

Gogo DM Rules for my D&D Sessions

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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. You will have less Hit Points, healing is tougher and magic is very powerful but sometimes uncontrollable.
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.

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. 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.

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 print out 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.

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.

Critical Rolls

- A **Critical Hit** on an attack (such as rolling a natural 20) is an automatic hit. Some special abilities or class features can consider a natural 19 as a critical hit as well
- A **Critical Miss** on an attack (such as rolling a natural 1) is an automatic miss (see the [Critical Miss Attack](#) rule)
- A critical success or critical fail does not apply to saving throws or skill checks except for the magic check house rule (see [Casting A Spell](#)).

Dividing Dice Rolls

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

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 thought did not realistically represent certain situations so I have created the following house rules for my games.

Ability Score Increases (ASI)

When levelling up and you have two ASI's, they cannot be applied to the same ability.

Advantage, Disadvantage, Boons & Banes

Advantage & disadvantage are powerful and only apply to class features or spells that call for them. Disadvantage also applies when attacking while blind. For everything else, there are boons & banes. A boon is when you add a 1d6 to your d20 roll. A bane is when you subtract a 1d6 from your d20 roll. Boons and banes cancel each other out. For example if you have 2 boons and 1 bane, you are left with 1 boon. If you are rolling multiple boons, you add the highest d6 roll to your d20 roll and ignore the other d6 rolls. Similarly, if you are rolling multiple banes, you subtract the highest d6 roll from your d20 roll and ignore the other d6 rolls.

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 a Spell

Magic is dangerous and unpredictable. Sometimes it doesn't work and sometimes it creates havoc. First the character must state what spell or magical ability they will cast, at what level, and the target(s). A character or creature casting a spell or magical ability must then roll a **Magic Check** which is rolling a 1d20 and adding their spell casting modifier. Inspiration boons can be used but must be stated to the DM prior to rolling the magic check. A player with a spell focus gets an additional boon on their magic check. The DC to cast the spell is 8 + Spell Level. On a pass, the spell works. On a fail, the spell fizzles out and does not work but still uses up a spell or magical ability slot. If the magic check is a critical fail (rolls a natural 1), then roll on the **Critical Fail Spell Table** to see what havoc is done.

If a critical success (such as a natural 20) magic check is rolled for a spell, the following scenarios would happen:

- For a targeted spell, the caster can cast the spell with advantage.
- For an area of effect (AOE) spell, any of the target(s)' abilities to take half or no damage are negated and the target(s) must roll their saving throw with a bane. Legendary reactions by the target(s) only removes any banes when rolling.
- For healing spells, the target(s) receive the spell's maximum healing

If a player wearing armor casts a spell and their class that is casting the spell is not proficient with armor, the **Magic Check** is rolled with a bane.

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.

Critical Miss Attack

When a player has a critical miss on an attack (such as rolling a natural 1), any creatures or allies within 5 feet of the intended target and in range of the player's attack could be hit from the errant 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 a complete miss and no creatures are hit. If another creature or ally is attacked, the attack shall be applied to that creature or ally. The DM shall instruct the attacking player to re-roll the same attack again against that creature or ally (with cover modifiers at the DM's discretion for ranged attacks) and apply damage as required on a hit.

Example: A player's attack on a targeted creature is a critical fail. 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 misses everyone. A roll of 1 to 3 determines which creature or ally is attacked. The DM announces to the player who was actually attacked and instructs the player to re-roll the same attack again (with cover modifiers at the DM's discretion for ranged attacks) against the attacked creature or ally. The player rolls damage as required on a hit.

Darkvision

No player characters or races start with darkvision.

Death & Dying

When a character is reduced to zero HP or less, death saves are not used. Instead, on the player's turn, they 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 boon (if they have one). If stated prior to the d20 roll, an inspiration boon 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 with a bane. 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 optionally all players).

Feats

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

Arcane Adept. Your studies have allowed you to cast spells more reliably. Add an additional boon to your magic checks.

Arcane Master. You have mastered in the study of magic and have more opportunities to maximize its effects. A level 10 or higher magic user performing a magic check adds an additional boon to their magic checks and a critical success is a natural 19 or 20 magic check roll.

Critical Master. You have mastered in the study of combat to potentially inflict far more damage than normal. When a player rolls a critical hit, they get to double their damage dice. If the player's character has the Critical Master feat and they roll a critical hit, they get to double their damage dice at a minimum. They then get to roll another d20 and if they roll another critical hit, it doubles the original damage dice again. The player continues to roll doubling the original damage dice for every critical hit rolled. When a non-critical hit is rolled and it still hits the target, they get to roll the damage dice one final time and add the result to the previous damage. Note any damage bonuses are only added once at the end of the results.

