

Gogo DM D&D Homebrew Rules

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Agreement

Playing in my games means you have accepted and will abide by the rules and terms of the most current version of this document. This is a living document and may change over time. The current rules which are to be used are posted at www.perilouspursuits.com.

My DM Playing Style

1. I lean towards the “rule of cool”. I like it when players decide to do crazy things but I try to limit those crazy things to real-world physics and my understanding of fake-world magic. I make difficulty classes (DC) up quickly on the spot. The dice will always factor in on how things turn out.
2. I like to role play and voice NPCs. In addition to combat encounters, I enjoy adding mystery, intrigue and non-combat situations to the game.
3. I usually have story arcs for characters and like to steer their direction so those story arcs can be explored. But sometimes things work out differently based on player choices and how the dice rolls.
4. I encourage players to role play their character and develop a voice for that character. We’re here to have fun. Anyone who makes a person feel bad or dumb for trying to role play will have their character be cursed or hobbled in-game to the DM’s discretion. However, friendly banter and teasing is always encouraged.
5. I encourage players to develop a character backstory and get a good profile picture to share. I love incorporating a character’s backstory into the lore and storyline of a campaign if possible. Sometimes it doesn’t work with the story so please don’t be upset or feel left out.
6. I like to run games where the party is mostly aligned towards good and tries to make the fantasy world a better place. Players who oppose this view to always do evil things, continuously try to kill party members or other uncooperative things will run into hard times from this DM. The occasional murder-hobo will be tolerated but will have in-game consequences. If you would like to play on the evil side, we need to discuss it at session zero.
7. My games are dangerous. Players can die. Resting/healing is tougher and magic can sometimes go awry.
8. I record my D&D sessions and may post them to Youtube or podcasts for entertainment. I retain all rights to these recordings. Players are not identified except for sometimes by their first name in sessions. Most of the time, we address each other by our character names.
9. I want to laugh and have fun playing D&D and hope my players are the same. Sometimes we swear and say inappropriate things but try to keep it light. If you feel it is getting too far out of hand or it is making you uncomfortable, let me know and we’ll try to resolve it. Expectations on lines-in-the-sand will be brought up and discussed in session 0.

Social Agreement

1. Players and the DM will treat each other with respect at all times.
2. Respect the game. Phones should be on mute and players should be quiet when the DM or an active player is talking. Use quieter food snacks if munching on them while playing (chips and similar snacks can be loud). Pay attention so important details don't have to be repeated.
3. If one or more players are ruining the fun for the rest of us, that person will be talked to privately and if it continues, potentially removed from the game.
4. If one player can't play, we will still attempt to play. If more than one player can't play, we will reschedule but ultimately, it will be the DM's discretion.
5. If you have played or know details of the adventure being played, don't spoil any surprises for the other players and try not to "meta-game" your way through.
6. Players who "meta-game" or play their characters with knowledge the characters wouldn't normally have may incur the wrath of the DM on their characters randomly in-game.
7. I usually start out trusting all players with their rolls unless I am given a reason not to. If we get to that point, I may ask players to show me (or take a picture) of the cocked dice or errant dice role before re-rolling. If not followed, the DM has the option to roll the result for the player. The point of our games is for everyone to have fun and to trust we are all playing fairly.
8. Sometimes as a DM, I get things wrong. I'm willing to consider retconning situations but I prefer to keep moving forward and adjusting future situations accordingly.
9. We can pause the game for a short time to argue a point respectfully. The DM will make the final ruling and then everyone needs to move on without arguing or complaining about it again.
10. If you don't like the way a game is going, how I DM, are bored, or don't like how the other players are playing? Contact me privately first to discuss how we can resolve it.
11. Blowups between players and/or the DM are not tolerated and may result in one or more of the participants to be ejected from the game temporarily or permanently as decided solely by the DM.
12. The DM has final say on all rules and situations whether they contradict the D&D 5e Rules As Written (RAW) or not.

My Base Rules

Base Rules

I use D&D 5th edition Rules As Written (RAW). However, this document overrides any conflicts with the 5e RAW. If playing another TTRPG ruleset, these rules may apply where applicable per the DMs discretion and will be discussed in session 0.

D&D Beyond

Players are to create their characters on D&D Beyond. It's free and becomes very useful as a DM to have easy access to your character information. You can printout your character sheet if you want or use the website during play. Keep your character up-to-date on D&D Beyond after each session. I have a Master Tier subscription to D&D Beyond and setup my campaigns there. My Master Tier subscriptions allows all the players in my campaign to have free access to all the source books I bought there. I will send you a D&D Beyond campaign page link where you can join the campaign with your created character.

Creating Your Character

Players can use races or classes from the source books I own on D&D Beyond. For optional characters outside these books, talk to me first for approval in our game.

A player who provides the DM with a digital portrait image of their character and a well thought out and interesting backstory may get an additional one or two ability points they can apply to any of their ability scores. This is wholly at the DM's discretion and is not a guarantee.

