

Boosted Feats

Athlete

You have undergone extensive physical training to gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you are prone, standing up uses only 5 feet of your movement.
- Climbing doesn't cost you extra movement. This is not the same as a climb speed.
- You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.
- You gain proficiency with the Athletics skill. If you already have proficiency, you instead gain expertise with athletics, which means your proficiency bonus is doubled for any ability check you make with it. A skill cannot benefit from expertise twice, such as from a different feat or class feature.

Charger

Prerequisite: Proficiency with Any Martial Weapon

You have trained to charge headlong into battle, gaining the following benefits:

- Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Improved Dash. When you take the Dash Action, your Speed increases by 10 feet for that action.
- Charge Attack. If you move at least 10 feet in a straight line immediately before hitting with a melee attack as part of the Attack Action on your turn, choose one of the following effects:
 - You gain a +1d8 bonus to the attack's damage roll, or push the target up to 10 feet, provided the target you want to push is no more than one Size larger than you. You can use this benefit only once on each of your turns.

Defensive Duelist

Prerequisite: no longer has a prerequisite

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- When you are wielding a melee weapon with which you are proficient and another creature hits you with a weapon attack, you can use your reaction to add your proficiency bonus to your AC until the start of your next turn, including against the triggering attack for that attack, potentially causing the attack to miss you.

Dual Wielder

You master fighting with two weapons, gaining the following benefits:

- ***Increase your Dexterity, Intelligence, or Strength score by 1, to a maximum of 20.***
- You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.
- You gain the benefits of both magical weapons or spell foci at the same time if you are proficient with both and wielding both.

Grappler

Prerequisite: Strength or Dexterity 13 or higher.

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

- ***Increase your Dexterity or Strength score by 1, to a maximum of 20.***
- You have advantage on attack rolls against a creature you are grappling.
- Treat yourself as one size larger for grappling purposes.

Keen Mind

You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits.

- Increase your Intelligence score by 1, to a maximum of 20.
- You always know which way is north.
- You always know the number of hours left before the next sunrise or sunset.
- You can accurately recall anything you have seen or heard within the past month.
- You have advantage on saving throws and skill checks against illusion spells.
- You gain skill proficiency in one of the following skills: Arcana, History, Medicine, Nature, or Religion.
- If you choose a skill you already have proficiency in, you instead gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with

it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

Linguist

You have studied languages and codes, gaining the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- You learn six languages of your choice.
- You ignore any "maximum known language" restrictions that may be in play
- You can ably create written ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence check (DC equal to your Intelligence score + your proficiency bonus), or they use magic to decipher it.
- You halve the amount of time & cost needed to learn a new language.

Mage Slayer

You have practiced techniques useful in melee combat against spellcasters, gaining the following benefits:

- You gain Magic Resistance
- When a creature within melee reach of you begins casting a spell, you can use your reaction to make a melee weapon attack against that creature. If this attack hits, the target must make a concentration check. If they fail, the spell is not cast successfully, though the action and resources used to cast the spell are still spent.
- When you damage a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.

Poisoner

You can prepare and deliver deadly poisons, granting you the following benefits:

- Increase your Dexterity or intelligence score by 1, to a maximum of 20.
- When you make a damage roll that deals poison damage, it ignores resistance to poison damage.
- You can apply poison to a weapon or piece of ammunition as a bonus action, instead of an action.
- You gain proficiency with the poisoner's kit if you don't already have it. With one hour of work using a poisoner's kit and expending 50 gp worth of materials, you can create a number of doses of potent poison equal to your proficiency bonus. Once applied to a weapon or piece of ammunition, the poison retains its potency for 1 minute or until you hit with the weapon or ammunition. When a creature takes damage from the coated weapon or ammunition, that creature must succeed on a DC 14 Constitution saving throw or take 2d8 poison damage and become poisoned until the end of your next turn.
- You can perform the Dip action as an Item Interact Action.

Prodigy

Prerequisite: None, no longer considered a racial feat

You have a knack for learning new things. You gain the following benefits:

- You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice.
- Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

Skulker

Prerequisites: Character level 4, Dexterity 13+

You are an expert at slinking through shadows, granting you the following benefits:

- Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.
- Blindsight. You have Blindsight with a range of 10 feet.
- Fog of War. Exploiting the distractions of battle, you have Advantage on any Dexterity Check (Stealth) you make as part of the Hide Action during combat.
- Sniper. If you make an Attack Roll while Hidden and the roll misses, making the Attack Roll doesn't end the Hidden Condition on you.

Weapon Master

You have practiced extensively with a variety of weapons, gaining the following benefits:

- Increase your Strength, Dexterity, or Intelligence score by 1, to a maximum of 20.
- You gain proficiency with all weapons, including exotic weapons & improvised weapons.
- You gain the reaction:

Sign of Mastery

Reaction when you would miss on a weapon attack roll.

Roll again using the new results. This ability cannot be used again until you complete a short rest.

Homebrew info

Valda's Feats

For now, all Valda's Feats are allowed with GM permission, and treated as UA Playtest materials.

Valda's Starter Feats

These feats can add some fun flavor and mechanics to your starting characters. GM approval only.

Spells

Improved Cantrips

Blade Ward

Abjuration cantrip

Casting Time: 1 Reaction, which you take when you or an ally takes bludgeoning, piercing, or slashing damage

Range: 30 feet

Target: One willing creature

Components: V S

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

You extend your hand and trace a sigil of warding in the air. Once before the spell ends, the first time the creature takes bludgeoning, piercing, or slashing damage, it can roll a d4 and reduce the bludgeoning, piercing, or slashing damage taken by the amount rolled. The spell then ends. This spell's bonus increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

A creature affected by this spell cannot benefit from it again for 10 minutes.

Dancing Lights

cantrip evocation

Casting Time: 1 action

Range: 120 feet

Target: Four points within range

Components: V S M (A bit of phosphorus or wychwood, or a glowworm)

Duration: 1 hour or until dismissed, no concentration

Classes: Bard, Sorcerer, Wizard

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. Lights can be combined to make larger lights. A single light illuminates 10 feet of dim. Two lights combined illuminate 20 feet, three lights, 30 feet, and all four lights 40 feet.

As a bonus action on your turn, you may change the color of each light, combine adjacent lights, separate combined lights, and you can move the lights up to 60 feet to a new spot within range.

A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

Friends

Enchantment cantrip

Casting Time: 1 Reaction, which you take when you or an ally attempt a Charisma Ability check, but not a Spellcasting Ability Check

Range: 30 Feet

Target: Self or One willing creature who can see you SMILE

Components: S (SMILE!)

Duration: 1 minute

Classes: Bard, Sorcerer, Warlock, Wizard

You smile broadly and for the duration, the target has advantage on all Charisma checks (but not Spellcasting Ability Checks) directed at another creature. If any of those checks fail by 5 or more, the creature the checks are directed at knows you used magic to influence their mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

Guidance

cantrip divination

Casting Time: 1 Reaction, which you take when you or an ally attempt an ability check

Range: 30 Feet

Target: One willing creature

Components: V S

Duration: Instantaneous

Classes: Bard, Cleric, Druid

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends. This spell's bonus increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

A creature affected by this spell cannot benefit from it again for 10 minutes.

Message

cantrip transmutation

Casting Time: 1 Reaction, which you take when you need to communicate with a creature within range

Range: 120 feet

Target: A creature within range

Components: V S M (A short piece of copper wire)

Duration: Instantaneous

Classes: Bard, Sorcerer, Wizard

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. This can be repeated each round as a free action on your turn.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

Resistance

cantrip Abjuration

Casting Time: 1 Reaction, which you take when you or an ally attempt a saving throw

Range: 30 Feet

Target: One willing creature

Components: V S

Duration: Instantaneous

Classes: Bard, Cleric, Druid

You extend your hand and trace a sigil of warding in the air. Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends. This spell's bonus increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

A creature affected by this spell cannot benefit from it again for 10 minutes.

True Strike

cantrip divination

Casting Time: 1 Reaction, which you take when you or an ally attempt an attack roll

Range: 30 Feet

Target: One willing creature

Components: V, S

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

You extend your hand and point a finger at a target in range. Once before the spell ends, the target can roll a 1d4 and add the number rolled to one attack roll of its choice. It can roll the die before or after making the attack. The spell then ends. This spell's bonus increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

A creature affected by this spell cannot benefit from it again for 10 minutes.

Improved Duration

The following spells have a duration of "Until you complete a Long Rest":

- Animal Friendship
- Armor of Agathys (or until used)
- Comprehend Languages
- Darkvision
- Death Ward (or until used)
- Detect Magic
- Disguise Self (Changing the disguise requires a new casting)
- Elemental Weapon
- False Life (or until used)
- Longstrider
- Mage Armor
- Magic Weapon
- Seeming (Changing the disguise requires a new casting)
- Speak with Plants
- Speak with Animals
- Tongues
- Waterwalk

New as Rituals

- Find Traps
- Jump
- Zone of Truth

A5e Updates

- [Goodberry | Level Up \(a5e.tools\)](#)
- Guidance & a5e Expertise are the same thing and do not stack.

Banned Spells

- Sleeping Draught from OotD is banned
- Most Conjure spells, see Summoning Magics below

Nerfed Spells

- Silvery Barbs

- from SCoC is now a level 2 spell.

- **Leomund's Tiny Hut & Tiny hut**

- Can be destroyed.
- The dome has an AC equal to the caster's class DC, 30 hit points, Is immune to all conditions, damage immunities: Poison, Psychic. Resistance to nonmagical bludgeoning, piercing, and slashing damage.

- **Heroic Feast**

- You bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve other creatures can partake of the feast.

A creature that partakes of the feast gains several benefits.

- Cured of all diseases and poison
- Gain advantage to saving throws to avoid becoming charmed, cursed, diseased, exhausted, frightened, petrified, poisoned, and mind-controlled
- Hit point maximum also increases by 2d10, and it gains the same number of hit points.
- Gain the well-rested status
- Gain 1 Inspiration point

These benefits last for 24 hours.

Homebrew Spells

- Any spells from non-WotC books must be vetted by your DM before being used in a game, *this includes spells from Valda's*.
- Not all DMs will approve of these spells, some may require changes and adjustments to the spells.

Summoning Magics

To balance action economy and player turn length, Tasha's Summon Spells are all allowed and set the default for all summoning magic.

The following spells are no longer available:

- Animate Objects
- Conjure Animals

- Conjure Celestial
- Conjure Elemental
- Conjure Fey
- Conjure Minor Elementals
- Conjure Woodland Beings

Shepard Circle Druids

Mighty Summoner

Is now: Summoned creatures have additional hit points equal to your PB per spell level used to summon them.

Faithful Summons

Is now: a level 9 casting of summon beast, elemental, or fey is cast instead of conjure animals

Conjuration Wizards

Durable Summons

When you summon creatures, you can allocate 30+10/per spell level used Temp HP to your summoned creatures, divide these temp hp across all your summoned creatures as you see fit.