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. See the flanking 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. A critical fail attack (such as a natural 1) may hit another creature near the intended target (see the **Critical Miss Attack** rule). If at least two allies are in melee range and flanking a creature, those two allies and all other allies get a boon for melee attacks against that creature.

Gear Slots

A character can carry a number of items equal to its gear slots. A character without a backpack has 4 gear slots. A character with a backpack has a number of gear slots which is the character's strength score (minimum of 10). A Handy Haversack is a regular backpack but has an extra pocket with an extra-dimensional space for an additional 5 gear slots. A bag of holding has 20 gear slots. A portable hole has 50 gear slots but does not take up a gear slot. Gear slots can hold the following basic gear. Use this reference for similar sized equipment. Wearable items do not take up a gear slot.

Item	Quantity Per Gear Slot
Arrows, crossbow bolts	20
Backpack	1
Bag, pouch, flask, skin or bottle	1
Coins	100 (first 100 free to carry)
Flint and steel	1
Gem	10
Grappling Hook	1
Iron Spikes	10
Lantern or Torch	1
Mirror	1
Oil Flask	2
One Handed Weapon or Item	1
Rations	3
Rope (50')	1
Torch	1
Two-Handed Weapon or Item	0.5
Other Items	DM's discretion

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.

Hit Points

Your maximum HP is half (rounded down) of your normal 5e RAW HP. Calculate and record your max HP as normal then in brackets beside it, note your halved max HP.

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.

Inspiration Boon

I may give out an inspiration boon to players that I feel role play their characters in amazing and interesting ways. An inspiration boon can be played at any time and does not expire until it is used. You can only have one inspiration boon at a time. An inspiration boon can also be gifted from one player to another player as long as the characters can see, hear or touch each other when given. An inspiration boon gives the player using it an extra 1d6 to add when rolling a d20 dice. When an inspiration boon is used, the player rolling must state to the DM that they are using their inspiration boon prior to rolling.

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 and in some cases may have a boon or bane on the roll based on the DM's discretion.

Replacing Your Dead Character

At the DM's discretion, a player whose character has died will be able to rejoin the game 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.

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 lowest spell slots restored, 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 lowest spell slots restored, 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 spell slots restored, 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 spell slots restored, 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 spell slots restored, 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 a boon 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 recovered half (rounded down) of their lowest spell slots. Natural 1 means a thief enters the room while sleeping. On a successful d20+4 + 1 boon stealth rolls vs all the character's in that room passive perception, the thief steals a random item or all the character's gold.

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 do not recover any spell slots. Natural 1 means a thief enters the room while sleeping. On a successful d20 + 1 boon stealth rolls vs all the character's in that room passive perception, the thief steals a random item or all the character's gold.

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

Ritual Spell Casting

Casting a ritual spell takes 1 hour for every level of the spell. The user(s) must concentrate during this time by being silent with their eyes closed and being perfectly still. Jolting someone concentrating on a ritual cast cancels their involvement in the ritual. The time spent doing a ritual spell casting counts toward a short rest. Once the ritual is done, the caster can open their eyes but must cast the spell immediately before doing any other actions. You can have other willing arcane magic users help with your ritual spell casting. This help reduces the ritual spell casting time by the number of hours divided by the number of concentrating arcane magic users. This number is rounded down to the nearest 30 minutes (minimum time is 30 minutes). For example, a fourth level ritual spell with two arcane magic users concentrating on it would take 2 hours instead of 4. A fourth level ritual spell with three arcane magic users concentrating on it would take 1.5 hours. The caster must do a **Magic Check** after the ritual to see if the spell succeeds or fails. The caster can roll the **Magic Check** with a boon for each additional arcane magic user helping. So two arcane magic users would add two boons to the **Magic Check**.

Spell Focus

A spell focus allows a player to not require material components to cast a spell. Prior to getting a spell focus, players will require material components. A spell focus provides a boon to a character's magic check. A spell focus is a rare item and player do not start the campaign with one. A spell focus can be very expensive to purchase or potentially found in a treasure horde.

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

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:

Casting Character Level	DC Base	Creature Size	DC Modifier
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).

Vision and 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 it 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”

Critical Fail Spell Table

On a critical fail on a magic check (rolls a natural 1), have the player who cast the spell roll a D20 to see what happens per the table below (inspiration boons cannot be used):

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 with a bane 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 a bane 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 saving throw (inspiration banes 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 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 a boon on melee attack rolls against that enemy.

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.



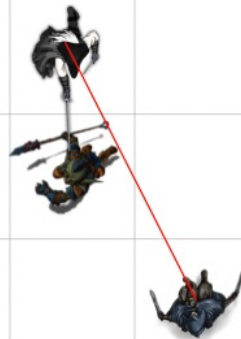
Line goes through opposite sides so it is flanking



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