

COMBAT

These rules will cover alterations and additions to the combat rules versus what is found in the Player's Handbook.

MASSIVE DAMAGE

No instant kills, that's a bit much. However, if you take enough damage to constitute massive damage then there is a chance of more permanent damage. You can break bones, lose limbs, or have a vital organ damaged. Damage taken from spells that constitutes massive damage under the D&D massive damage rules will also have the potential to deal permanent damage of some kind such as blindness, deafness, or other similar consequences. When I've nailed out the exact details I'll post them. For now, this is how it looks:

B	S	P	E	Damage Type : targeted healing available
*	*	*	*	superficial damage (lost ear, scar, etc...) : varies
*	*			broken left arm : regeneration
*	*			broken right arm : regeneration
*				broken left leg : regeneration
*				broken right leg : regeneration
	*	*	*	damage liver (-5 vs poisons) : regeneration
	*	*		damaged eye : remove blindness
*		*		damaged kidney (-5 fort) : regeneration
		*	*	damage lung (-5 reflex) : regeneration
*			*	brain damage (-5 will) : heal
*	*	*	*	blinded : remove blindness
*			*	deafened : remove deafness
	*	*	*	lost eye (no healing) : remove blindness
*	*	*	*	blinded (no healing) : remove blindness
*			*	deafened (no healing) : remove deafness
	*			lost left hand (no healing) : regeneration
	*			lost right hand (no healing) : regeneration
	*			lost left foot (no healing) : regeneration
	*			lost right foot (no healing) : regeneration
*		*	*	lost left arm (no healing) : regeneration
	*		*	lost right arm (no healing) : regeneration
	*	*	*	lost left leg (no healing) : regeneration
	*		*	lost right leg (no healing) : regeneration
*	*	*	*	coma (no healing) : miracle

B = Bludgeoning, S = Slashing, P = Piercing, E = Energy

The effects of massive damage heal slowly, taking six months to heal generally. With regular heal checks characters heal twice as quickly, or within three months. With healing magic applied daily, characters heal in one month and with targeted spells such as regeneration or remove blindness/deafness, massive damage can generally be healed in a matter of hours or minutes.

Breaking a limb generally makes it difficult to use that limb, imposing penalties as if the limb was lost generally. If that limb is used in combat or for skills (DC 16 Fort save to "tough it out"), you take 1d6 points of damage and add that many days to the healing time. Those effects labeled (no healing) will not heal without some form of magical aid.

Most massive damage follows the penalties described in the DMG on page 27 unless otherwise noted on the table above. If a character is missing both limbs, they generally cannot use the skills that are penalized when one limb is missing without

some sort of prothesis.

DISTILLED POISONS

While most poisons can be fought off by hearty warriors with little effect, some are so incredibly virulent that as soon as they enter the body they begin to cause decay and damage. When making a save against a distilled poison, a successful save only reduces the damage or effect by half, rather than negating it.

Distilled poisons are typically made, rather than found in the wild on animals, but some creatures, particularly those mage-wrought, have poison that is potent enough to have the same effect. A distilled poison has a Craft (poisonmaking) DC that is 20 higher than the base skill check DC for the poison.

RAGE [VARIANT]

As normal rage, however, if the barbarian is in combat and takes 20% of their maximum hit points in a single round they have the option of spending a full round action the following round in order to recover a rage use up to a maximum equal to their current rages per day. The barbarian may not already be raging when they take the damage and they must spend the action immediately after the round in which they take the damage.

The hit points must be real (not temporary) and healing cannot reduce the damage below the 20% threshold before the full round action is complete in order for the action to be successful.

While using this variant, Extra Rage grants only 1 extra rage per day rather than 2.

SMITE [VARIANT]

Either opposite of rage (where you need to do a certain amount of your maximum damage maybe) or make it a per encounter resource.

ADVENTURING

These rules will cover alterations and additions (as well as clarifications) to miscellaneous rule sets similar to the same subject found in the Player's Handbook and any that are not found elsewhere in the house rule documents.

Some of these are long standing house rules with groups that I have played with that have slowly crept into my games when I DM.

APPROPRIATED RULES

These are rules that are being appropriated from other editions

of D&D or other books and being used wholesale in our version of D&D 3.75.

