

D&D 2024 HOUSE/ERRATA RULES

CHARACTER CREATION

Classes

Cleric. *Divine Intervention* (10th) cannot be used to cast *Hallow*. *Broken*.

Ranger. Can switch *Hunter's Mark* as free action instead of Bonus Action.

Warlock (A5E). Primary ability may be either Intelligence or Charisma, which becomes the spellcasting modifier ability and preferred saving throw. *A5E also allows Wisdom, but we already have the cleric and druid.*

Wizard. Must use components to cast spells. *Adds flavor.*

Encumbrance, variant. Slot-based encumbrance sheets to track your gear. If it's not listed on your slot sheet, you don't have it with you. Use your character sheet inventory for stuff stored somewhere.

Feats

Grappler (errata). Moving another creature doesn't cost you extra movement. This replaces "Your Speed isn't halved."

Poisoner (errata). Lasts until you deal damage (not hit).

Polearm Master (modified). First use of *reactive strike* in a round doesn't cost a reaction. See Opportunity Attack, Reach, for why.

Telekinetic (errata). Also adds 30 ft. to distance hand can be away from you.

Species

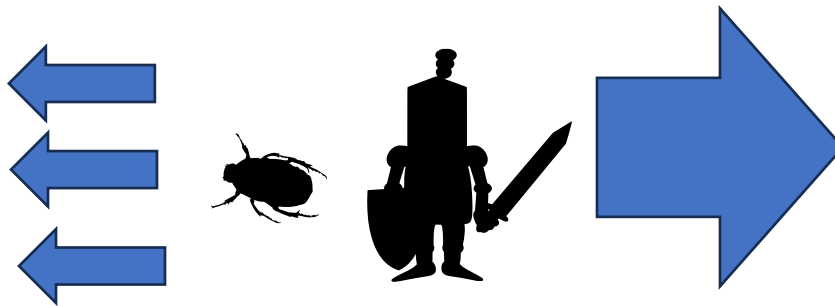
Goliath (errata). *Powerful Build* is checks, not saves, to end grapples.

COMBAT / EXPLORATION

Critical Hits. First weapon damage roll is maximum damage.

Flanking. Flanked target has -2 AC against flanking attackers. Flanking attackers can connect an imaginary straight line between the two of them that passes through any part of their enemy. If no grid is used, then outnumbered 3-1 applies flanking.

Grappling, movable (clarification). When you drag your target in a particular direction, the target controls where it is moved within the 90-degree spectrum behind you. It cannot choose a spot that would invalidate the grapple. See Treatmonk <https://youtu.be/LgJTront5Rg>.



When you carry your target, you choose what square the target is deposited in when you end your movement. Carrying & dragging targets are subject to the Carrying Capacity rules (PHB 363), so you must be strong enough to move your target. *The rules specifically use drag & carry, which are Capacity terms, no matter what Jeremy Crawford on Twitter said in 2017. If I can't carry 500 pounds normally, why would I be able to do it while grappling something? Makes no sense. This should also "fix" unintended movement abuses such as Spike Growth shredding.*

(errata). Grappler can freely let go at any time.

Hide (errata). In the second paragraph, "you have the Invisible condition" is now "you have the Invisible condition while hidden". In the third paragraph, "The condition ends on you" is now "You stop being hidden". *Some confusion that Hiding is invisibility.*

Lingering Injuries (BAM Lingering Injuries, DM Guild). You receive a lingering injury based on the damage type received when you (1) *take massive damage*, (2) *fail a death save by 5 or more*, or (3) *drop to 0 hit points for the third time in an encounter*. The injury is randomly applied with a 1d6 roll after the combat encounter ends based on the damage type that triggered the lingering injury. Cantrips or minor effects (DM discretion) are a 1d3 roll instead. You only get the first triggered injury, not multiple ones, per combat.

Malnutrition (should be errata). Remove "eats but" from 2nd sentence.

Massive Damage (replaces default rule, A5E). Can kill you outright. If reduced to 0 hit points after taking damage = 20 + x3 your level, die unless make a DC 15 Constitution save. Even on success, suffer a *Lingering Injury*.

Opportunity Attack (clarification). Only usable against enemies. *Vague wording suggests allies could be targeted with beneficial spells using War Caster feat, broken.*

Opportunity Attack, Reach: if you have 10'+ reach or a *Polearm Master* (feat) weapon equipped (staff, spear, weapon with heavy + reach properties) and foe entering your threat zone does not, can make Opportunity attack.

Resting, “Safe Havens.” (A5E inspired). Exhaustion, Ability Score loss, and Undead drain are not removed unless the Long Rest is at a “Safe Haven,” which is a place to get a meal and full night’s sleep without reasonable risk of attack, or harm from the elements, such as an Inn, but not an open-air campsite or ship on restless waters.

Sacrifice Shield to negate Crit (A5E). As reaction, if shield proficient, sacrifice your equipped shield to turn a critical hit into a normal hit. The shield is ruined. Magical shields become mundane for 1 hour when used this way.

Stunlocking. If a creature failed a saving throw against any effect that, after failure, prevents the target from taking its Action, Bonus action, and Reaction all in a round, it has Advantage to its next saving throw against that same effect or until 24 hours has passed. This has no impact on attempts to break an existing effect (e.g. *Hold Person*), only on effects that have ended and are attempted to be reapplied.

