

## House Rules

This document covers the rules made up by past D&D groups and used in most games. The rules are not set in stone, but are ones I prefer to use in my gaming groups.

**Criticals and Fumbles:** A natural 1 is always a miss and the character must pass a reflex saving roll to avoid dropping or otherwise fouling their weapon missing one round of combat. A roll in a threat range *can* be a critical the character must immediately roll again to see if they hit and if they do then a critical is scored. This can happen even if the character requires a 20 to hit.

**“Track”** is a phrase used to try and bring the group back into line. The phrase may be used by the Dungeon Master or any player when ever that person feels that the side talk is getting out of hand. The purpose of TRACK is to get the group back on the subject, the game at hand.

**“Chuck”** is a phrase used by the Dungeon Master to inform the party that the subject being discussed is not relevant to the game. Some NPCs might be named CHUCK, because they are of little importance. The purpose of CHUCK is to get the group moving past a point that matters little to the game as a whole. Not every NPC of little consequence will be named chuck, but if too much time is being wasted on them then the DM may announce that their middle name is CHUCK.

When dice are rolled and one dice falls to the floor then the whole group of dice must be rerolled. If one dice comes up cocked then only that dice has to be rerolled. This way we won't be scrambling to see what was rolled on the floor.

There has been an issue in the past with a person who cheated, back in my gaming group from Virginia. I told him that his cheating only hurt the party because I would be forced to make the encounters tougher. To prevent this happening again I want all party members to roll their die where others can see the results. This should have been brought up in my last game, but it was not so I am bringing up this rule now. Use of the dice towers is recommend, but not required. From now on all die rolls, especially those for hit points must be made in my presence. Most of you have already rolled up your character, for those who have not you need to roll up your character in front of Michael. As a fellow DM I can trust him, somewhat. Even he has been told that he will have to have his dice rolls watched (I will not be playing any favorites).

The current Dungeon Master is responsible, with approval from the host's householders, for who will be accepted in the game. This decision is made based upon a group decision, but the Dungeon Master for the current campaign is responsible for who can be invited to the game. Players who wish to bring other people (even if they are only going to observe) should try and contact the Dungeon Master at least one day prior to game.

Having a social life and work is important, and sometimes it becomes more important than the game. This is a fact of life and no apologies need to be made for it. If some one has another commitment on the night of the game then they should contact the Dungeon Master or the game's host at least one night before. The player will not be punished. It is strongly recommended that the player allow another player to play their character, or leave the character with the DM for him to play it. The Dungeon Master will try and insure that the character's ideals are not violated and that the character will not be changed in any major fashion (rarely

will this principle not be followed). With this procedure the character should not fall too far behind the rest of the characters in experience points and treasure shares. If the Dungeon Master has to play the character though expect that character to hang in the background and it may require a little prodding from the players to get the DM to make a move with the absent player's character. This is because the DM is concentrating on the game and what the NPCs are doing in response to the party's actions; he is not trying to be a party member as well. With this in mind please leave a copy of your character with the DM in case if something comes up between meetings. It hurts continuity when a character is suddenly absent for no logical reason and it strains the players sense of immersion in the game when the DM is scrambling to explain why a party member is suddenly absent. If experience, magic items and treasure are to be handed out then the character must be present to get their fare share.

It is important to remember that the game host has to clean up the mess afterwards. As such the game host can require the participants to help with the clean up after the game. If everyone cleans up after themselves it will help make the mess easier to clean up (especially with the trash and cans).

DVDs & Books: It is possible to borrow books, DVDs, videos and other material from the DM however, remember that to plan future modules the DM needs access to his books and source material.

### **Special House Rules**

Healing Potions: are treated as healing draughts and can be poured over the person to cure them. You do not have to force them down the subject's throat and worry about killing them if they choke on the potion.

There will be no mercurial weapons. There is too much room for abuse.

Praying for divine intervention: is a last ditch method to gain a service from your God. It always comes with a price to be paid. Characters have a 10% chance to receive aid from their god (5% of it being directly from the god itself). They may make only three such pleas per day before exhausting the patience of their god, who will then be deaf to further pleas for a week.

Spell Trigger devices: like wands, rods, and staffs don't require a Concentration check to use, once the person commits to using them they operate and can't be interrupted, (unless the items is destroyed or taken away; taking an item from someone would require an opposed strength check), they can be counterspelled as normal though. Counterspelling a spell from an item would be difficult, you would have to know what the spell is that is being cast (or use dispel magic), but if you used a wand of fireballs on one round then your enemies might expect you to be using that same spell the next time you start waving a wand. This rule this means it is more advantageous to use a wand in battle. Of course using most of these devices provokes attacks of opportunity unless you step out of combat (or the item description says its use doesn't provoke an attack of opportunity). If you can't step out, you use the item then normally and you are hit in combat (and take damage) you could be required to make a Concentration check to activate the device. Or if you are running you would have to make a Concentration check to cast a spell; with a spell completion item you do not. Normally, when a spell is cast in an area where a foe threatens you they get a free attack against you (an attack of opportunity); if you were hit then you would have

to make a Concentration check with a DC equal to the damage done. If you are running then the DC is 15+the level of the spell. Spell completion items are a way to get around these two limitations. Wondrous items don't necessary enjoy the same benefit they will be decided on a case by case basis; consult the DM.

Underwater: Electrical effects are allowed no saving roll due to the conductivity of the water. Bludgeoning effects lose 1 dice of damage.

A 20 is always a success and a 1 is always a failure on a attack, but not necessarily so for skill checks, if you have enough skill points in a skill a roll of a one may not mean a failure.

A natural 20 is always a success; for saving rolls it is a success even if you normally don't have enough bonuses to make the roll. The same holds true for an attack, even if you don't have a realistic chance of hitting you will hit and probably score damage if you roll a natural 20. However if a natural 20 is needed to hit then it will not be a critical hit.

Table 7-5 and 7-6 (DMG 217-218) allow you to add enchantments to clothing, armor or shields. The table says you have a make +10 worth of enchantments. There is no limit of special abilities that be applied. I am putting a limit on that rule to 10 enchantments that are pure gold piece valued. You may use a slot that holds could hold a plus special ability to hold a pure gold piece value special ability. This means that you can apply a maximum of 20 enchantments to one set of clothing, armor, or a shield. Furthermore I am saying that if the special ability takes a plus bonus then that must be applied during creation of the magic item. Special abilities that only carry a gold piece value can be added later with that enchantment and a permanency spell. Consult the DM before adding enchantments to an existing magical item.



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