- Activity While Traveling (5th edition PHB; pg 182)
- Notable elements of this rule are that you can choose to perform activities while traveling. If you do so, then you do not get a chance to notice encounters. Furthermore, your passive Perception determines whether an encounter is noticed.
- Advantage / Disadvantage (5th edition PHB, pg 171)
- Short Rest / Long Rest (5th edition PHB, pg 186)
- Modifications: heal all subdual damage on a long rest; "hit dice" can be used to heal subdual damage or convert actual damage to subdual on short rest
- Disease (4th edition PHB)

MISCELLANEOUS RULES

These rules do not fit into a set category as yet or are minor clarifications.

Percentile Roles

Unless directly contradicted by a book, any low percentile rolls grant positive effects and a high percentile roll provides the negative effect.

Early Epic Levels

Epic level starts at a lower level, typically 7th, 10th, or 13th, though you can do it at any level. This means that you no longer progress in base attack bonus and spellcasting caps out at the level selected. Epic feats are typically available and classes will have an epic progression that allows for bonus feats. (Some of which can be higher level class abilities.)

WEALTH AND EQUIPMENT

Rules detailing changes in how wealth and equipment are handled in games may be seen below.

Custom Items

If you have a Craft Feat, I will work with you on the creation of custom items utilizing that feat. If you don't have an appropriate feat, then acquiring a custom item will be a little more difficult and will likely require a quest of some sort and finding an appropriate NPC who could craft the item and is willing. This includes even items like wands, scrolls, and other items with set creation rules.

If you have Craft Wand, for instance, you can create a wand of any 4th level spell in the game without any DM interaction. If you had the Craft Wondrous Item feat on the other hand, it would simply allow you to work with the DM in order to design a new item and potentially be able to create it (though it also allows creation of all standard items, of course).

When you're starting off, you can't have custom items at all without the appropriate Item Creation feat. (Common Effects, as detailed in the Magic Item Compendium, are an exception to this rule.)

Wealth by Level Modifier

If your utilized wealth is significantly outside of the wealth by level guidelines presented in the DMG, your ECL will be adjusted appropriately to reflect the change.

As a rule of thumb, this is handled through the following formula:

$$\begin{aligned}\text{Utilized Wealth} / \text{Wealth by Level} &= \text{Wealth Ratio} \\ (\text{Wealth Ratio} - 1) / 5 &= \text{Wealth Modifier} \\ \text{ECL} * (\text{Wealth Modifier} + 1) &= \text{New ECL (rounded)}\end{aligned}$$

What this boils down to is that for each 50% by which your wealth exceeds the wealth by level guidelines, your ECL is considered to be 10% higher. (Or 10% lower if your wealth is below average by the same amount.)

This will typically impact the encounters that you will run into and the XP that you will receive for any given encounter.

Utilized wealth is equal to the total gold value of armor, weapons, and clothing that you are wearing or wielding, tools that you have on your person and can easily retrieve, and other items that are directly contributing to your ability to overcome encounters. Items that can't be used simultaneously, gold, art, and other forms of wealth do not count towards this total.

As an example, if you had three two-handed weapons of different materials that were worth 2,000 gold, 5,000 gold, and 18,000 gold, your utilized wealth from the weapons would only be 18,000 gold, not 25,000 gold. If, however, you typically wield two-handed weapons when two-weapon fighting and had the same equipment, then you would have a utilized wealth of 23,000 gold. If they were all different materials or had different functions and you used them as needed, your utilized wealth would be 25,000 gold.

CHARACTER CREATION

Rules expanding upon or clarifying character creation may be seen below.

Stat Generation

Most of my games utilize either a 32 point buy or the 4d6 drop lowest method of stat generation. (The latter will be performed on Invisible Castle's dice roller for online games or those in which character creation is taking place off line). Note that characters cannot have an Intelligence lower than 6 in my games.

Prestige Classes

You're allowed any number of prestige classes and regular classes so long as you have a decent background (in writing, given to me or emailed to me at dm at lands-beyond-reality.com).