Rolling character ability scores is the same as PHB (5e) page 13 where you roll 4d6 and record the highest three dice and add them together. You can then place these six values to your ability scores in any order you wish. No re-rolls. You get what you get.

On levelling up, the player rolls their hit dice (not take the average dice value for their hit dice). When rolling for upgraded HP on level up, all ones are re-rolled.

Do not view other player's character sheets as there may be secret information or backstory that is to be revealed in-game.

Characters Created at Level 1 to 2

Can have one common magic item that does not affect their armor class or can be used directly in combat.

Characters Created at Level 3 to 4

Can have one common magic item with no restrictions.

Characters Created at Level 5 to 7

Can have one rare magic item that does not affect their armor class or can be used directly in combat plus one common magic item with no restrictions.

Characters Created at Level 8+

Can have one rare magic item with no restrictions plus one common magic item with no restrictions.

Unearthed Arcana

Not to be used unless specifically approved by the DM.

Levelling Up

I don't track or give out experience points. Levelling up happens based on certain milestones in the adventure at the DM's discretion and applies to all party members.

Dividing Dice Rolls

If you have to halve or quarter a dice roll, always round down to the nearest number.

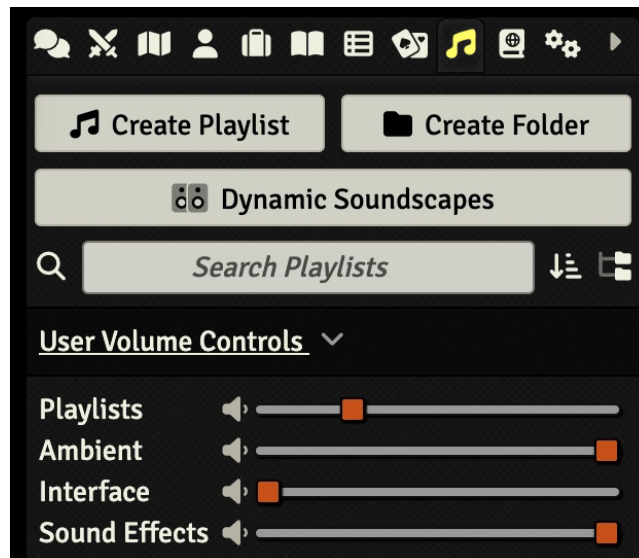
Foundry VTT

I use Foundry VTT for maps, token placement during combat and tracking initiative in combination with D&D Beyond. Typically I track all my stats within Foundry VTT and the players track their character's stats in D&D Beyond.

We use Facebook Messenger for all game chat and to organize ourselves. You can private message other players or the DM from here.

To play online using Foundry VTT, I will send all the players a link in the Messenger game chat. Click on that link to open within a Chrome or Firefox browser to connect to my Foundry VTT game. You will be asked to select your player name and enter a password. I usually don't put passwords for players but if I do, I will text it to you in a private Messenger chat.

When the Foundry VTT screen comes up in your browser, click on the top right corner music icon to adjust your sounds. I typically have background music in my games but you can turn the music up, down or off using the slider depending what you want to hear. Keep the other settings as shown below (Note the screenshot below is the GM menu. Don't worry if some of the buttons don't show up on your Player browser).



If you click on the small triangle arrow at the top right, it minimizes menu panels so you have more screen space which I would recommend.

I control all the token movement. You can hold down your left mouse button to ping the screen and show me a location for instance where you want to move or a target you want to attack.

During combat, a carousel at the top of the screen will show who's turn it is. Use D&D Beyond to update your hit points, character stats and use your character's abilities.

If you want to draw some lines on the screen to illustrate something to the DM or players, hold down the 'q' key and move your mouse around to draw.

If you want to have your character show an emoticon, type <shift> 'v' and select the emoticon you want everyone to see above your character token.

My House Rules

D&D 5th edition was definitely designed to simplify the rules and I think that simplification is great. However, there are a few rules I wanted to change and other rules I thought did not realistically represent certain situations so I have created the following house rules for my games.

Attacking While Blind

When a player's character is blind, its sense of direction is impaired and it is not confident where enemies, allies or objects are located. When a blinded character attacks or tries to perform an action that regularly requires sight, the d20 roll is with disadvantage. These rules do not apply to creatures with blindsight or truesight.

When a blinded player attacks and other creatures or allies are within 5 feet of the intended target and in range of the player's attack, they could be hit from the blind attack. Assign a number for each creature and ally within range of the player's attack starting at 1 and go counter clockwise until all creatures or allies are counted (do not include the intended target in this count). Choose a dice size double that count. Roll that dice to determine who is attacked. If you roll above the counted creatures and allies' given numbers, then the attack is on the intended target. If another creature or ally is attacked, the attack shall be applied (with cover modifiers at the DM's discretion for ranged attacks) to that creature or ally and damage applied as required on a hit.

Spell sculpting for allies does not apply for area of effect spells cast by blinded creatures so any allies would be included in an area of effect spell.