Equipment

Attunement Slots

All creatures have a number of attunement slots equal to their PB.

Weapons

Darts

- Darts are essentially throwing blades. Also, ninja stars.
- Darts are now considered “light” weapons, but are not melee weapons.
- If you try to hide a dart on your person, you do so with advantage to the associated roll.

- Darts are, in general, inferior to daggers in almost every way, except for weight and cost.

Firearms

- We now use Valda's Spire of Secrets to manage firearms rules
- Rarity of firearms and proficiencies differs based on campaign and GM (See Valda pg 295)

Homebrew Equipment

- The new non-magical weapons and armor listed in chapter 5 of Valda's Spire are allowed.
- If your total number of characters levels from Pure Martials (Barbarian, Fighter, Rogue, Monk, Pugilist) is 5 or more, you get the Exotic Mastery Feat for free (page 283 VSoS)

Throwing Potions

- If your group is into throwing potions, consider adding such variations of the items to your game with an increased cost to purchase and craft.

Potions & Potion Toxicity

- Don't worry about it.
- It's too much to track for too little gain.

Recovery

Exhaustion

EXHAUSTED [CONDITION]

While Exhausted (known in older books as Exhaustion), you experience the following effects:

- Levels of Exhaustion. This Condition is cumulative. Each time you receive it, you gain 1 level of exhaustion. You die if your exhaustion level exceeds 10.
- d20 Rolls Affected. When you make a d20 Test, you subtract your exhaustion level from the d20 roll.
- Spell Save DCs Affected. Subtract your exhaustion level from the Spell save DC of any Spell you cast.
- Ending the Condition. Finishing a Long Rest removes 1 of your levels of exhaustion. When your exhaustion level reaches 0, you are no longer Exhausted.

Death & Dying

In falling to 0 hit points, you gain the Dying condition. This condition ends if you regain any hit points.

Dying Condition

- You drop whatever you're holding and fall prone.
- You can't move, take actions, or use reactions.
- You lose concentration, and cannot maintain concentration.
- You can speak a maximum of two words per round.
- All attack rolls against you have advantage.
- Any attack that hits you is a critical hit if the attacker is within 5 feet of you.
- You automatically fail STR/DEX saving throws.
- You must make a death saving throw at the start of your turn. If you fail three times, you die.

Jacob Hates Dying

- Do you hate dying? Who doesn't?
- Before you roll your death save for the round, you may choose not to roll; instead, pretend you got a Nat 20 on the roll. Get 1 hp, stabilize, and take your turn!
- If you do this, you gain exhaustion equal to your PB.
- If you are immune to exhaustion, you cannot benefit from this system.

Save or Suck Effects

- The following effects really take the fun out of the game: Maddened, Confused, Paralyzed, Incapacitate, Unconscious, Stunned, Petrified, Banished
- If you begin your turn with one or more of the status effects listed above you can remove one or more of those effects from yourself!
- If you do this, you gain exhaustion equal to your PB per condition removed.
- You pushed super hard, Plus-Ultra, to break yourself free.
- If you are immune to exhaustion, you cannot benefit from this system.

Death Lingers - Hard Mode

Mythic Odysseys & Curse of Strahd (DB & NF)

Death saving throws don't reset after recovering from dying. Instead, they linger until you complete a long rest or have your hit points completely restored to your current max value. Take care to rest properly.

Reincarnate

DM's are encouraged to change the reincarnation table to match their settings.

Limited rests

- 2 short rests and 1 long rest per calendar day.

Well-Rested

This status effect can be used to prevent 1 level of Exhaustion.

You gain Well-Rested by:

- Completing a Long Rest in a Sanctuary(a village, town, or city. Sleeping in the wilds isn't safe, comfortable, or restful enough for a full recovery..

Well-Rest lasts until used and does not stack. They must be used first.

Heroic Rests

Starting at party level 1, once per day, the player characters can gain the benefits of a short rest with only 10 minutes of time, rather than 1 full hour. This still counts against their available short rests for that day.

At level 11, both short rests can be accomplished with only 10 minutes of rest, rather than 1 hour.

Fate Points

This optional mechanic can give player characters a chance to cheat death.

The first character you create for a campaign starts with 1 Fate point. All future Fate Points must be earned through gameplay.

Fate allows your character to survive what would otherwise be certain death. If you would suffer a killing blow or fail your last death saving throw, you may spend a fate point to cheat death in some fashion.

Perhaps you were knocked unconscious, or the scorpion's poison wasn't strong enough to finish you off, or it was just a flesh wound? Discuss with your GM exactly how it is you managed to survive your ordeal.

Spending Fate

When you spend a fate point, you (usually) cannot act for the rest of the scene—everyone, friend and foe alike, thinks you're dead or otherwise not worth any attention. But you are immune to any further damage during the rest of the scene, regardless of whatever else happens around your unconscious body.

At the end of the scene—or whenever appropriate—you regain consciousness with 1 hit point. You also recover any failed death saving throws.

Gaining Fate

Fate points are extremely rare. In some campaigns, you may begin play with a single Fate point. But beyond this, additional points can only be gained by facing—and defeating—the most dangerous monsters in your world. Dragons, liches, beholders—these fated monsters are significant threats to the party.

Fate smiles on those who brave the darkest of these optional dangers and survive.

Long Rests - Sanctuaries (optional)

Used in: Mythic Odysseys, Curse of Strahd (All)

Long rests can only be taken in areas designated as Sanctuaries, determined by your GM. Typically a village, town, or city. Sleeping in the wilds isn't safe, comfortable, or restful enough for a full recovery.

Short Rest - Camping (optional)

Used in: Mythic Odysseys, Red Hand of Doom, Curse of Strahd (all)

Opportunities to recover resources and generate inspiration. Not every short rest needs to be a camp. Be mindful, you can only benefit from a short rest twice in one day.

[See the Camping document for more information on this optional gameplay mechanic.](#)

Downtime

Downtime can be very setting and campaign specific, talk to your group about how you want to handle and what you want to get out of it. Downtime activities can yield gold rewards, make

progress towards tool and language acquisitions, craft items, and more. Be mindful when using downtime you will need to cover the cost of living. See table below for costs and benefits.

Downtime Activities

Covered by Xanathar's (XGtE)

- <https://www.dndbeyond.com/sources/xgte/downtime-revisited#DowntimeActivities>
- NOTE: Crafting rules for your campaign cover crafting during downtime.
- Downtime activities are tasks that usually take a work-week (5 days of a 7-day week or 7 days of a 10-day week) or longer to perform.

Be mindful the max gold you can earn via crafting and downtime is limited by the sanctuary/settlement's prosperity and economy.

Skills

Blind rolls

- Many rolls will now be made blind
- These means the player rolls the dice but has no idea how the roll actually went
- A great example is an insight check.
- With this system knowledge checks may provide false information

Medicine

- I strongly recommend using Maxwell's Manual of Maladies to make medicine one of the best skills in your game.
<https://foundryvtt.com/packages/mmm> Can provide simple injury repairs and stabilization with a healer's kit
- Medicine can default to wisdom or intelligence
- Knowledge of injuries, biology, diseases, poisons
- Trained: Diagnosis
- Trained: Surgery
- Trained: Autopsies
- Trained: You can use an action to make a DC15 medicine check on an adjacent ally, if successful they gain advantage on their next saving throw to remove an ongoing spell or effect.
- Trained: As part of the action of drinking or administering a potion, make a DC 15 medicine check when drinking or administering a healing potion, if successful you can

gain the maximum amount of healing from the potion. Drinking a potion as a bonus action makes it ineligible for this feature.

- **Trained:** As part of the action of drinking or administering a potion, make a DC 15 medicine check when drinking or administering any potion, if successful the potion does not count towards Potion Toxicity. Drinking a potion as a bonus action makes it ineligible for this feature.

Knowledge Checks

You may use an action to make a knowledge check during combat. If you are proficient with the relevant skill you may make the knowledge check as a bonus action.

What do you learn? Guide for GMs

Check Result	Character Knowledge
5+	How tough is it overall?
10+	Senses
15+	Attacks
20+	Resistances & Immunities
25+	Weaknesses & Vulnerabilities
30+	Basically Everything

Alternatively:

You could take a PF2e route and set the knowledge DC to be 12 plus the monster's DC. With a success allowing the player to ask any one mechanical or roleplay question about the target.

Knowledge Skills

Arcana	Aberration, Celestial, Construct, Dragon, Elementals, Fiends, Undead
Animal Handling	Beast, Monstrosity
History	Does not apply to knowledge of creature biologies
Investigation	Drawing conclusions about a situation the player might have missed or have doubts about
Medicine	Humanoids, Giants
Nature	Beasts, Dragons, Fey, Ooze, Plant

Religion	Celestial, Fiend, Undead
Survival	Only covers the basics of dressing a mundane kill.

Party Checks - Optional, Speed of Play

- To save time and sanity many things you encounter will only allow a single check.
- This can be a Party Check.
- A Party Check is different from a Group Check (All heroes roll the check and majority must pass)
- The best, trained PC will roll.
- If a second PC is trained they can assist for advantage.
- Guidance may also be provided, DM's discretion.
- Only one check, if it fails, move on with your lives.

Social Interaction

There is more to social interaction than just charisma—intelligence and wisdom are just as important, and each has their own role to play in conversation.

When interacting with an NPC, the context of your action determines which ability you are using: smarts (intelligence), feelings (wisdom), or presence (charisma).

Not all NPCs will be impressed by INT and WIS checks, but CHA will always work as intended.

- Intelligence: You're trying to be clever. Debate, reason, negotiate, lie, manipulate, wit, and threaten.
- Wisdom: You're trying to soothe or connect feelings. Rapport, empathize, calm, discretion, and tact.
- Charisma: You're trying to be likable or dominating. Charm, bluff, banter, incite, command, and intimidate.

Open Skills - Optional, looser play

With Open Skills, your skills are no longer tied to a single ability—instead, you may apply your skill bonus to any ability check that feels appropriate. DM's approval needed.

- When you are taking an action, try to consider which ability and skill pairing is the best fit for your situation. You may only use one ability and one skill per check.
- You will need to successfully bullshit your GM into allowing any given combination.

Status Effects

Curses

- The DCs and means of removal have all been increased in difficulty for all curses
- Many curses will require additional steps to remove in addition to the remove curse spell.
- Many curses will require a higher level spell slot is used when casting remove curse.
- Combinations of rituals, components, and high level castings may be required to deal with curses.

Bleed

- Bleed effects cause damage every round, normally at the start of a creature's turn.
- Bleed effects can stack.
- Bleed effects deal **Slashing** damage
- Bleed effects can be removed with a single point of dedicated magical healing per stack or an action DC 10 medicine check and 1 charge of a healer's kit per stack.

Dazed

- Whenever possible substitute Dazed for Stunned
- While Dazed you can take an action or a bonus action but not both.
- You can only take one attack during your turn regardless of abilities or effects that would allow more than 1.
- Your speed is halved.