Further, loss of abilities will work similarly to core classes if you lose the prerequisites for the class (i.e. your alignment changes to neutral or evil for a class requiring a good alignment). If the lost prerequisite is central to the abilities that the character gains (i.e. rage or paladin abilities), then you will lose them. If they're something learned or permanent instead (i.e. a monk's abilities, fast movement for a barbarian, bardic music, a feat) then you will retain the abilities, but no longer be able to gain levels in the class without an act of atonement or something similar.

Knowledge (Local)

In campaigns where the knowledge (local) skill is region specific, such as the Forgotten Realms, each character will start with three free ranks in knowledge (local). These ranks should be used to reflect the background that you have written for your character.

I'm instituting this bonus to help you to play your character's background in game more realistically--from a rules perspective, to allow you to get a result of greater than 10 on a knowledge check for an area where your character has lived a significant portion of his or her life.

These ranks can be distributed in any combination you would like, but you should have at least one rank in the region you chose for your character and you should have lived in the areas that you choose, not just visited or adventured within them.

Sleep Rating

Characters may optionally roll a sleep rating for their characters during creation of $1d10 + 5$. This rating replaces the standard -10 penalty on Listen checks when sleeping.

GOD CALLS

God calls represent the soul of the player's character calling out for their deity's help. Particularly in campaigns with highly active deities, these rules can be fun additions.

Calling Rules

All characters can roll $1d100$ in the hopes of calling upon their god for aid in times of need. This is generally utilized just after death or being reduced below 0 hit points in the hopes of being resurrected or avenged, however, it has its risks.

In the case of god calls, the lower the number, the better the result. Rolling a 1 is the best that you can get and will almost invariably summon some form of help from your deity. What form that help takes depends largely upon character level and the situation. A 1st level character is likely to receive a beneficial spell while a 15th level character fighting in support of his deity's tenets could very well call down that deity to fight beside him.

On the flip side, if you roll very high, with 100 being the worst you can get, your call is heard by a deity opposed to your patron. A low level character is likely to be finished off if they are near death or possibly have their enemies bolstered by beneficial magics. A high level character runs the very real risk of attracting the attention of a deity who isn't likely to look fondly on them.

Calling Factors

There are essentially three ways that the affects of a god call can be influenced:

Situational Need: The first is the "need" factor-- i.e. the more you need help, the more likely you are to receive it. Generally, this means that you have either just died or are in serious risk of doing so in the near future (a round or two at most.) The "need" factor also encompasses situational modifiers--if you worship Lathander and are in the midst of burning down an orphanage when you run into trouble don't expect much help. (This actually primarily serves to negatively influence an event--dying would be considered the baseline here for a potentially successful god call.)

Deific Connection: The second factor is your character itself. If you are a devout cleric of Sune who regularly donates art and jewelry to the temples, keeps herself in flawless condition, and follows all of Sune's teachings to the letter, you're more likely to have your call answered than a barbarian who mentions Uthgar perhaps once a year and only celebrates his holidays because there's a lot of free ale flowing.

Calling Speech: The third and final factor in aiding a successful god call (or mitigating a bad one) is the request itself-- the better your speech beseeching aid from your deity, the more likely you are to hear from the deity after you're done. Pointing out the positive factors and explaining the negative from the two influencing situations above is a good place to start here.

Those three factors combine to affect the range in which good and bad effects happen. Each one expands the range for good effects a little and decreases the range for negative effects (though to a lesser extent).

Additional Information

Most NPCs cannot make god calls, though it is possible that a

major villain or ally will receive one. Generally, the DM will roll the dice openly if an NPC is taking advantage of the god call rules.

Finally, no feat or class feature allowing for rerolls may be applied to the affect of a god call and no bonuses or penalties may be applied to the roll. There is also no known method of preventing a character from making a god call short of being able to bar a deity from the plane.

GREATER COMPANION SPIRITS

Partial first draft on the new Companion Spirit rules-- I'm open to feedback on additions, areas where it seems too complicated, and other suggestions for improvements. I'm still using some of the basic concepts behind the companion spirit described in the DMG 2, so see that book for more descriptive text (particularly in the basics). Personal Spells cannot be used by the individuals who summon a Greater Companion Spirit.