Example: A blinded player attacks a targeted creature. The target is also surrounded (within 5 feet) by 2 creatures and 1 ally that are also in range of the player's attack. Assign numbers 1-3 to the creatures and ally in range. Multiple that 3 count by 2 to get 6 so the DM uses a d6 to determine who is actually attacked. Any roll above a 3 attacks the intended target. A roll of 1 to 3 determines which other creature or ally is attacked. The DM announces to the player who was actually attacked and applies the "to hit" roll at disadvantage against the attacked creature or ally. The player rolls damage as required on a hit.

Blindsense and Blindsight vs Stealth/Hiding

Blindsense lets creatures become aware that a hidden creature is within its blindsense radius but it would still need to do a perception check to locate that hidden creature or know what direction it is in. Essentially blindsense gives an infinite passive perception to a creature for detecting other creatures within its blindsense radius.

Blindsight lets a creature see all hidden creatures within its radius even if they have total cover. The only exception is if the hidden creature has a special feature to counter this.

Casting Spells Rules (Optional)

This homebrew is inspired by the [Roll to Cast Magic System](#) by the [House DM](#) which itself was inspired by the [Shadowdark RPG](#) by the [Arcane Library](#).

Casting a spell requires a successful spellcasting check, one free hand, and any required material components or arcane focus. The level of spells you can cast is equal to your character's current level.

- *For example, a 3rd level Wizard can cast 3rd level spells but cannot cast 4th level spells until they reach 4th level.*

If your roll does not meet or beat the DC, the spell fails and is forgotten from memory. It cannot be cast again until you complete a long rest with study or communing with their patron to remember the spell. For targeted spell attacks, the to-hit and spellcasting check are the same roll. When you attempt to cast a spell, you:

Roll a d20 + Proficiency Bonus + Spellcasting Ability Modifier.

Spells require a successful spellcasting check with a **DC = 10 + Spell Level**.

- *For example, casting the 2nd level spell (note that RAW has Shield as a 1st level spell), Shield, requires a successful spellcasting check with a DC of 12.*

Casting Spells At Higher Levels

Spells can be cast at a higher level if the original spell allows the use of a "higher level spell slot" to boost the spell. To do this, simply increase the DC by the level in which you are trying to cast the spell.

- *For example, casting a 1st level Burning Hands has a DC of $10 + 1 = 11$ to cast it successfully. In order to cast Burning Hands at 3rd level, you would need to meet or beat a DC of $10 + 3 = DC 13$.*

Rituals

Rituals can be cast without making a spellcasting check. If a spell has the ritual tag, you can cast it as a ritual.

Cantrips

Cantrips do not require a spellcasting check due to their simplicity. Additionally, if a cantrip is to become more powerful at higher levels, as listed in the D&D 5e player's handbook, it does not.

- *For example, Firebolt always deals 1d10 damage, regardless of the casters level.*

Rolling a Natural 20 on a Spellcasting Check

Messing with the weave can be incredibly dangerous, but it can also grant you incredible power. When rolling a spellcasting check, if you roll a natural 20, the player can choose one of the following benefits and add it to the spell:

Spell Casting Nat 20 Table			
Double Dice	Double Targets	Double Duration	Recovery
Double the number of dice rolled for the spell	Double the number of targets the spell can affect	Double the duration the spell lasts for	Recover one of your forgotten spells

Rolling a Natural 1 on a Spellcasting Check

Generally speaking, this is bad and a critical risk when it comes to messing with the weave. Depending on your subclass, there are different consequences for rolling a natural 1 while spellcasting. The consequence is to either suffer an **Arcane Mishap** or **Pay Tribute**.

- **Arcane Mishap:** Roll on the [Arcane Mishap Table](#)
- **Pay Tribute:** Bring an offering of value to a place of importance to your character. Consult with your GM to decide on a sufficient location.

Pay Tribute (Cleric, Druids, Paladin, Ranger, Rogue, Bard)

If you roll a Natural 1 on your spellcasting check, *even with the use of blood magic to succeed*, you have either angered your deity, offset the balance of nature, or displeased the muses of old. When this happens, you must Pay Tribute to regain the ability to cast that spell again.

To Pay Tribute, bring an offering to a place deemed relevant to the source of your magic. For clerics, that might be a temple or shrine to your deity. For druids, that might be a particular grove in the woods or body of water. For bards, that may be a donation to a town crier or raising money for an orphanage by leveraging your art form. Consult the table below to determine how expensive of an offering you must provide.

Tribute Cost Table			
Spell Level	GP / Item Value	Spell Level	GP / Item Value
1st	5gp	6th	200gp
2nd	25gp	7th	300gp
3rd	50gp	8th	400gp
4th	75gp	9th	500gp
5th	100gp		

Arcane Mishap (Fighter, Sorcerer, Warlock, Wizard)

If you roll a Natural 1 on your spellcasting check, *even with the use of blood magic to succeed*, you trigger an Arcane Mishap. When this happens, you must roll a D20 and consult the Arcane Mishap Table at the end of this document.