Deadlier Diseases

- The DCs and means of removal have all been increased in difficulty for all diseases
- Many diseases will require additional steps to remove in addition to the lesser restoration spell.
- Many diseases will require a higher level spell slot and/or unique material components to be used when casting lesser restoration.
- For more information on Diseases check the Darker Dungeons Compendium.

Frightened - Revised

- A frightened creature has disadvantage on ability checks and attack rolls until the effect ends.
- If a frightened creature tries to move towards the source of its fear, treat every 5 feet of movement as 10 feet of movement.
- A frightened creature cannot use reactions
- A creature checks concentration when they first become frightened and at the end of any turn is they remain frightened.

Inspired - Inspiration

You can hold up to 3 inspiration points at once. Inspiration can be used to reroll a d20 Check that you just rolled. If used on a disadvantage or advantage roll, you must reroll BOTH dice. You must keep the new results. This is a fortune effect, it can only be used once per d20 check.

Gaining Inspiration: You gain inspiration by acting in accordance with one of your characteristics in an interesting way for the game. You can't be "inspired" by the same characteristic multiple times in one game session, so keep it varied.

Players Awarding Inspiration: You can give your inspiration away, but only when you feel something suitably cool has happened that deserves such a reward.

Camping (optional): Camping can provide additional means of gaining Inspiration.

NOTE: in most of Crash's games, Inspiration is earned through camping, in game storytelling events, and doing the recap.

Lingering Effects

You may see the term -lingering in regards to status effects.

- A lingering effect lasts until the creature afflicted by it makes a saving throw.
- These saving throws are made at the end of the creature's turn using the original DC unless otherwise noted.

Lucky

Lucky status grants a +1 to all attacks, saves, and checks.

- Most commonly caused by fortune tokens
- Fortune and misfortune tokens cancel each other out

- if you have 1 or more Fortune tokens you are Lucky
- Fortune & Misfortune reset to 0 after completing a long rest.

Madness

You don't have your wits about you, and you attack wildly. You can't take use reactions.

You use all your actions to make weapon attacks or cast offensive cantrips, though the GM can have you use other actions to facilitate attack, such as draw a weapon, move so that a target is in reach, and so forth. Your targets are determined randomly by the GM. If you have no other viable targets, you target yourself, automatically hitting but not scoring a critical hit. If it's impossible for you to attack or cast spells, you babble incoherently, wasting your actions.

Each time you take damage from an attack or spell, you can attempt a new saving throw against the triggering effect, if possible.

Mounted

While in the target's space, the smaller creature moves with the target and has advantage on attack rolls against it.

The smaller creature can move around within the larger creature's space, treating the space as difficult terrain. The larger creature's ability to attack the smaller creature depends on the smaller creature's location, and is left to your discretion. The larger creature can dislodge the smaller creature as an action—knocking it off, scraping it against a wall, or grabbing and throwing it—by making a Strength (Athletics) check contested by the smaller creature's Strength (Athletics) or Dexterity (Acrobatics) check. The smaller creature chooses which ability to use.

Restrained

The restrained status now potentially prevents spellcasting if the spell would require somatic (S) components.

- Casters must succeed on a concentration check with a DC equal to the escape DC for the restraining effect, else, they cannot cast spells requiring (S) components.
- If no escape DC is possible, no concentration check can be made.

Sickened

You feel ill. Sickened always includes a value. You take a status penalty equal to this value on all your checks and DCs. You can't willingly ingest anything—including elixirs and potions—while sickened.

You can spend a single action or bonus action retching in an attempt to recover, which lets you immediately attempt a CON save against the DC of the effect that made you sickened. On a success, you reduce your sickened value by 1.

A rule of thumb for Sickened effects, a monster stacks Sickened equal to its PB, less if it is a wimpy monster, more if it is a legendary or paragon.

Unlucky

Unlucky status grants a -1 to all attacks, saves, and checks.

- Most commonly caused by misfortune tokens
- Fortune and misfortune tokens cancel each other out
- if you have 1 or more Misfortune tokens you are Unlucky
- Fortune & Misfortune reset to 0 after completing a long rest.

Well-Rested

This status effect can be used to prevent 1 level of Exhaustion.

You gain Well-Rested by:

- Completing a Long Rest in a Sanctuary(a village, town, or city. Sleeping in the wilds isn't safe, comfortable, or restful enough for a full recovery..
- Passing a sleep check while camping (Optional, must be a perfect (dc5) campsite and Gm permission)

Well-Rest lasts until used and does not stack. They must be used first.

Combat

Active/Popcorn Initiative

- Turn order changes and shifts during the battle
- This must be voted in by the group

Creature Sizes

VTT makes size easy to scale up, as such we have expanded the size chart

Size	Space: Squares
Diminutive	8+ per square
Tiny	4 per square
Small	1 per square
Medium	1 per square
Large	4 squares 2x2 (or 2x1)
Huge	9 squares 3x3 (or 2x3)
Gargantuan	16 squares 4x4 (or similar)
Colossal	25 squares 5x5 (or similar)
Titanic	36 squares 6x6 (or similar)
Kaiju	49 squares 7x7 or bigger

Cleaving through Creatures - Level Gated

If your character's Pure Martial level is 9 or higher.

When a melee attack reduces an undamaged creature to 0 hit points, any excess damage from that attack might carry over to another creature nearby. The attacker targets another creature within reach and, if the original attack roll can hit it, applies any remaining damage to it. If that creature was undamaged and is likewise reduced to 0 hit points, repeat this process, carrying over the remaining damage until there are no valid targets, or until the damage carried over fails to reduce an undamaged creature to 0 hit points.

Climb onto a Bigger Creature

If one creature wants to jump onto another creature, it can do so by grappling. A Small or Medium creature has little chance of making a successful grapple against a Huge or Gargantuan creature, however, unless magic has granted the grappler supernatural might.

As an alternative, a suitably large opponent can be treated as terrain for the purpose of jumping onto its back or clinging to a limb. After making any ability checks necessary to get into position and onto the larger creature, the smaller creature uses its action to make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target's Dexterity (Acrobatics) check. If it wins the contest, the smaller creature successfully moves into the target creature's space and clings to its body. While in the target's space, the smaller creature moves with the target and has advantage on attack rolls against it.

The smaller creature can move around within the larger creature's space, treating the space as difficult terrain. The larger creature's ability to attack the smaller creature depends on the smaller creature's location, and is left to your discretion. The larger creature can dislodge the smaller creature as an action—knocking it off, scraping it against a wall, or grabbing and throwing it—by making a Strength (Athletics) check contested by the smaller creature's Strength (Athletics) or Dexterity (Acrobatics) check. The smaller creature chooses which ability to use.

Combat Actions

Disarm

A creature can use a weapon attack to knock a weapon or another item from a target's grasp. The attacker makes an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender drops the item.

The attacker has disadvantage on its attack roll if the target is holding the item with two or more hands. The target has advantage on its ability check if it is larger than the attacking creature, or disadvantage if it is smaller.

Mark

This has been changed to a Bonus Action.

Overrun

- Overrun is considered an attack roll, it benefits & is penalized by all things that affect attack rolls. AKA the blind condition, being prone, flanking, etc.
- You can make an Overrun attack using your unarmed strike, but it deals no damage, it only causes the effects listed below.

When a creature tries to move through a hostile creature's space, the mover can try to force its way through by overrunning the hostile creature. As an action or a bonus action, the mover makes a Strength (Athletics) check contested by the hostile creature's Strength (Athletics) check. The creature attempting the overrun has advantage on this check if it is larger than the

hostile creature, or disadvantage if it is smaller. If the mover wins the contest, it can move through the hostile creature's space once this turn.

Shove Aside

- Shove Aside is considered an attack roll, it benefits & is penalized by all things that affect attack rolls. AKA the blind condition, being prone, flanking, etc.
- You can make an Shove Aside attack using your unarmed strike, but it deals no damage, it only causes the effects listed below.

With this option, a creature uses the special shove attack from the Player's Handbook to force a target to the side, rather than away. The attacker has disadvantage on its Strength (Athletics) check when it does so. If that check is successful, the attacker moves the target 5 feet to a different space within its reach.

Tumble - Buffed

A creature can try to tumble through a hostile creature's space, ducking and weaving past the opponent. As an action or a bonus action, the tumbler makes a Dexterity (Acrobatics) check contested by the hostile creature's Dexterity (Acrobatics) check. If the tumbler wins the contest, it can move through the hostile creature's space once this turn.

Special: If you are smaller than the creature you make your check with advantage.

Critical Hits

I strongly recommend installing and using Maxwell's Manual of Maladies. It is by far the best critical hit and injuries systems developed for 5e.

<https://foundryvtt.com/packages/mmm>

If that is too much for you, I recommend maxing the crit dice pool for critical hits.

Grappling Improvements

- Grappling is considered an attack roll, it benefits & is penalized by all things that affect attack rolls. AKA the blind condition, being prone, flanking, etc.
- You can make a grapple attack using your unarmed strike, but it deals no damage, it only establishes a grapple.
- You can substitute a STR Athletics skill roll for an unarmed strike to establish a grapple.
- You do not roll opposed checks to maintain a grapple. Instead you have a DC equal to your Athletic Skill modifier plus 10. That is the DC to escape your grapple.
- To break a grapple you can use: Athletics or Acrobatics, OR your STR or DEX saving throw.

Anyone can grapple anyone, but your size changes how that interaction works.

If you possess the **Powerful Build** trait, consider yourself 1 size larger for grappling in this system, and for the purposes of being swallowed and other size based effects of physical attacks.

Size Difference (The target is...)	Rules
2 or more size categories smaller	You may move the grappled creature without any speed penalties. (Basic 5e grappling rules)
1 size category smaller or same size	Basic 5e grappling rules (unrevised)
1 size category larger	A creature 1 size larger than you may attempt to break the grapple using a reaction if you attempt to force move them. Their speed is still reduced to 0.
2 or more size categories larger	You cannot move the grappled creature with you. However, you can climb the creature as discussed above. Their speed is reduced by half.
3 or more size categories larger	You can only climb. No actual grappling.

Intelligent Initiative

- You may substitute your INT stat for DEX when calculating initiative.
- War Wizards (or similar) with Tactical Wit add both INT and DEX as normal.

Movement

- Euclidean Movement (5,10,5)
- BUT allies are no longer difficult terrain
- Not optional
- Sad halflings can feel sad

Catch-Up Mechanic

- During combat, you can skip your turn to place yourself adjacent to any allied Player Character. Assuming:
 - Your speed is not 0
 - You are not adjacent to or within ranged attack distance of an enemy
 - You are not suffering from any adverse status effects
 - Your DM will allow it. The DM can allow it even if the other 3 things listed here are not true.
- This is designed to help the party stay together on big maps and ensure no one spends an entire fight running to catch up.