Acquiring a Greater Companion Spirit

- # of group (5 - 15)
- Minimums (6 Hit Dice, Int of 3 or higher)
- 1 companion spirit at a time (hosting the spirit)
- hour-long ritual, DC 20 Spellcraft; DC 25 Knowledge (arcana or religion), can take 10
- series of rare reagents (500 gp per team member)
- minimum amount of life force (1000 XP each), gives spirit a pool of at least 5,000 XP (3rd level) to start

Companion Spirits and the Team

- companion spirit level is equal to a character with the total amount of XP invested
- new member pays minimum amount of XP
- other team members present
- manifest spirit (not available for three days after)
- disconnect from team, 50 gp

Improving a Companion Spirit

- Fluid (XP)
 - * Casting (odd level improvement)
 - * Specific Tiers (even level improvement)
- Permanent (XP, gold)
 - * General Tiers (3, 7, 11, 15, 19)
 - * Gear (5, 9, 13, 17)
- Mixed (ability score, gold, magic item)
 - * ability burn (per psionic handbook) to raise the "minimum" ability score used for casting purposes, otherwise, casting is done at either the minimum (+gear) ability score necessary to cast the spell or the team members ability score.

There are three methods of improving a companion spirit:

1.) The first provides provides temporary bonuses for temporary costs. This allows a PC to invest his "free" XP in the companion spirit, providing it with more power that can be accessed by the party. Investing XP in the companion spirit is a full round action and makes the XP inaccessible to the character (for crafting, casting spells, or leveling) until it is reclaimed with a move action. The benefits accrued by the XP are increased caster level (including new spell levels and a higher "base" ability score) and specific tiered benefits that accrue on even levels ("class abilities" if you will).

In the case of a character death, the companion spirit immediately loses any fluid XP granted by the character and the associated caster level and abilities. If a character is merely knocked unconscious, their XP will remain with the companion spirit until the end of the encounter. In the case of a total party kill, the spirit will become a free willed ghost and may revive the party if it has had a good relationship with them.

2.) The second method of improving a companion spirit involves permanently sacrificing XP in order to increase the companion spirit's minimum level. This has several benefits-- first, in the case of a character's death or abandoning of the party, the companion spirit retains the permanently sacrificed XP. This could mean the difference between access to the Raise Dead spell and losing it.

Additionally, at specific levels, general tiered benefits will accrue and the companion spirit will reacquire access to equipment that they had in life.

3.) The third and final method is mixed, allowing PCs to improve the companion spirit directly at the expense of their own strength. Players can temporarily "burn" ability scores to raise the companion spirit's base ability scores-- this ability score damage cannot be healed until it is reclaimed from the companion, after which it heals at the normal rate. It is also possible to directly "donate" a magic item to the spirit for a day. A given magic item can be held by a spirit for a number of days equal to its caster level. After that point, the magic within the item is permanently drained, leaving only the physical shell.

Companion Spirit Benefits

- Casting: Divine, Arcane, Psionic, Shadow, Martial
- General: Communication, Magical Storage, Salve, Transference
- Specific: Social, Assault, Senses, Defense, Stealth, Healing
- Gear: Ability Score, Caster Level, ???

When summoning a companion spirit, the party that is

performing the ritual specifies a casting focus, a general focus, a primary and secondary specific focus, and a gear focus for the spirit. These combine to determine the spirit that is summoned, though each one is unique. (In other words, I'll take party's selections and build the spirit that is being summoned. Some of the benefits may be pulled directly from the Companion Spirit rules in the DMG2, others will come from classes and prestige classes. The focuses will be the themes around which the spirit and the various benefits it grants are created though.)

Casting

- likely all will be spontaneous casting, with a progression like spirit shaman
- spells known will depend at least in part upon the focuses, players can make recommendations
- casting stat starts off at the minimum to cast spells of a given level— i.e. a 3rd level cleric spirit would have a Wisdom of 12. It can be modified through ability burn, magic items, or gear. Spells available (and bonus spells) depend upon the caster level and ability score at the beginning of the day.

General Characteristics

(see Companion Spirit rules for an idea)
Specific Characteristics

(see Companion Spirit rules for an idea)
Gear

(thinking things like enhancement bonuses to ability scores, caster level bonus (orange ioun stone), etc... Not sure on other areas to focus or how it would be available to the party outside of that. Might just make this standard "gear" at any given level.)