Swimming (expanded). If no swim speed, reduce speed by 1/2 when wading/swimming and then apply difficult terrain.

If not proficient in Strength (Athletics), must make DC 10 check to move in water.

If swimming in armor, must (also) make Strength (Athletics) check each round (automatically failed if not proficient in that armor) to move.

Failure means 0 movement and possibly sink. Light Armor = DC 8, no sink. Medium Armor = DC 12 and sink 10 ft. Heavy Armor = DC 16 and sink 20 ft. You can voluntarily sink each round based on the armor without counting against your movement.

Add +2 to checks if in rough water, +4 if in stormy waters.

For each hour of swimming, DC 10 Constitution saving throw to avoid gaining 1 level of Exhaustion. Add +1 to the DC for each consecutive hour of swimming. Must rest 1 hour before the DC resets to 10. The saving throw is every 30 minutes if in medium armor and every 15 minutes in heavy armor.

Swimming, deep water (Legendary Games). The pressure of deep water is exhausting. Traveling 100-200 ft. deep requires DC 10 Constitution save to avoid getting a level of exhaustion, with +1 added every 2 hours of travel. Over 200 ft. requires a check every

hour. Unless a creature has cold resistance or is adapted to deep water, at these depths creatures take 1d4 cold damage each minute, a DC 10 Constitution saving throw negates.

Underwater Combat (expanded, A5E). All bludgeoning damage halved. If damaged while holding breath, Concentration check or immediately begin suffocating. A verbal spell uses up all held breath and at the start of the creature's next turn, it begins suffocating.

Zero Hit Points, slowed condition. If at 0 HP and healed above 0 HP, until the end of your next turn, you are affected as if by the *Slow* spell (nonmagical, cannot be removed, cannot be negated by *Haste*, can stack with *Slow* magic): *1/2 speed, -2 AC, -2 Dex saves, can't take reactions, on turn can only take an Action or Bonus action, only attacks once with Attack action, spells with somatic (S) component 25% to fail.*

EQUIPMENT / WEAPONS / SURVIVAL

Unprepared target, weapon drawn. DM discretion applies. If your target is unarmed and unprepared for combat, you may use your Reaction to attack them before Initiative is rolled, consuming your reaction for that round. You must either (1) be adjacent with your melee weapon in hand, or (2) be within 30 ft. and able to aim without obstruction with a loaded crossbow or firearm. Such an attack has Advantage, ignores Disadvantage if ranged weapons are used adjacent to the target, and is treated as if dealing critical damage if no critical hit is rolled. *Common situations would be "hands up" and the target tries to make a move anyways.*

Food requirement (common sense). Medium creatures and higher *double* food required (e.g. 2 pounds for Medium, 8 for Large).

Shields (errata). Require Utilize action to don/doff.

Special Materials (separate handout, crafting or purchase). Some creatures can only be affected by special materials or very powerful magical weapons.

MONSTERS

The DM may spice up your monsters with "old school" immunities and powers that they possessed in original design.

SAVING THROWS

Death saves secret. Other players should not know whether you succeed or fail.

SKILLS

Helping Others. If you aren't proficient in the skill/tool, you can't help.

Take "10." If there's no stressful situation, you can forgo rolling a proficient skill check and call it a 10.

SPELLS

Animal Shapes (errata).

Conjure Elemental (errata). Higher level slot should be 1d8 damage.

Conjure Fey (errata). Higher level slot should be 1d12 damage.

Conjure Minor Elementals (errata). Higher level slot should be 1d8 damage.

Conjure Woodland Beings (errata). Typo, higher slot should say "above 4" not "5."

House Rule: change to read "Whenever the Emanation enters the space of a creature you can see on your turn..." *Treatmonk math.*

Giant Insect (errata). HP should read "30 + 10 for each spell level above 4th."

Guidance (cantrip). Creatures limited to 1 benefit per short rest.

Hunter's Mark. A *Ranger* can switch targets as free action if the subject drops to 0 HP.

Leomund's Tiny Hut. No force field barrier, keeps out environmental effects only. Counts as a Resting "safe haven" (see combat / exploring). *Reverts to original design.*

Polymorph (errata). In the second paragraph of the spell's description, the following sentence has been added after the first: "These Temporary Hit Points vanish if any remain when the spell ends."

Raise Dead (Mercer rule). DC 10 check (cannot be affected by any spells or features) + 1 for each time previously raised. *Player tracks on their sheet how many times.* If fail, character's soul is lost and permanently dead. Up to 3 friends can assist with skill checks (type and DC vary by DM discretion, such as Religion to offer a prayer). Each success adds +3 to the roll, each failure -1.

- *True Resurrection* or *Wish* bypass this check and can restore lost souls.
- *Revivify* triggers a roll, no assists. Failure adds +1 to future checks, but the spell works and the soul is not lost.

- **Shapechange (errata).** The second paragraph of the spell's description has been replaced with the following: "When you cast the spell, you gain a number of Temporary Hit Points equal to the Hit Points of the first form into which you shape-shift. These Temporary Hit Points vanish if any remain when the spell ends."

True Polymorph (errata). In the second paragraph of the "Creature into Creature" subsection, the second sentence has been replaced with "These Temporary Hit Points vanish if any remain when the spell ends."