Blood Magic

Blood Magic is an ancient and dark power that any magic user can tap into. A spell cast with blood magic cannot be cast again until you complete a long rest. Anytime a PC fails a spellcasting check, they may force the spell to succeed by fueling it with their own blood. To do this, the PC uses their reaction and takes 1 blood magic damage for each point needed to allow the spell to be cast successfully. Blood magic can even force a spellcasting check of a natural 1 to succeed, but at great cost.

- *For example: To cast Cure Wounds, the DC = 11. If Gandalf rolled an 8 on their spellcasting check after modifiers have been applied, Gandalf can choose to take 3 blood magic damage to boost it to 11, allowing the spell to be cast anyways. After using blood magic, the spell is lost and Gandalf cannot cast Cure Wounds until they complete a long rest with study or communing.*

Resurrection Magic

Resurrection magic is classified as any spell that brings a PC back to life who has died. The following traits are applied to all resurrection spells.

- Material components are required.
- It is absolutely **FORBIDDEN** to use Blood Magic to cast a Resurrection spell. The reasoning for this is entirely up to you as the GM. Some fun things to consider if your PC's choose to attempt this anyways include the following which can be rolled on 1d8:
 1. Becoming possessed by an otherworldly entity
 2. Being resurrected but with a maximum hitpoint total of 1
 3. Becoming cursed
 4. Having the caster and recipient's maximum hit points be split between themselves and the resurrected
 5. Having the resurrected or the caster lose all spellcasting capabilities until a specific task is completed
 6. Attracting the attention of a death god who feels cheated
 7. Being fully restored but the caster's level is reduced by 1
 8. DM's choice

Sorcery Points (Sorcerer)

- **Focused Spell**

When a sorcerer casts a spell, you can spend 1 sorcery point to enhance your focus on the casting. If your spellcasting check fails, you do not forget the spell for that casting unless you rolled a natural 1.

- **Trading Sorcerer Points to Regain Forgotten Spells**

A sorcerer can spend 5 sorcery points to regain a single forgotten spell.

- **Exotic Bloodline**

A sorcerer can summon the power within their exotic bloodline by spending sorcery points to influence the successful casting of a spell. Similar to using blood magic, a sorcerer can spend sorcery points and add those points to their spellcasting check.

Warlocks

Warlocks regain their forgotten spells on a short rest.

FAQ Casting Spells Optional Rules

1. **How does this system work with paladin's Divine Smite?**

When the paladin wants to Divine Smite, they make a 1st level spellcasting check. They can upcast as well by increasing the DC just as they would if they were casting a spell. If the paladin fails the spellcasting check, they lose the ability to smite until they finish a long rest.

2. **How does Arcane Recovery work for wizards?**

Arcane Recovery allows the user to regain 1d4 forgotten spells.

3. **How do spell attacks work then? Does the caster have to roll twice?**

No. Simply treat the spellcasting check as your attack roll. For example, if you cast Acid Arrow and roll a 16 after modifiers on your cast, compare the 16 to the targets armor class.

4. **What about spell saves? I have to roll to cast the spell and then they get to roll to avoid?**

Spells that utilize saving throws are able to bypass a creatures armor class and thus have a special way around most creatures' primary defense. This may be adjusted through playtest.

Chases

See the **Perilous Pursuits Chase Rules & Map** on the [Perilous Pursuits website](#).

Climbing

Climbing up/down speed is reduced unless a climbing speed is listed for the creature or unless the creature has a magical effect or equipment (such as slippers of spider climbing) in which this rule does not apply. Climbing requires an Athletics check with a DC based on the type of surface being climbed for every action they take to climb or if they hang in place to do another action (regular or bonus).

Surface	DC	Climbing Speed
• Ledges and hand holds (like a house)	10	1/2 movement speed
• Not many hand holds (like a rough rock face or a stone wall)	15	10 feet
• Small cracks or indents (like a sheer cliff or smooth wall)	20	5 feet
• Imperceptible bumps and indents (smooth vertical surface)	25	5 feet

An Athletics check is performed for every action (regular or bonus) a player does while climbing or hanging on a vertical surface. Both hands have to be free to climb. A player hanging in place with one hand and using the other hand for an action requires an additional Athletics check to see if the character can hang on. A failed athletics check results in the character falling. A falling character adds +5 every 10 feet fallen to the Athletics DC to try and grab something to stop the fall. This check can happen every 10 feet up to DC25 and then they auto-fail after that and plummet to the ground taking 1d6 of bludgeoning damage for every 10 feet fallen after the first 10 feet.