Two-Weapon Fighting & Dual Wielding

If you have a melee or thrown weapon in each hand (or at least 2 of your hands. I see you Thri-Kreen), when you take the Attack action and attack with a light melee or thrown weapon that you're holding in one hand, you can make an additional attack against the same target with a second light melee or thrown weapon that you're holding in the other hand. You can make this additional 'offhand' attack a maximum of once per Attack action (no matter how many attacks you have). If you take the extra attack against the same target you can use your bonus action for something else, see below.

Alternatively, you may use a bonus action to attack a different target using your second light melee or thrown weapon. In all cases, you don't add your ability modifier to the damage of this additional attack, unless that modifier is negative.

Solasta Bullshit: Alternatively, you use a bonus action to make an off-hand melee or thrown weapon attack even if you use your main action for something besides attacking. You still do not get the damage bonus.

The normal methods of altering this damage output still exist. Such as the Two-Weapon Fighting Style. The Dual Wielder Feat still affects this stuff. [This feat has also been boosted.](#)

Race & Species Changes

All will be updated if/when official materials become available.

The following changes to vanilla 5e races are being implemented:

Monsters of the Multiverse

Use Monsters of the Multiverse unless otherwise noted.

<https://www.dndbeyond.com/sources/motm/fantastical-races>

Flight Nerf

Creatures cannot fly while encumbered. Any playable race with a flight speed must land after flying. If they do not, they fall to the ground at the end of their turn. This will also apply to all Humanoid NPCs under CR 5.

Racial Feat: Skilled Flier (Level 8, Natural Fly Speed)

You can sustain your natural flight indefinitely. You no longer need to end your turn on solid ground or risk falling. Your flight speed increases by 10 feet. You may increase your STR, DEX, or CON by 1, but no higher than 20.

Large Player Characters

The races presented in the Player's Handbook are all Small or Medium sized, and the weapons and combat rules presented therein are designed around those sizes. Until official Large-sized player races come out, the following rules can be used to better represent them in combat.

Weapons

A Large creature's unarmed strike deals 2 bludgeoning damage (instead of 1).

Large-sized creatures can use Large-sized weapons (DMG p. 278). This significantly increases damage output, and might be considered disruptively overpowered for a player character. Large PCs cannot gain the mechanical benefit of Large-Sized weapons unless they take a feat:

Large Weapon Proficiency

Prerequisites: base size must be large, PB +3 or higher, STR 15+

Big monsters typically wield oversized weapons that deal extra dice of damage on a hit. Double the weapon dice if the weapon is sized for a Large creature. Large weapons cost double the listed amount to purchase and craft.

When using Medium-sized weapons, use the following rules for weapon properties:

- One handed weapons without the "versatile" trait are treated as light weapons for the purpose of qualifying for two weapon fighting.
- Weapons with the "versatile" trait deal the damage given in parenthesis even if wielded in only one hand.
- Two-handed melee weapons can be wielded in one hand

Carrying Capacity

As noted in the PHB p. 176, Large creatures have double the carrying capacity.

Consumables

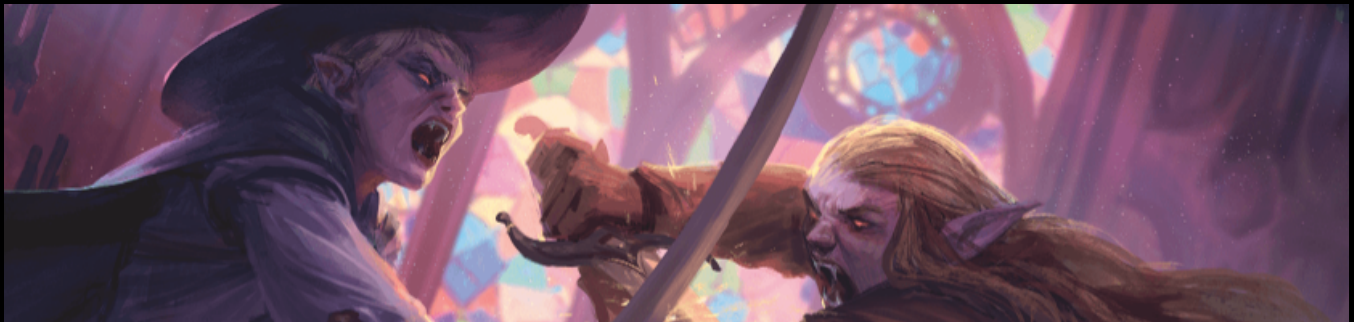
Based on the food and water needs (DMG p. 111), Large creatures require four times as much food and water per day.

All races

Races do not provide stat bonuses or penalties. Instead choose one of the following stat methods:

- Add +2 to one stat, +1 to a second stat
- Add +1 to 3 different stats

Standard Humans can instead choose to add +1 to all six stats.



Lineages (Vrgtr)

- All three lineages are allowed.



Centaur - No Legacy, No Thylean

- Legacy no longer allowed
- Can be large-sized
- New Sub-Race:
 - Wemics: Can be cat-based. Re flavor hooves as claws with slashing.
 - Equine build penalty still applies, it's hard having so many limbs.
- New Sub-Race
 - Drider: Can be spider-based
 - You lose Charge, Hooves, and Natural Affinity
 - You do not suffer the climb penalties related to Equine Build.
 - You gain a 30 foot climb speed
- Racial Feat: Stronger Fey Bloodline - (Level 4 - centaur)
 - You gain Darkvision 60'
 - Centaur: your land speed increases by 10 feet
 - Wemic: You lose the penalty to climbing associated with Equine Build. You gain one of the following skills: Acrobatics, Athletics, Perception, or Survival. If you have all four of these skills, gain a tool skill of your choosing.
 - Drider: Web Walker-ignores movement restrictions caused by webbing. You gain one of the following skills: Acrobatics, Athletics, Perception, or Survival. If you have all four of these skills, gain a tool skill of your choosing.

Dragonborn

- No PHB versions allowed
- Use Fizban's and/or Wildemount to build your Dragonborn

Dwarves

- Tippler Dwarves are available in all of my games
 - change speed and racial ability scores to match Monsters of the Multiverse standards

Faeries

- Faeries can begin play as size: tiny.

Giff

- Can be size large
- Astral Spark can be used on all melee or ranged attacks, including spell attacks.

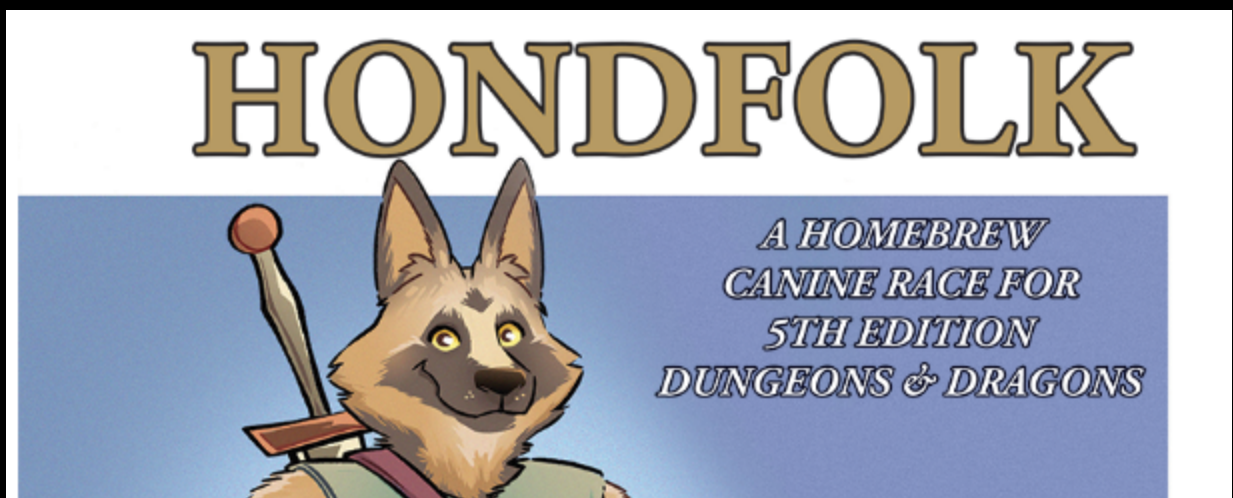
- Firearms Mastery - Giff gain proficiency in Tinker's Tools for free. They can craft simple firearms for their listed cost, the process can be done during a long rest or camp. They can craft martial firearms for their listed price, but it takes 3 long rests or camps. DM discretion.

Hadozee - Officially Nerfed

- Use updated version of Glide: "When you fall at least 10 feet above the ground, you can use your reaction to extend your skin membranes to glide horizontally a number of feet equal to your walking speed, and you take 0 damage from the fall. You determine the direction of the glide."

Hondfolk

- This adorable dog race is playable



Human

- Variant Humans are no longer a selectable race, just take Custom Lineage
- *Standard Humans can choose to add +1 to all six stats instead of the standard stat methods of other races.*
- In addition to the standard abilities of non-variant (aka Standard) Humans you may also choose **one** of the following traits:
 - Prodigy: You gain the Prodigy feat for free at first level.
 - Human Determination: If you are a non-variant human, you gain the Human Determination racial trait.

HUMAN DETERMINATION

Race (Human), Trait

You are filled with determination. If you fail an attack roll, ability check, or saving throw, you can reroll one d20. You must keep the new result.

After you use Human Determination, you can't use it again until you complete a short or long rest.

Kobolds - Legacy Not Allowed

- Goodbye pack tactics. ...unless?
- Swolbold: Medium Kobolds now allowed, but you gotta be beefy.
- Racial Feat: Pack Tactics (Kobold Level 4)
 - You get Pack Tactics back.
- Racial feat: Urd Bloodline (Kobold Level 8)
 - You gain a 30 foot fly speed and grow permanent batlike wings. You cannot fly while encumbered.

Lizardfolk - Use Legacy Version

- Retain Cunning Artisan from Volo's
 - As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

Loxodon

- Can be size large

Woke Apes

- The Woke Apes of Paradise Vale & The Shackles are now available in any game I run.

Class Changes



The following class changes impact “normal” 5e games. One-shots and mini-series will use rules specific to them.

Unless specifically noted, sub classes from official Wizards of the Coast materials are allowed, this includes Wildemount, Theros, and Van Richten’s

Pure Martials

Sometimes I will refer to “Pure Martials” and “Total Pure Martial” levels. This means the number of times your character has taken a level in the following classes:

Barbarian, Fighter, Monk, Rogue, Pugilist, and from Valda’s: Craftsman, Gunslinger, Warden and from a5e Marshal and Savant.

A level 2 fighter, 1 rogue, 1 barbarian would have 4 “Total Pure Martial Levels”

Scaling Extra Attack

If your total Pure Martial levels is 8 or more you unlock Extra Attack, if you did not already have it available from another feature.

Only fighters can unlock 3 or 4 attacks with the Extra Attack feature by taking dedicated fighter levels.

