Homebrew Rules

This book contains all of the variant or homebrew rules that we play with.

Class Rules

This chapter contains homebrew rules for specific classes.

Sorcerer

Wild Magic Surge

Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. Once per turn, immediately after you cast a sorcerer spell of 1st level or higher roll a d20. If the result of the roll is equal to or less than the spell slot used to cast the spell, you surge. Roll on the Wild Magic Surge table to create a magical effect. If that effect is a spell, it is too wild to be affected by your Metamagic, and if it normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration.

Alternate wild magic table:

https://www.dandwiki.com/wiki/Wild_Magic_Surge_Table,_Variant_(5e_Variant_Rule)

Tides of Chaos

Starting at 1st level, you can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again.

Any time your tides of chaos is already consumed, whenever you cast a spell of 1st level or higher, roll a d4. On a 4, you regain the use of this feature.

Artificer

Crafting Potions

Discovering a Potion

Thanks to your expertise in all things alchemical, you may attempt to discover a potion recipe. To do so, you must spend a workweek of downtime studying the materials you have collected and make an Intelligence (Alchemist's Supplies) skill check. The DC of this check is 15 plus a modifier based on the potion rarity. See the Alchemy table. You may specify a particular sort of potion if desired. If you are attempting to recreate a potion you have previously used or currently have access to, you make your alchemist's tools skill check with a **+2 modifier**. If you are not attempting to create a particular potion, the DM will choose a potion appropriate for the materials you have on hand.

Materials are not consumed by this sort of research.

When you discover a potion, you learn the number and type of essences required to craft it. Each potion requires a number of essences depending on its rarity, and each potion has specific core essences that must be included when crafting it. See the Alchemy table and your Potion Recipes table for details.

Crafting a Potion

Once discovered, you can craft a potion at will. In order to do so, you must spend time, gold and a number of essences according to the Alchemy table. Each potion requires at least one of the essences used to craft it be a core essence (potions and their core essences will be listed in your Potion Recipes table). The core essence you use to craft a potion must be of a rarity equal to or greater than the rarity of the potion you are crafting. For example, if you are attempting to craft a Potion of Healing (core essences Blood and Flesh), you must provide either a blood or flesh essence of at least common rarity. The number of essences a potion requires is based on the rarity of the potion and is described in the Alchemy table in the Num Essences column.

Harvesting Essences

If you are proficient with Alchemist's Supplies, you may attempt to harvest essences from creatures. To do so, make an Intelligence (Alchemist's Supplies) skill check against a DC equal to **8 + the CR of the creature**. If you succeed, you collect an essence from the creature (the type of essence can be selected and is subject to DM discretion). If your roll exceeds the DC by 5 or more, you collect 1d4 essences instead.

Alchemy Table

Item Rarity	Discover DC Mod	CR Range	Crafting Time	Cost	Num Essences
Common	0	1-3	1 day (or long rest)	25gp	1
Uncommon	2	4-5	1 workday	100gp	2
Rare	5	6-9	1 workweeks	500gp	3
Very Rare	7	10-14	2 workweeks	750gp	4
Legendary	9	15+	3 workweeks	1,000gp	5

Gameplay Rules

This page contains our custom or homebrew gameplay rules that are not class-specific. These might include rules for overland travel, downtime, or crafting.

Overland Travel

Travel Phases

Travel is broken up into four phases that are resolved sequentially:

- Choose Destination
- Choose Activities
- Travel Encounters
- Camp

Choose Destination

The party members identify their desired destination. This location does not need to be well known by the party. They can work off of rumors or hearsay, but this may result in a higher Destination DC to find the location.

Extended travel will require no more than three executions of the travel loop. Travel longer than that will be abstracted out by these three travel loops. It's a montage, baby!

Example Navigation DCs

DC	Destination
None	Destination has a clear road, trail, or well-marked path leading to it
10	Destination lacks a path but is in open terrain
15	Destination lacks a path but is in dense terrain such as forest or mountains
20	Destination is hdden, with active efforts made to conceal its existence through mundane means
25	Destination is hidden using illusions or other magic
30	Destination is hidden using powerful magic such as a regional effect that causes a forest's trees to slowly shift and force characters onto the wrong path

Choose Activities

- Navigate
- Provision
- Scout
- Track
- Study
- Talk
- Etc.

Each character chooses an activity to perform. These activities do not need to be from this list or any list. Use your imagination. What would your character want to do?

The only required activity is **Navigate**. The character who chooses this activity rolls a **Wisdom (Survival)** check and the DM compares their roll to the Navigation DC in order to determine if meaningful progress is made.

Travel Encounters

Travel encounters may occur. This may result in a location or event being dynamically selected using random generation (rolling dice and referring to tables) and dropped into the world, permanently changing the landscape of the campaign. Further deets are for DMs.

Camp

The travel loop ends with the party setting up camp. Camp encounters may occur. Deets are for DMs.

Buying and Selling Magic Items

Buying a Magic Item

Purchasing a magic item requires time and money to contact people willing to sell items. Even then, there is no guarantee they will have the desired items.

Resources

Finding magic items to purchase requires one workweek of effort and 100 gp minimum in expenses. Spending more time and money increases your chance of finding a high-quality item.

Resolution

A character seeking to buy a magic item makes a Charisma (Persuasion) check to determine the quality of seller found. The character gains a **+1** bonus for every workweek beyond the first spent seeking a seller and a **+1** bonus for every 100 gp spent on the search. The total bonus for time and money spent can't be greater than **+10**.

As shown on the Buying Magic Items table, the total of the check dictates which table in the Dungeon Master's Guide to roll on to determine which items are on the market. Using the Magic Item Price table, the DM then assigns prices to the available items, based on their rarity. Halve the price of any consumable item—such as a potion or a scroll—when using the table to determine an asking price. The DM has final say in determining which items are for sale and their final price, no matter what the tables say.

If the characters seek a specific magic item, first decide if it's an item you want to allow in the game. If so, include the item among the offerings if it appears on a table that the result allows you to roll on.

Selling a Magic Item

Selling a magic item is by no means an easy task. Con artists and thieves are always looking out for an easy score, and there's no guarantee that a character will receive a good offer even if a legitimate buyer is found.

Resources

Finding a buyer for one of your magic items requires one workweek of work and 100 gp in expenses, spent to spread word of the sale. You must pick one item at a time to sell.

Resolution

A character who wants to sell an item must make a Charisma (Persuasion) check to determine what kind of offer comes in. The character can always opt to not sell, instead wasting the workweek and trying again later. Use the Magic Item Base Prices and Magic Item Offer tables to determine the sale price.