Damage Rules (Optional)

Damage (Targeted Attack)

Damage is based on the to-hit roll with the following rules (average damage is half the maximum damage dice):

- To-hit critical fail: Miss and the DM decides on the consequence. Spells fail and the caster rolls on the [Arcane Mishap Table](#)
- To-hit less than the target's AC: Miss
- To-hit 0 to 4 more than the target's AC: Normal hit = average damage
- To-hit 5 to 9 more than the target's AC: Heavy hit = average + half-average damage
- To-hit 10 or more than the target's AC: Brutal hit = 2 x average damage
- To-hit roll critical success: Critical hit = 3 x average damage

Damage (Saving Throw)

Damage is based on the saving throw roll with the following rules (average damage is half the maximum damage dice):

- Saving throw critical success: No damage and no effects
- Saving throw success: Half average damage and/or no effects
- Saving throw fail by 0 to 4: Normal hit = average damage plus effects
- Saving throw fail by 5 to 9: Heavy hit = average + half-average damage plus effects
- Saving throw fail by 10 or more: Brutal hit = 2 x average damage plus effects
- Saving throw critical fail: Critical hit = 3 x average damage plus effects

Death & Dying

When a character is reduced to zero HP or less (unconscious), death saves are not used. Instead, on the player's turn after they went unconscious, they have two options they can choose from:

Death Option 1: Go out in a blaze of glory! The character gets one last gasp for a monologue and can make one action with a critical success prior to permanently dying with no hope of reviving or resurrection. Only a wish spell can bring the character back to life.

Death Option 2: Roll a 1d20 on the [Death & Dying Table](#) near the end of this document.

Prior to rolling the d20, the target can state to the DM that they want to use their inspiration (if they have one). If stated **prior** to the d20 roll, an inspiration can also be gifted from one player to another player as long as the characters can see or hear each other when given. If the player is put unconscious by a critical hit or damaged again while at zero HP and in this unconscious state, they roll their d20 on the [Death & Dying Table](#) at disadvantage. Special items may exist in the world that give you bonuses for this specific death & dying d20 roll. The player will make all rolls mentioned in the table and the rolls shall be visible to the DM and all players.

Feats

Below are new or revised feats players can choose in lieu of an ability score increase.

Weapon Master. ***This feat is automatically acquired by all characters at level 1***

As basic training for all new adventurers, you have learned the techniques of unique strikes that create opportunities for more damage. When you use the attack action to make an attack using a weapon or unarmed strike you are proficient in, prior to rolling the attack dice, you can state to the DM that you choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage. Note the -5 penalty does not apply to a critical hit which is an automatic hit. This ability does not apply to spell attacks including booming blade or green flame blade because casting a cantrip is not taking the attack action. This ability does not apply to a bladesinger casting booming blade as part of their attack action because that action is considered casting a spell with your attack action and then the spell provides your weapon attack.

Flanking

I use the optional flanking rules with a house modification. If at least two allies are in melee range and flanking a creature, those two allies and all other allies get advantage for melee attacks (not ranged attacks) against that creature. See the [Flanking Rules Diagram](#) page near the end of this document for how this works. Flanking does not apply if you cannot see the target. For example, if you were flanking a target but you were in magical darkness and cannot see, flanking would not apply and attacks would be at disadvantage because you are blinded (see the [Attacking While Blind](#) rule). Flanking also does not apply if your flanking ally is incapacitated in a way that they cannot be a distraction for the target during your attack. In other words, your flanking ally must have the ability to attack or distract the target. Flanking does not apply if you are using a ranged attack.

Grappling

For creatures smaller than you, you get advantage on the grapple. For creatures larger than you, you get disadvantage on the grapple.

Healing Potions

It is a bonus action to drink a healing potion yourself or to hand one to someone else. It is a full action to feed a healing potion to someone else.

Initiative

When entering combat, the initiative order starts with the highest initiative roll and then the highest from the opposing team and alternates between the two opposing teams down like that. This is called "Zipper" initiative. For tied initiative, the highest dexterity goes first. If a creature is killed, the two teammates above and below that killed creature would now go back to back in the turn order. The DM will digitally roll initiative for all players within Foundry VTT so we can get into combat faster.

Light

A torch provides light for 30 minutes real time. A lantern provides light for 60 minutes real time using 1 flask of oil.

Jumping

Jumping down only takes a quarter of the character's movement but will require a DC10 Dexterity check to see if they land ok. A failed check will result in the character falling down, being prone and losing the rest of their movement. Any jumping down from 10 feet or higher without a special ability for falling results in 1d6 bludgeoning damage for every 10 feet fallen. All other jumping rules will follow the [PHB 5e page 182](#). Clarification that you cannot move and then jump past your movement score.

Passive Perception

I use passive perception as a way of directing a player towards a certain location or spot. For example; "You hear a strange creaking sound" or "You see a shadow move in the corner of your eye" or "Something in this room seems strange to you but you can't put your finger on it." The player then has the option of rolling a perception check to see if they actually see something or know where it is located. For characters with a high passive perception, they may perceive things in general (because of their high passive perception) but they may not actually see what they are perceiving (if they roll a low perception check). Passive perception does not give the location or direction of something hidden. It just makes the player aware that something odd is nearby or hidden.

Persuasion & Intimidation

A player's character can use charisma or strength modifiers (player's choice) for intimidation checks. A persuasion or intimidation check will happen only when the DM asks for it and usually after it has been role played. The DC for these checks will be based on how well the player role played what they are trying to do or say.

Replacing Your Dead Character

At the DM's discretion, a player whose character has died will be able to rejoin longer campaign games with a new character at a narratively appropriate point. The new character will rejoin the adventure at the same level as the rest of the party with equipment the DM has approved as appropriate for that character and level. Dead characters in one-shots and shorter adventures do not get replaced although the player is welcome to spectate the rest of the game.