(Yes I understand we are giving rogue extra attack for free)

Extra Attack - Pure Martial 9

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Exotic Mastery Feat at 5

a5e Maneuvers for Pure Martial

Your Total Pure Martial levels determine your access to a5e maneuvers. From this document All these abilities are subject to DM approval, playtesting, and are subject to rebalancing during play.

More information on a5e Maneuvers: <https://a5e.tools/rules/combat-maneuvers>

When you take your first maneuver, you must choose a tradition. From now on all maneuvers must come from that tradition. At Pure Martial 9 you may select a second tradition. All characters will use this progression chart, while slower than an a5e Fighter, this is in addition to the abilities and feats granted by your other classes and build. Currently we are capping a5e Maneuver growth at 12 levels.

Total Character Level	Maneuvers Known	Maneuver Degree
1	0	0
2	1	1st
3	2	1st
4	2	1st
5	3	2nd
6	3	2nd

7	4	2nd
8	4	2nd
9	5	3rd
10	5	3rd
11	6	3rd
12	6	3rd

Changing Subclass

Requires GM approval to work the change into the story.

Pet Classes

Classes & Subclasses specializing in pets are asked to limit themselves to one Pet Class per group of 4-5, two Pet Classes in groups of 3 or less, and no Pet Classes in groups of 6 or more. This is to keep combat from being too bogged down.

A Pet Class is any class that adds more than one additional controllable character(s) or creature(s) to your repertoire of abilities and powers, generally basic familiars don't bloat action economy too much. Examples include: Colville's Beastheart, Wizard Necromancer, Druid Circle of Shephard, Valda's Necromancer and Captain.

Barbarian



Fierce and rage-driven warriors, barbarians thrive in the dangerous wilds of the world where almost any problem can be solved with a simple swing of an ax.

IMPORTANT: Do not be intimidated. All of these additions are optional.

A5e Changes

All barbarians gain the following options from Berserker

Lev. 1 - BATTLE DEFENSE

Starting at 1st level, you decide on how best to protect yourself on the battlefield—relying on barbaric might or encased in weighty armaments. Choose one of the following options.

JUGGERNAUT

You gain proficiency with heavy armor. In addition, your speed is not reduced by wearing heavy armor, you can still benefit from raging while wearing heavy armor, and you do not count the weight of any worn armor when determining your carrying capacity.

RUGGED DEFENSE

While you are not wearing any armor, your armor class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit. In addition, your speed increases by 5 feet while you aren't wearing heavy armor. At 5th level, your speed increases by an additional 5 feet.

Lev. 6 - MARTIAL PRESENCE

At 6th level your methodology to battle seeps further into the way you interact with others—and how they interact with you. Choose one of the following:

FORCEFUL

People respond favorably to your vigor. You can always choose to use Constitution when making Persuasion checks.

In addition, in every settlement you visit you inspire a number of followers equal to your proficiency bonus. Your followers perform minor tasks to help you while you are there, feed you and your allies, carry your belongings to nearby destinations, share their mount animals, reveal some of their secrets to try and gain your favor, and ask you for help before turning to the authorities with a problem

MIGHTY

You turn your toughness into a tool when imposing upon others. You can always choose to use Constitution when making Intimidation checks.

In addition, when you enter a tavern or other social gathering, you can make a DC 15 Intimidation check while loudly declaring that you are looking for something or someone. On a success, most of the people there look at and otherwise point out whoever they

believe is the person you are looking for or the person most likely to know about what you are seeking.

SCARY

It's commonly thought that it's best not to ask you for too much clarification or detail. You can always choose to use Constitution when making Deception checks.

In addition, when you fail a Deception check against a creature, it makes a Wisdom saving throw against a DC equal to your passive Deception score. On a failure, it thinks twice about your dishonesty and your Deception check becomes a success.

Tasha's Optional Class Features

- As written
- NOTE: Barbarian retain Danger Sense and also gain Primal Knowledge

Berserker Frenzy

When your frenzied rage ends, you lose one unspent hit die. If you don't have any hit die remaining, you instead suffer one level of exhaustion.

Bards



Countercharm

- As an action, you can expend a bardic inspiration to remove a charm of frightened effect from a creature.
- As a reaction, you can spend a bardic inspiration to grant all allies within 30 feet who can see or hear you advantage to a saving throw against a charm of fear effect. Roll your bardic inspiration, each ally adds that amount to the saving throw.

Tasha's Optional Class Features

- As written
- Extra: Add revivify to the bard spell list

Clerics



Clerics who act in a manner opposed to their deity or faith will lose abilities until they atone.

Charisma Casters

Clerics can choose to use Charisma instead of Wisdom as their casting stat. This decision must be made when a character first becomes a cleric.

Tasha's Optional Class Features

- As written

Beastheart Class



By MCDM

- Class is allowed
- Pet system for non Beasthearts allowed by GM approval only
 - Best for smaller groups
 - Class is complex, DM will not help you manage it

Druid



Shapeshifting agents of nature, druids channel ancient and primal powers in their quest to preserve balance—by force and with blood, if necessary.

Banned: Circle of the Moon

You might need these.

A5e Wildshape changes

At 2nd level, you know 3 wild shapes of your choice for creatures of CR 1/2 or less that have the beast or plant type. You learn additional and more powerful wild shapes of your choice at higher levels, as shown in the Wild Shapes Known column of the Druid table.

Whenever you gain a level in this class, you can replace one of the wild shapes you know with a new one.

As an action you can magically assume one of your known wild shapes. You can use this feature a number of times equal to your proficiency bonus. You regain expended uses when you finish a long rest.

Whenever you use your Wild Shape feature to transform into a creature, you gain a number of temporary hit points equal to $1d4 \times$ the creature's CR (minimum 1d4).

You can stay in a wild shape for a number of hours equal to your druid level. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the creature, except you retain your hit points and Hit Dice, personality, the ability to speak and understand any languages you know, and your Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has a higher bonus to a skill or saving throw, you may use the creature's bonus instead.
- You gain all of the wild shape's senses, movement speeds, resistances, immunities, vulnerabilities, traits, actions, and attacks. If you take a Multiattack action of a creature,

you cannot make any further attacks that turn, even if another feature would normally allow you to do so.

- While in a wild shape your Armor Class equals $12 + \frac{1}{4}$ your druid level (rounded down) as shown on the Wild Shapes table. If your wild shape would have a higher AC, you may use that instead.
- While in a wild shape you may only cast spells with a range of Self or Touch. You can perform the verbal and somatic components of such spells while in a wild shape and your wild shape itself acts as your spellcasting focus. Transforming doesn't break your concentration on a spell you've already cast, nor does it prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.
- You still retain the benefit of any features from your class and can use them if your wild shape is physically capable of doing so. However, you can't utilize any features gained from your race while in a wild shape.
- Any equipment you are wearing or wielding merges into your new form. Equipment that merges with your form has no effect until you leave the form.

Table: Wild Shapes

Level	Max CR	Armor Class	Example
2nd	1/2	12	Ape
4th	1	13	Giant Eagle
8th	2	14	Awakened Tree
12th	3	15	Giant Scorpion
16th	4	16	Elephant
20th	5	17	Triceratops

Tasha's Optional Class Features

- As written

Fighter



With a sixth-sense for combat, fighters are inextricably drawn to the heat of battle. Some fight for what they believe in—but for others, the fight is all that matters.

IMPORTANT: Do not be intimidated. All of these additions are optional.

A5e additions

Fighters gain access to the following additional a5e abilities:

Lev. 2 STEELY MIEN

At 2nd level your combat experience becomes obvious on some subtle level, influencing how people perceive you, or perhaps how you see them. Choose one of the following options:

CLOSED HELM

You have great control over your emotions; your face is an unmoving mask, revealing nothing of what you're thinking. Creatures have disadvantage on Insight checks made against you. In addition, you gain an expertise die on saving throws against being charmed or frightened.

HEROIC FLAIR

Your victories have emboldened you and you radiate with heroic confidence. You have advantage on Persuasion checks made to influence friendly creatures with a CR lower than your fighter level.

WATCHFUL EYE

You are eternally alert and wary, ready for trouble. You have advantage on Insight checks made to determine hostile intent or predict violence, and your passive Perception increases by 5.

Lev. 9 INDOMITABLE - replaces your existing indomitable

At 9th level, you can draw upon your indomitable will to overcome pain, resist overwhelming forces, or retaliate when most warriors would be shirking back. You can use this feature to perform any of the following reactions:

- Reroll a failed saving throw with a bonus equal to your total pure martial levels. If you do so, you must use the new roll.
- Reduce the damage you would take from a single source or attack by $2d10 + \text{total pure martial levels}$.
- Make a single attack against a creature that has just completed an attack against you.

You gain an additional use of this feature at 13th level and a third use starting at 17th level. You regain all spent uses of this feature whenever you finish a long rest.

Lev 10. REPUTATION

At 10th level, your reputation has begun to precede you. Choose one of the following options:

INSPIRING

You're a reputed leader, a person to be trusted whose words are to be heeded. You gain an expertise die on Persuasion checks. In addition, you may spend 1 exertion point as a bonus action to inspire a creature that can hear you. The creature makes an Insight check opposed by your Persuasion check, becoming inspired by you on a failure. Indifferent creatures you inspire in this way become friendly towards you and your allies, and friendly creatures you inspire in this way will consider you an ally and may provide you with local information that would otherwise remain secret. Creatures will remain inspired by you indefinitely unless you do something that would make them hostile or lose confidence in you, such as lying, stealing, or causing them or their allies harm, or being proven cowardly or untrustworthy in any way.

INTIMIDATING

You're reputed to be a terror to your foes and a fearsome ally. You gain an expertise die on Intimidation checks. In addition, you can use a bonus action and spend 1 exertion point to intimidate one creature you can see. The creature makes a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or becomes frightened of you for 1 minute. At the end of each of its turns, a frightened creature can repeat the saving throw, ending the effect on itself on a success.

LEGENDARY

Your deeds have become epic stories, growing bigger and more outlandish with each retelling. You gain an expertise die on Deception checks. In addition, you can spend 1 exertion point to weave your real legendary deeds into a Persuasion check as boasting, or include fabricated legendary deeds into a Deception check. When you do so, you have advantage on the check.

Lev. 14 - WAR'S TOLL

At 14th level, your experiences have left their impressions on you. All the lives ended—both friends and foes—inevitably weighs down on a person, and each must find their own way to cope and pay the toll of war. Choose one of the following.

BATTLE SCARRED

You've embraced every victory and loss, and you wear each battle scar like a badge of honor. Whenever you are reduced to 0 hit points you gain a new permanent scar or mark, and you gain inspiration. Once you gain inspiration in this way you cannot do so again until you finish a long rest.