Resting & Healing

The following table shall be used for resting & healing.

Lodging Type	Cost / PC	Benefit
Outdoors no cover	n/a	After 60 minutes of resting, spend available hit dice. See resting complications level 5
Outdoors with cover (cave or tent)	n/a	After 60 minutes of resting, spend available hit dice, short rest spells and abilities restored, one point of exhaustion removed. See resting complications level 4
Barn or abandoned shack	n/a	After 8 hours of resting with 6 of those hours as sleeping, spend available hit dice, short rest spells and abilities restored, half (rounded down) of your forgotten spells restored from study or communing, one hit dice restored, one point of exhaustion removed. See resting complications level 3
Poor Inn	1sp	After 8 hours of resting with 6 of those hours as sleeping, spend available hit dice, short rest spells and abilities restored, half (rounded down) of your forgotten spells restored from study or communing, half (rounded down) of all hit dice restored, one point of exhaustion removed. See resting complications level 2
Modest Inn	1gp	After 8 hours of resting with 6 of those hours as sleeping, half (rounded down) of your HP is restored, spend available hit dice, short rest spells and abilities restored, all hit dice restored, all forgotten spells restored from study or communing, one point of exhaustion removed. See resting complications level 1
Comfortable Inn	10gp	Includes food but not drinks. After 8 hours of resting with 6 of those hours as sleeping, all of your HP is restored, short rest spells and abilities restored, all hit dice restored, all forgotten spells restored from study or communing, one point of exhaustion removed, counts as 3 days of recovery on the death & dying table
Resort Spa	30gp	Includes food, wine and ale. Relax in the healing spa waters and get a massage. After 8 hours of resting with 6 of those hours as sleeping, all of your HP is restored, short rest spells and abilities restored, all hit dice restored, all forgotten spells restored from study or communing, two points of exhaustion removed, counts as 7 days of recovery on the death & dying table. Each player gains 10 temporary HP.

Resting Complications

Having character(s) stay up for a watch adds advantage to the d20 rolls below although there must be 3 separate watches of 3 hours each to allow each watch person to have 6 hours of sleep.

Level 1 - DM rolls a d20 for each room. <10 means your room neighbours were loud. No exhaustion recovery. <5 means a rat scuttling in the room annoyed your spell casters and they only recover 2 forgotten spell of their choice. Natural 1 means a thief enters the room while sleeping. On a successful d20+4 at advantage stealth roll vs all the character's in that room passive perception, the thief steals a random item or all the character's gold. On a failed stealth, the thief runs away empty-handed when discovered.

Level 2 - DM rolls a d20 for each room. <13 means drunks next door were loud. No exhaustion recovery. <8 means a rat scuttling in the room annoyed your spell casters and they only recover 1 forgotten spell of their choice. Natural 1 means a thief enters the room while sleeping. On a successful d20+4 at advantage stealth roll vs all the character's in that room passive perception, the thief steals a random item or all the character's gold. On a failed stealth, the thief runs away empty-handed when discovered.

Level 3 - DM rolls a d20. <15 means wind or rain made its way into the space. No exhaustion recovery. <10 means a rat scuttling in the room annoyed your spell casters and they did not recover any forgotten spells <5 means a random encounter.

Level 4 - DM rolls a d20. <15 means wind or rain made its way into the space. No exhaustion recovery, short rest abilities and spells not restored. <5 means a random encounter.

Level 5 - DM rolls a d20. <15 means wind, rain and cold made the space unbearable and each character must make a DC10 CON save or take a point of exhaustion. <10 means a random encounter.

Reviving a Character

An unconscious player with 0 HP that is revived from healing awakens with an additional 1 point of exhaustion.

A dead player that is revived via the Revivify or Resurrection Spell awakens with a total of 3 points of exhaustion.

A dead player that is revived via the Wish Spell awakens with a total of 5 points of exhaustion.

Spell Revisions

Some spells in 5e are broken in my opinion. Below are revisions to some spells.

Animate Objects

Use this table for this spell.

Size	HP	AC	Str	Dex	Attack
Tiny	10	18	4	18	+8 to hit, 1d4 damage
Small	15	16	6	16	+7 to hit, 1d4 damage
Medium	30	15	10	14	+6 to hit, 1d10 damage
Large	60	14	16	10	+7 to hit, 2d10 damage
Huge	120	13	18	6	+8 to hit, 4d10 damage

Conjure Animals

You can summon the following cast as a 3rd level spell:

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Three beasts of challenge rating 1/2 or lower
- Four beasts of challenge rating 1/4 or lower

Identify Spell

Roll a D20 every time you cast the identify spell and add your spell modifier. The DM can set a DC for cursed items to see if the spell detects and identifies a potential curse. Clerics and paladins can do this curse check at advantage.