CAROUSER

You cope through drink and revelry, and have mastered both. You can gain the benefits of a long rest by spending 4 hours drinking, carousing, and taking the occasional blackout nap. You can carouse in this way so long as you consume at least 4 pint's worth of ale (or equivalent drink), and you are alert and aware of your surroundings while doing so. If you carouse with another creature in this way, you can attempt to learn secrets from it by drinking it under the table. Each hour you spend carousing with a willing creature, make an opposed Constitution check. On a success, that creature answers a question truthfully (even questions it would not normally answer).

In addition, you can enjoy alcohol as normal but can't gain the poisoned condition from it. This feature has no effect on creatures that are immune to the poisoned condition.

ONE EYE OPEN

Your life has been so regularly in danger that you've learned to literally sleep with one eye open. You are alert and aware of your surroundings while sleeping during long rests. You can also never be surprised and you gain an expertise die on initiative checks.

Homebrew

All fighters get champion OR battle master AND an additional sub-class of their choice when choosing a sub-class. That means all fighters have TWO sub-classes. A fighter could choose to have champion and battlemaster.

Tasha's Optional Class Features

- As written
- Extra: Psi Warrior and Soulnife combine levels and dice pools

Second Wind

As you master your fighting skills, your ability to recover from battle is improved—Second Wind now restores more hit points as your fighter class level increases.

Second Wind Improvements

Level	Hit Points
1st	1d10 + fighter level
3rd	2d10 + fighter level
7th	3d10 + fighter level
10th	4d10 + fighter level
15th	5d10 + fighter level
18th	6d10 + fighter level

Adaptable

Start at level 12, after completing a long rest, you may swap out a feat you know for a different feat you qualify for.

Battle Master Maneuvers Changes

Many fighters develop signature abilities—these battle masters use their maneuvers to control the battlefield.

DISARMING ATTACK

If you are adjacent to the target and have a free hand, you may catch the disarmed item as a free action.

EVASIVE FOOTWORK

This maneuver also allows you to dodge an attack with some evasive, reactive footwork. When another creature attacks you with a melee attack, you can use your reaction to expend one superiority die and roll it—add the number to your AC for that attack, potentially causing the attack to miss.

LUNGING ATTACK

When you take the Attack action on your turn, you can expend one superiority die to increase your reach with melee weapon attacks by 5ft until the end of your turn. Once during your turn, if you hit a creature with a lunging attack, you may add the superiority die to the attack's damage roll.

RALLY

You grant more temporary hit points as you gain fighter class levels and become a more inspiring battle master.

Rally Improvements

Level	Temp. Hit Points
3rd	2d8 + fighter level
7th	3d8 + fighter level
10th	4d10 + fighter level
15th	5d10 + fighter level
18th	6d12 + fighter level

PARRY

When another creature attacks you with a melee attack, you can use your reaction to attempt a parry. Expend one superiority die to add your Dexterity modifier to your AC for that attack, potentially causing the attack to miss you. Alternatively, if you are holding a shield, you may add your Strength modifier instead.

If the attack misses, you gain temporary hit points equal to the superiority die roll.

Monk



Homebrew

No Stunning Strike

The end. Sorry.

Deflect Missiles

Works on any ranged attack, including magical and spells

Improved Hit Dice

Monks now use a d10

Stillness of Mind

If your turn begins, and you are charmed or frightened, you may spend 3 Ki Points to end the effect immediately.

Additional Save

Monks Start with STR, DEX, & WIS saving throw proficiency

Patient Defense Improvements

Patient Defense can be used as a bonus action or as a reaction

Timeless Body

Add: You have advantage to saving throws against the Slow spell, the Haste spell never leaves you unable to move or take actions until after your next turn, as a wave of lethargy sweeps over.

Perfect Self

Whenever you roll initiative, if you have less than half of your total Ki, you recover enough Ki points to be at half your total Ki.

Ki Weapon

All monks may select one weapon to count as their Ki Weapon. This weapon is treated as a monk weapon. You learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond. If the weapon is lost or destroyed, you can perform the ritual again on a new weapon. (Yes, you can be a gun monk now)

A5e Options

Monks receive these addition abilities and options:

Lev. 1 ADROIT DEFENSE (Replaces unarmored defense)

At 1st level, you learn special defensive techniques. Choose one of the following options.

AGILE DEFENSE

While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

BRUTAL DEFENSE

You are proficient with light armor. While you are wearing light armor, you replace your Dexterity modifier with your Strength modifier for AC. Wearing light armor does not impede or prevent the use of your monk abilities.

Tasha's Optional Class Features

- As written

Way of the Four Elements

Way of the Four Elements has been replaced with the one found on this page:

https://giffyglyph.com/darkerdungeons/grimoire/4.0.0/en/class_changes.html

Paladin



Tasha's Optional Class Features

- As written

Oaths

Paladins who stray from the tenets of their oaths will lose abilities until they atone.

Pugilist Class



By Benjamin Huffman

- Is allowed
- Shake It Off
Starting at 7th level, if your turn begins and you are charmed or frightened, you may either spend 2 Moxie Points or an action to end the effect immediately.

Ranger



Rangers have had a hard time of it in 5e. So, here are some changes to try and improve things.

IMPORTANT: Do not be intimidated. All of these additions are optional.

A5e additions

Lev. 2 - STUDIED ADVERSARY

You have significant experience studying, tracking, hunting, and even communicating with your enemies. Choose a type of adversary: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead.

Alternatively, you can select two humanoid heritages (such as gnolls and orcs) as studied adversaries.

You have advantage on Survival checks to track your studied adversaries, as well as on ability checks to recall information about them. You also learn to communicate with basic words in a language of your choice that is spoken by your studied adversaries, if they speak one at all.

During a long rest, you can replace a current studied adversary with a new one.

This includes the improvements to this feature unlocked at levels:

Lev. 6 - ADVERSARIAL FOCUS

Lev. 14 - TACTICAL ADVANTAGE

Lev. 19 - EXTREME EXPLORATION

Your travels and training have taken you to new heights and amazing depths. At 19th level, you gain two of the following benefits:

- You gain resistance to fire and cold damage.
- You gain immunity to poison.
- You gain a swimming speed and climbing speed equal to your Speed.

Tasha's

- Deft Explorer Option: as written
- Favored Foe: does not require concentration. Full clarification: it does stack with Hunter's Mark.
- Additional Spells: as written
- Fighting Style Actions: as written
- Spellcasting focus: as written but you may also make your shield or bow your spellcasting focus.
- Primal Awareness: as written but add: 1st - Find Familiar
- Martial Versatility: as written
- Nature's Veil: as written

Hunter's Mark

At 2nd level, you gain the ability to mark a creature as your quarry. Add the Hunter's Mark spell to your known spell list as an extra spell, it does not count against your spells known.

- You may cast this as a 1st-level spell for free (no spell slot required) a number of times equal to your PB (proficiency bonus).
- You regain all expended uses of this feature when you finish a long rest.
- It does not require concentration. **(this is exclusive to rangers)**
- You may also cast this spell as normal per your spellcasting ability by spending a spell slot.

CLASS FEATURE

Hunter's Mark is now a class feature. Remove it from all class spell lists—the only way to learn Hunter's Mark is to become a ranger (or be granted it by a specific class feature, such as Oath of Vengeance).

Adaptable

Start at level 12, after completing a long rest, you may swap out a feat you know for a different feat you qualify for.

Rogue



Rogues do it from behind.

IMPORTANT: Do not be intimidated. All of these additions are optional.

Homebrew

All rogues gain: Fast Hands

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Rogue Thief Reparations

Rogue Thieves also gain an insane ability. They may use TWO bonus actions each round. They can also make sleight-of-hand checks using their action or bonus action.

Aim changes -Nerf

Aim does not become a cunning action option until Pure Martial Level 5+

A5e Additions

Rogue gain the following additional abilities and options:

Level 8 - SHREWD JUDGMENT

Beginning at 8th level, your ability to read others makes you as dangerous in conversation as you are in a dark alley. Choose one of the following options. You must be proficient in a skill or tool in order to gain an expertise die from Shrewd Judgment.

QUICK FRISK

You gain an expertise die on Sleight of Hand checks. You can touch a target to learn what they are carrying. Make a Sleight of Hand check opposed by the target's Perception. On a success, you learn what types of objects they are carrying. If they are carrying coins, you know the approximate number. For the next 24 hours, any Sleight of Hand checks you make against the target have advantage. On a failure, you can't use Quick Frisk against that target for 24 hours.

SOCIAL EXPERTISE

You gain an expertise die on checks made with one of the following skills: Intimidation, Performance, or Persuasion.

SPOT TELL

You gain an expertise die on Insight checks. Whenever a creature makes a Deception check opposed by your Insight check and you win the opposed check, you also learn to recognize signs that the target is bluffing. For the next 24 hours, you have advantage on Insight checks made against the target.

TRICKY INTERROGATION

You gain an expertise die on Deception checks. When you ask a yes or no question to a creature you can see, you can make a Deception check opposed by the target's Deception check. On a success, you learn whether the target believes the answer to be yes or no, even if they didn't reply. On a failure, you can't use Tricky Interrogation against that target for 24 hours.

Lev. 10 - LOW PROFILE

Beginning at 10th level, you can avoid notice when you wish. Choose one of the following options. You must be proficient in a skill or tool in order to gain an expertise die from Low Profile.

COSTUMER

You gain an expertise die on checks made with a disguise kit. When you use a disguise kit on yourself or another person, creatures have disadvantage on checks made to see through the disguise.

SOCIAL EXPERTISE

You gain an expertise die on checks made with one of the following skills: Insight, Intimidation, Performance, or Sleight of Hand.

TRUE LIE

You gain an expertise die on Persuasion checks. Your lies are so convincing that you half believe them yourself. You can use Persuasion instead of Deception when you are telling a lie.

WALK IT BACK

You gain an expertise die on Deception checks. When an ally fails a Deception check to tell a lie, you can use your reaction to add a supporting detail. Make a Deception check and use your result instead of theirs.

Lev. 11 - CUNNING CELERITY

Beginning at 11th level, you can take two different bonus actions on your turn. You can use this feature a number of times equal to your proficiency bonus. You regain all uses of this feature when you complete a short or long rest.

Gifty Upgrade to Thieves' Cant

You can speak in thieves' cant—a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant is able to understand such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages.

Trusted Crew

You can teach your allies a few basic phrases and symbols of thieves' cant to enable them to understand your own coded dialect and secret messages.

Whenever you finish a long rest, you may choose a number of creatures equal to your Intelligence modifier (minimum of 1). If you were able to teach these creatures some basic phrases during your rest, they gain the Trusted Crew status and can understand you whenever you speak, write, or sign in thieves' cant.

Your trusted crew can't speak or understand thieves' cant as a general practice—only the unique dialect spoken by you and the rest of your crew.

Change Dialect: When you finish a long rest, you can change your specific dialect of thieves' cant. Any creature that had your Trusted Crew status now loses it.

Greater Trusted Crew: Starting at 5th-level, creatures that benefit from your Trusted Crew status can now speak and sign in thieves' cant with you or any other creature that has your Trusted Crew status.

Secret Message

You can spend a bonus action to pass a secret message in thieves' cant to a creature that can see or hear you clearly. Your message can be conveyed vocally or with sign language, and can be up to two words long.

Tasha's

- Enjoy aim, but nerfed, see above.
- Extra: Psi Warrior and Soulnife combine levels and dice pools

Sorcerer



Bloodline Spellcasting

Sorcerers use constitution as their spellcasting stat. Not optional.

New Spell: Sorcerous Burst

0-level (Cantrip) Evocation

Casting Time: 1 Action

Range/Area: 120 ft

Components: V, S

Duration: Instantaneous

You cast sorcerous energy at one creature or object within range. Make a ranged attack roll against the target. On a hit, the target takes 1d8 damage. If you roll a 8 on a d8 for this spell, you can roll another d8, and add it to the damage. Whenever you cast this spell, the maximum number of these d8s you can add to the spell's damage equals your spellcasting ability modifier.

You choose the damage type each time you cast this spell: Acid, Cold, Fire, Lightning, Poison, Psychic, or Thunder.

At Higher Levels: This spell's damage increases by 1d8 when you reach certain Sorcerer levels: 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Available For: Sorcerer

Alternative Spell Focus

Sorcerers can use any sort of dagger or knife as a spell focus. To make such a weapon into a spell focus they must cut themselves with it once as an action, dealing 1 point of True Damage to themselves. This only needs to be done only once, from that point on the blade is a spell focus for that sorcerer. The attack bonus of the dagger applies to their spell attack rolls and spell DC.

Consume Self

At 1st-level, you gain the Consume Self feature. With a sacrifice of health, you fuel your spells with your own blood.

Once per short rest, when you cast a sorcerer spell of 1st-level or higher, you may spend a number of hit die equal to your sorcerer spell level to cast the spell without expending a spell slot.

If the spell can be cast at a higher level, you may spend a number of hit die equal to the spell's upcast level.

Tasha's

- As written

Tasha's Aberrant Mind

- Add the following feature:

Powerful Intellect

1st-level Aberrant Mind feature

You may choose to change your spellcasting stat from constitution to intelligence. This will apply to any instance of sorcerer features referencing constitution. Once chosen you cannot switch back to constitution.

Wild Mage

Wild Mages use this table: They roll every time they cast a leveled spell:

[+ Better BB Wild Magic Table](#)

Warlock



Warlocks who do not maintain their relationships with their patrons can lose abilities or suffer even more dire consequences. Entering into a Pact with a greater being is dangerous and should not be undertaken lightly.

Tasha's

- As written

Change to Core Stat

Warlocks can now use INT or CHA as their core casting stat, chosen at character creation.

Knowledge is Power - INT Caster

A warlock rarely stumbles into power by accident—they seek it out, against all wisdom and at great personal cost. With intellect, warlocks decipher eldritch runes, pierce the mortal veil, and bargain with otherworldly powers.

- Spellcasting: Your spellcasting ability for warlock spells is now Intelligence, not Charisma.
- Saving Throws: You gain proficiency in Intelligence saving throws, not Charisma.

- Features: Warlock features that rely on your Charisma modifier (Agonizing Blast, Lifedrinker, etc) now use your Intelligence modifier where appropriate.

Pact of the Blade - Boosted

At 3rd-level, you receive a gift from your otherworldly patron. If you choose Pact of the Blade, your patron's power and knowledge shapes you into a formidable and vicious warrior. You gain the Blade Warrior feature.

Blade Warrior

You acquire power from your patron necessary to arm yourself for battle. Your patron gifts you with proficiency with medium armor, shields, and martial weapons.

You also gain the Pact Weapon feature, allowing you to create and summon an eldritch weapon.

Pact Weapon

Feature, Warlock

As an action on your turn, you create a pact weapon in your empty hand. You can choose the form this melee weapon takes each time you create it, though it must be a form you are proficient with.

- Eldritch Strike: When you attack with this weapon, you can use your warlock spellcasting ability modifier, instead of Strength or Dexterity, for the attack and damage rolls. This weapon counts as magical when overcoming resistances and immunity to nonmagical attacks and damage.
- Ephemeral: This weapon disappears if it is more than 5 feet away from you for 1 minute or more, if you create another pact weapon, if you dismiss the weapon (no action required), or if you die.
- Magic Weapons: You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way.

The weapon ceases to be your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

- Thirsting Blade: At 5th warlock class level, you can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.

Sacrificial Bargain

At 1st-level, you gain the Sacrificial Bargain feature. With a sacrifice of health, your patron grants you power.

Once per short rest, when you cast a warlock spell of 1st-level or higher, you may spend a number of hit die equal to your warlock spell level to cast the spell without expending a spell slot.

If the spell can't be cast at a higher level, you may instead spend a number of hit die equal to the spell level.

Wizard



Scholars of arcane power, wizards shape the fabric of reality to their own careful design. With spellbooks and staff, they experiment with the energies of magic.

Arcane Recovery

As written, but: this ability refreshes after a long rest.

Tasha's

- As written

Crafting Systems

Each campaign will handle crafting differently based on party composition and player interest. Options include:

- No crafting
- Solasta Crafting
- Craftsman in the Party
- Campaign driven crafting - key NPCs assist with crafting and ask for specific drops to be found and turned in.
- Heliana's Guide To Monster Hunting may add some exciting options once released

Making a New Spellbook

As a wizard, (or a character who can utilize spellbooks) you may be required to make a new spellbook for yourself—to replace a lost book, to expand your magical capacity, or to use as a backup copy of an existing spellbook.

Crafting a Spellbook:

If you are trained in arcana and calligraphy tools, you can create a new spellbook by infusing a normal book with 25 gp worth of arcane dust. This requires 1 day of dedicated effort and attention, and the process turns 50 pages of the book into spellpaper. Alternatively—if you have 50 sheets of spellpaper—you can bind them together in an appropriate fashion to create your spellbook.

No Crafting

This campaign has no crafting. Buy or find what you need. Learning system from Solasta can still be used.

Solasta Crafting & Learning

A skill check based crafting & learning system.

Craftsman in the Party

Craftsman handles all your crafting needs. Learning system from Solasta can still be used.

Campaign driven crafting

Party gathers up ingredients for NPC Craftsmen and waits for results. Learning system from Solasta can still be used.



Optional: BG3 Draft

Optional: BG3 Draft

These were ideas we had to add more BG3-style mechanics to the game. Anything listed here is just drafts and ideas; you are welcome to try them out in your own games.



BG3 Inspired Changes to the System

What could work in a 5e game to add more fun without “breaking” everything?

Height

- +1 Cover Bonus to AC if you have the high ground
- +1 to attack rolls if you have the high ground
- +5 range to ranged spells, attacks, and abilities per 20 feet of height

New Actions

- Help: rather than grant advantage, help can do the following: Help an ally in need.

Removes [Burning](#), [Downed](#), [Entangled](#), [Enwebbed](#), [Prone](#) and [Sleeping](#).

-

New Bonus Actions

- Drink potion as a Bonus Action
- Additional Item Interact as a Bonus Action
- Shove as a Bonus Action - but only the pushing effect, no prone

- Bonus Action leveled spells can be used alongside Action leveled spells
- Leap: use 10 feet of movement to make an athletics check to jump per the jump calculation of 5e. This movement does not prevent you from jumping as part of your normal movement???
- Off Hand Weapons attack does not require a main hand attack to initiate, also lets you make multiple offhand attack rolls with the extra bonus action from thief rogue.

Reactions

- Any spell cast as a reaction breaks concentration if it is currently being used.
- Sudden Response Spells.
 - The following spells can also be cast as reactions, doing so breaks your concentration if you were maintaining it on anything else.
 - Blade Ward, Friends, Guidance, Message, Prestidigitation, Resistance, Thaumaturgy, True Strike

World Patch Specific

- Rogues
 - Change thief to get an extra bonus action instead of a bonus feat
 - Because we gave all rogues fast hands

New Item Rules

Potions

Throwing Potions

- Counts towards potion toxicity
- Need to not be treated as “improvised thrown weapon”
- Actually requires some technique
 - An action
 - A Sleight of Hand Check

Elixirs

- Last until you complete a long rest

- Only benefit from one elixir per long rest
- Cannot swap elixirs after first one is drunk

Nerfs

- 2 round duration sleep
- 2 round duration banish
- 2 round duration hypnotic pattern
- 2 round duration Haste?

Bonus: PF2e Inspired Additions





- PF2e Exploration Actions

Improved Countercharm

- As an action, you can expend a bardic inspiration to remove a charm or frightened effect from a creature.
- As a reaction, you can spend a bardic inspiration to grant all allies within 30 feet who can see or hear you advantage to a saving throw against a charm or fear effect. Roll your bardic inspiration, each ally adds that amount to the saving throw.

Elemental Surfaces

- Water
 - Turns into an Ice surface by Cold.
 - Turns into a Steam Cloud by Fire.
 - Turns into Electrified Water by Lightning.
- Oil
 - Turns into a Fire Surface with Fire.
- Blood
 - Puts out Fire.
 - Turns into an Ice Surface by Cold.
 - Turns into Electrified Blood by Lightning.
- Electrified
 - Deals 1d4 Lightning damage per turn.
- Steam
 - Inflicts the Wet condition.

- Immune to Burning.
 - Resistance to Fire.
 - Vulnerable to Cold/Lightning.
- Acid
 - Reduces [Armour Class](#) by 2.
 - Removed by Water
 -  [Dippable](#)
- Caustic Brine
 - Inflicts the [Caustic Brine](#) condition.
 - Deals 1d4 Acid damage per turn.
 - Turns into a Fire surface with Fire.
- Lava
 - Inflicts the Melting condition.
 - Deals 10d6 Fire damage per turn.
 - Difficult Terrain - Halved Movement.
- Fire
 - Inflicts the Burning condition.
 - Deals 1d4 Fire damage per turn.
 -  [Dippable](#).
 - Removes Wet/Immune to if Wet.
 - Can be put out by Water/Cold attacks
 - Explodes if mixed with Poison.
 - Expands if mixed with Oil/Fire.
 - Turns into a Steam Cloud when put out.
- Ice
 - [Difficult Terrain](#) - Halved Movement.
 - May fall [Prone](#) if failing a DEX Save.
 - Turns into a Water Surface with Fire.
 - Turns into a Water Surface after 2 turns.
- Quicksand|Mire
- Poison
 -  [Dippable](#)
- Smokepowder
- Fire makes Smokepowder detonate:
 - Deals 2d6 Fire and  2d6 Force damage.
 - Knockback.
 - Turns into a Fire Surface.