Magical Push

I'm going to give creatures a strength saving throw to resist any spell which has a push component because RAW says any creature can be pushed (even a Tarrasque which is ridiculous). Resisting the push will be a tough DC but there will always be a chance to oppose it. The strength saving throw DC for the creature being pushed will be per the tables below:

<u>Casting Character Level</u>	<u>DC Base</u>	<u>Creature Size</u>	<u>DC Modifier</u>
1-4	18	Tiny	+2
5-10	19	Small	+1
11-16	20	Medium	+0
17+	21	Large	-1
		Huge	-2
		Gargantuan	-3
		Colossal	-4

Example: A level 6 warlock casting eldritch blast force push will have a base DC of 19. If cast at a large creature, the DC is $19-1 = 18$. The target rolls a Strength saving throw with a DC18. On success, the target is not pushed. On a failure, the target is pushed.

Shield

The shield spell is now a level 2 spell (previously it was level 1).

Throwing Other Creatures

If deciding to throw another creature, you must first use an action to grapple it. Only a grappled creature can be thrown. It takes another action to throw a creature unless you are proficient in throwing then you can throw a grappled creature as a bonus action (check with the DM if you are proficient in throwing. Some barbarian builds are proficient at throwing). A thrown creature takes $1d6 + \text{Strength modifier}$ in damage. At level 5, this increases to $1d8$. At level 10, this increases to $1d10$. If throwing a creature from height, add the typical falling damage onto the damage (You add $1d6$ for every 10' above the first 10' of the landing zone. Example; Throwing from 8' is no falling damage added. Throwing from 12' is an extra $1d6$ falling damage. Throwing from 20' is an extra $2d6$ falling damage). A thrown creature is prone with no save. The horizontal distance you can throw a creature is twice your Strength value (rounded down to the nearest 5'). A player who has extra reach does not add that reach value to their horizontal throwing distance.

Like the grappling house rule in this document, creatures one size smaller, you get advantage on the grapple. For creatures one size larger, you get disadvantage on the grapple.

If throwing the creature at another creature, roll a $d20 + \text{your Strength Modifier} (+ \text{proficiency modifier if you are proficient at throwing})$ to hit vs the target creature's AC. On a hit, the targeted creature takes half the damage of the thrown creature (rounded down) and must roll a successful DC10 Dexterity saving throw or be prone as well.

Vision & Actions

Some actions such as counterspell or dispel magic will require vision of the person or the magical object casting the spell. If the spell says choose a target or object, you must be able to see the target to choose it.

Visual Damage

When a creature is around half of its full hit points, I may say "The creature is not looking that great". When a creature gets to a hit point amount where a very good attack may kill it, I may say "The creature is bleeding from multiple wounds and looks like it's staggering"

Arcane Mishap Table

Roll a straight D20 to determine what happens to a failed spell per the table below:

1. DM's choice.
2. The caster becomes intensely frightened and screams hysterically and as loud as possible for 1d4 rounds.
3. The target is affected by the haste spell for 1d4 rounds.
4. The target is turned invisible for 1d4 rounds. Any attacks by the invisible creature cancels the invisibility.
5. 1d4+2 mirror images of the target appear around the target. This functions as the spell *mirror image*.
6. The target is increased by one size category for 1d4 rounds. Their strength ability during this time is increased by 4.
7. A swarm of butterflies burst forth from the caster's clothes for 1d4 rounds. Thanks to the sheer density of butterflies, vision for creatures in a 10 radius around the caster is reduced to 5 feet.
8. The caster's skin changes to a glowing colour (1d4; 1 = red, 2 = blue, 3 = purple, 4 = green) which is equivalent to the faerie fire spell for 1d4 rounds.
9. You summon 1d4-1 elementals (minimum 1) who attack randomly (1d4; 1 = fire elementals, 2 = water elementals, 3 = earth elementals, 4 = air elementals).
10. The spell is converted to a summon monster spell of the same level. The monster attacks randomly.
11. The caster misfires. Re-roll attack against the creature nearest to the target (not including the caster). Roll a dice to select which creature is hit if same distance to target.
12. The spell fizzles but the caster will automatically fail their next saving throw.
13. The spell explodes in the caster's hands causing 1d4 force damage and the caster is blind and deafened for 1d4 rounds.
14. The caster is banished to the Ethereal Plane for 1d4 rounds. In the Ethereal Plane, the caster can only interact with objects on the Ethereal Plane on their turn. The Material Plane and its occupants are visible but appear ghostly and indistinct.
15. The intended spell appears to fizzle out and appears gone. In 1d4 rounds, the spell is cast on the creature closest to the caster. Roll dice to select the creature if more than one are equal distance from the caster.
16. The caster must speak in rhymes for the next 1d20 hours. Any speaking that does not rhyme causes 1d4 psychic damage to the caster.
17. The caster turns into a small dog for 1d4 rounds (see "Bark the dog" on D&D Beyond) and cannot communicate normally. If the dog reaches 0 HP, it is transformed back into the caster. Any damage after 0 HP is transferred over to the caster after they transform back. After the dog transforms back to the caster, the caster is on all fours and considered prone.
18. A Reverse Gravity spell is cast centered on the caster for 1d4 rounds. It affects all creatures and objects within a 50 ft radius including the caster.
19. The caster and the target switch locations. For AOE spells, choose a random target within the area of effect.
20. An anti-magic sphere 60 feet in radius centered on the caster lasts for 1d4 rounds.