Throwing Rules

New Status Effects

- Acid: Reduces [Armour Class](#) by 2.
- Bleeding: Take 2 slashing damage at the start of each turn and has disadvantage on [Constitution](#) Saving Throws.
- Burning: Take an additional 1d4 Fire damage per turn for the duration.
- Calmed: Can't be [Charmed](#) or [Frightened](#).
- Charmed: A Charmed creature can't harm the charmer, and the charmer has advantage on [Charisma](#) checks against the creature.
- Chest Trauma: Has Disadvantage on [Constitution](#) Saving Throws and has one fewer action. Removed by healing.
- Chilled: Affected entity is Vulnerable to Cold damage and Resistant to Fire damage.
- Crippled: Movement speed reduced to 0, and has Disadvantage on [Dexterity](#) Saving Throws.
- Dazed: Effect: Has Disadvantage on Wisdom Saving Throws, can't take Reactions, and loses the Dexterity bonus to their Armour Class.
- Electrocuted: Takes 1d4 Lightning damage at the start of each turn.
- Ensnared: Ensnared creatures cannot move and take 1d6 Piercing at the start of each turn.
- Feeble: Deal half damage with weapon attacks that use Strength.
- Hamstrung: Movement Speed reduced by 50%.
- Off balance: The affected entity has [Disadvantage](#) on Strength and Dexterity Checks, and [Attack Rolls](#) against it have [Advantage](#).
- Shocked: Cannot take reactions and has Disadvantage on Ability Checks and Saving Throws using Dexterity.
- Weak Grip: Has disadvantage on attack rolls and Strength Saving Throws. Removed if an ally Helps this creature.
- Wet: Prevented from burning. Resistant to Fire Damage but Vulnerable (double damage) to Lightning and Cold Damage.

Weapon Maneuvers

All are usable once per short rest.

- Cleave: Swing your [Weapon](#) in a large arc to attack up to 3 enemies at once for half normal weapon damage. -Action

- Lacerate: Slash at an enemy to deal damage and possibly inflict [Bleeding](#). Undead & Constructs cannot bleed. -Action
- Brace (Melee): Spend 20 feet of your Movement Speed. For the rest of your turn, roll melee damage twice and use the highest result. -Movement Economy
- Brace (Ranged): Spend 20 feet of your Movement Speed. For the rest of your turn, roll ranged damage twice and use the highest result. -Movement Economy
- Tenacity: When you miss an Attack deal STR mod (min 1) Bludgeoning damage anyway. -Reaction.
- Concussive Smash: Hit an enemy with all your might to deal damage and possibly [Daze](#) them. CON save versus your STRorDEX+PB+8 DC. -Action
- Weakening Strike: Target an enemy's hands with a non-lethal attack to deal damage and possibly inflict Weak Grip. STR save vs. your STRorDEX+PB+8 DC. -Action
- Pommel STRike: Make a non-lethal attack against an enemy to possibly Daze them. CON save versus your STRorDEX+PB+8 DC. -Action -Bonus Action.
- Prepare: Spend 20 of your Movement Speed to deal an additional amount of damage (equal to your STR mod (min 1)) with your melee weapon for the rest of the turn.
- Rush Attack: Charge forward and attack the first enemy in your way, dealing damage and possibly pushing them [Off Balance](#). STR save vs. your STRorDEX+PB+8 DC. -Action
- Crippling Strike: Strike at the legs of a creature dealing damage and stopping movement to 0. Strikes against creatures with 0 speed have the possibility of knocking prone. CON save versus STR/DEX+PB+8 DC.

List Farmed from Reddit

- ☐ - Surface effects on spells
- ☐ - Spell timings, ranges and radii are often changed
- ☐ - My favourite spell mirror image has been ruined!
- ☐ - No bonus action spell rule
- ☐ - Bonus action potions
- ☐ - Bonus action sneak, auto success on sneaking when out of line of sight rather than having to roll for it.
- ☐ - Invisibility ends combat - automatic hiding when becoming invisible
- ☐ - Bonus action shove, and increased shove distance
- ☐ - Shove can't shove to prone
- ☐ - You can't do anything except stand up while prone, and going prone on your turn ends your turn.
- ☐ - Twin spell can hit the sametarget twice
- ☐ - New wet condition which gives vulnerability to cold and lightning
- ☐ - Flying is forced from one point to another - no real control i nthe air
- ☐ - No cover, but you get +2 to ranged attacks while on high ground

- ☐ - Donning and doffing gear timing changes (you used to be able to switch at will on your turn for free, meaning cast a spell, then don armor you're not proficient with for big AC) they have somewhat fixed this, but the timings still seem off, more testing needed. I believe it takes an action now in some circumstances but not others.
- ☐ - No components for spellcasting
- ☐ - No grappling
- ☐ - Bonus action jump. Jumping before moving extends your total available movement in a turn.
- ☐ - Offhand attack without attacking with mainhand first, meaning spellcasters can dual wield to cast a spell and shoot if they don't have bonus action spells.
- ☐ - Passive perception is a roll rather than a static number
- ☐ - Featherfall is a bonus action not a reaction
- ☐ - Anyone can cast spells from scrolls
- ☐ - Wizards can learn spells from any scroll, not just wizard spells
- ☐ - False life gives a set amount of hp instead of rolling
- ☐ - Sleep and color spray have had their durations heavily nerfed, and are no longer roll based, you can see exactly how many enemies will be effected and which ones.
- ☐ - Flaming sphere creates an entity acting like a creature that leaves a burning trail and attacks separate to the player - no bonus action needed.
- ☐ - Find familiar, the familiar can attack and has special conditions
- ☐ - No help action as per 5e
- ☐ - New help action heals 1hp to a dying ally and stands them up.
- ☐ - New weapon actions for each weapon, with all new conditions like dazed and pinned down.
- ☐ - Adamantine armour's crit immunity has been moved to mundane helmets. Adamantine armour gets a much weaker effect instead.
- ☐ - Spell cast times changes so some are just out for combat only spells.
- ☐ - Ranger's beast companion acts as a separate NPC that you control with no action cost.
- ☐ - Druid wildshape gives you a set list of forms, many of which are weaker than their 5e counterparts - e.g. the bear only gets one attack.
- ☐ - Disguise self can actually change your size
- ☐ - No attunement mechanic
- ☐ - Many abilities that should just be triggered on hit are now separate actions, such as battlemaster maneuvers and rogues sneak attack, and barbarian reckless attack.
- ☐ - Arcane trickster doesn't get their special invisible mage hand, and mage hand can't do the basic stuff it's meant to like open chests, pick up items etc.. instead it acts as a combat ally that shoves or punches people.
- ☐ - Range of ranged weapons is significantly reduced.
- ☐ - You can throw potions at an ally to heal them
- ☐ - Magic pockets
- ☐ - Moonbeam can't be controlled while in wildshape

- ☐ Blade Ward and other similar spells went from until the start of your next turn duration to a full 2 turn duration.
- ☐
- ☐ Lore Bard gets specific proficiencies as opposed to any of their choice
- ☐ No grappling
- ☐ Tasha's Hideous Laughter turns hits into auto crits, when the condition in 5e only gives advantage to your attacks.
- ☐ Reckless attack can be activated on your 2nd attack in a turn as a Barbarian, in 5e it must be declared before your first attack in a turn.
- ☐ Paladin's Lay on Hands functionality was changed
- ☐ Song of Rest essentially gives an additional short rest as opposed to improving short rests.
- ☐ No cover system
- ☐ No attunement system
- ☐ Numerous class feature changes, too many to list (some examples - Wildheart instead of Totem Barbarian, Ranger subclasses' features, No exhaustion mechanic for Berserker Barbarians' Frenzy, Great Old One Warlock's feature replacing its telepathy, Arcane Trickster's Mage Hand Legerdemain completely gutted, etc.)
- ☐ Classes like Martials WITHOUT spell lists being able to cast ANY spell from a scroll, when they shouldn't even be able to use the scrolls at all, and those using scrolls for spells not on their spell lists
- ☐ Wizards/Clerics/Druids (prepared casters in general) are able to switch up spells on the fly, without needing a long rest to prepare a list of spells for the day... essentially eliminating the entire concept of a "prepared" caster
- ☐ Thief get a SECOND Bonus Action... I really hope they change this upon final release. The Action Economy of 5E is NOT something that should be fucked around with...
- ☐ Haste potions grant a SECOND Main Action... again, needs to be addressed in the final release - as 5E's Action Economy had already been extensively play-tested and should not be tampered with in a 5E cRPG adaptation.
- ☐ You can cast two leveled spells on a single turn - e.g. using Quicken spell, or just using a Haste potion, when you should only ever be able to cast a leveled spell and a cantrip on the same turn, except in the case of multiclassing with a Fighter to get Action Surge
- ☐ Characters able to switch weapons around on the fly as many times as they want - e.g. hitting with dual-wielded weapons and then immediately switching to one-handed weapon and shield to get the AC bonus... ridiculous.
- ☐ No spell focus/material component requirement for any spells thus far...
- ☐ Many new status effects that don't exist in 5E - e.g. Wet making Electric and Cold damage automatic critical hits...
- ☐ Goodberries spell extremely nerfed. Each berry supposed to provide a full day's worth of food for 1 person.

- ☐ Ranges on spells and ranged weapons reduced by A LOT. Everything is much shorter range for some reason... I really dislike the feeling of Longbows and Heavy Crossbows having such short range
- ☐ Changes on a lot of spells - Call Lightning and Spirit Guardians are supposed to last 10 minutes and through many different combats with a single casting/use of a slot, but in this game they only last for 1 minute, Flame Orb has hit points for some reason, and gets its own initiative/turn order... instead of caster using Bonus action to direct its movement/attacks... and plenty of other baffling changes.
- ☐ -- cover, eh, I'd have liked that included but it may've been an engine limitation
- ☐ -- Attunement I understand why they're dropping it for a video game, for a video game you want to airdrop cool magical loot onto the player constantly, it wouldn't make sense to gatekeep it behind an arbitrary restriction, and the devs can do playtesting and balance the later game up for a monty haul campaign assumption.
- ☐ -- A lot of the class feature problems seem like implementation / EA issues (e.g., warlock as Chain only so far, etc.) so I'm not sure how much those changes will remain in full release.
- ☐ -- the probably want any class to be able to cast from a scroll so that they can implement puzzles with "cast X spell at y place" as potential solutions and not gatekeep those solutions to only those people playing caster parties.
- ☐ - preparing spells, again, yeah, seems like an adjustment for ease of play in a video game, which ok. Maybe not the *best* way to do it but I get why they tried the change.
- ☐ -- action economy issues do seem kinda shaky, yeah, I agree with you there; the 5e action economy is tight and fairly thoroughly playtested by now and not following it leads to a lot of degenerate possibilities; I'm gonna hope this one's just bugs/ design flaws that Larian plans on fixing.
- ☐ -- Most DM's I've played with ignore most spell components anyway unless it comes up specifically or costs money (the revivify diamond). I don't think there are any spells in EA that *would* require such, right?
- ☐ -- Status effects like Wet and Cold are as Larian as explosive barrel stacking. I figure that's just Larian homebrew and to be expected. If a Larian game didn't have that stuff I'd be as surprised as if I saw Matt Mercer run a campaign without miniatures.