Death & Dying Table

Player Roll	Critical Injuries	Recovery
20	You are knocked prone but you are able to resist going unconscious and remain awake with 1 HP	N/A
19	Roll 1d4. You gain a faint but noticeable scar on your (1) face, (2) arm, (3) chest, or (4) back). You are unconscious but stable at 0 HP.	You wake up in one round with 1d4 HP
18	Roll 1d4. You lose a (1) fingertip, (2) a few teeth, (3) an earlobe, or (4) a toe. You are unconscious but stable at 0 HP.	You wake up in one round with 1d4 HP
17	You have a concussion. All ability checks are at disadvantage until you fully rest for 2 days or receive a lesser restoration spell. You are unconscious but stable at 0 HP.	You wake up in one round with 1d4 HP
16	Roll 1d4. You break your (1) collarbone, (2) arm, (3) rib, or (4) wrist. You have disadvantage on all attacks and STR, DEX and CON ability checks and saving throws, your speed is reduced by half until 7 days after receiving medical attention or receive a lesser restoration spell. You are unconscious but stable at 0 HP.	An ally must heal you
15	Roll 1d4. You receive (1) a severe scar and disfigurement to your jaw, (2) cheek, (3) forehead, (4) neck. Your CHA score is permanently reduced by 1 but you gain a +1 to intimidation checks unless a lesser restoration spell is cast on you within 3 rounds. You are unconscious but stable at 0 HP.	An ally must heal you. A greater restoration spell restores your previous CHA score.
14	You receive a massive head wound. Brain matter is exposed. Your INT score is permanently reduced by 1 unless a lesser restoration spell is cast on you within 3 rounds. You are unconscious but stable at 0 HP.	An ally must heal you. A greater restoration spell restores your previous INT score.
13	Your ego is damaged and you are unsure of your abilities going forward. Your WIS score is permanently reduced by 1 unless a lesser restoration spell is cast on you within 3 rounds. You are unconscious but stable at 0 HP.	An ally must heal you. A greater restoration spell restores your previous WIS score
12	Roll 1d4. You lose (1) an eye, (2) a non-weapon hand, (3) 2 fingers, (4) a severe knee injury. Your DEX score is permanently reduced by 1 unless a lesser restoration spell is cast on you within 3 rounds. On a d4 roll of 4, you have a permanent limp and your speed is reduced by 10. You are unconscious but stable at 0 HP.	An ally must heal you. A greater restoration spell restores your previous DEX score
11	Your bicep muscle is damaged causing a large scar on it. Your STR score is permanently reduced by 1 unless a lesser restoration spell is cast on you within 3 rounds. You are unconscious but stable at 0 HP.	An ally must heal you. A greater restoration spell restores your previous STR score
10	The damage you have taken has permanently reduced your overall health. Your CON score is permanently reduced by 1 and your max HP is reduced by 20% rounded down unless a lesser restoration spell is cast on you within 3 rounds. You are unconscious but stable at 0 HP.	An ally must heal you. A greater restoration spell restores your previous max HP
4-9	You are bleeding out. For this round and every additional round, the player must roll a 1d20 for a DC10 CON saving throw (inspiration can be used). On a success, the player is still alive. On a fail, the player dies. Another player can spend an action on their turn to try to stabilize you by staunching your wounds with a tourniquet with a DC10 medicine check bringing you to 0 HP but still unconscious.	An ally must heal you
2-3	You have just enough life to speak a few words before you succumb to your injuries. No medical or magical healing can save you.	Revivify or resurrection spell
1	You are disintegrated, immolated, masticated, impaled or beheaded. Death is instantaneous.	Wish spell

D&D Optional Rules on Flanking on Squares

Dungeon Master's Guide 5e page 251

When a creature and at least one of its allies (who are an active threat) are adjacent to an enemy and on opposite sides or corners of the enemy's space, they flank that enemy, the two flanking allies and all of their other allies have advantage on melee attack rolls against that enemy. Does not apply to ranged attacks.

When in doubt about whether two creatures flank an enemy on a grid, trace an imaginary line between the centers of the creatures' spaces. If the line passes through opposite sides or corners of the enemy's space, the enemy is flanked.

Note that this is an optional rule and by default, 5e does not include flanking advantages.

See **Flanking Rules** in this document for more details.



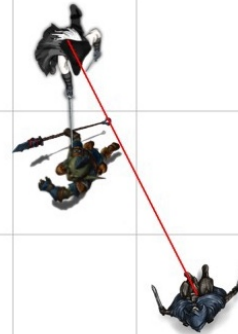
Line goes through opposite sides so it is flanking



Line goes through opposite corners so it is flanking



Line goes through one corner. Line does not go through opposite sides or opposite corners so it is not flanking



Line goes through adjacent sides. Line does not go through opposite sides or opposite corners so it is not flanking