

APPENDIX C — HOUSE RULES

This appendix collects:

- House rules and rulings.
- Rules that are not included in the *Player's Handbook* or are only partially included.

LUCKY

The *Player's Handbook* description reads:

Luck Points. You have a number of Luck Points equal to your Proficiency Bonus and can spend the points on the benefits below. You regain your expended Luck Points when you finish a Long Rest.

Advantage. When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.

Disadvantage. When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

House rule: Alternatively, you can choose to spend one of your luck points after you roll the die, but before the outcome is determined; or when an attack roll is made against you. Roll a d20, and then choose whether to use the original roll or the re-roll. (Adopted from *2014 PHB*.)

WILD SHAPE

The *Player's Handbook* description reads:

Temporary Hit Points. When you assume a Wild Shape form, you gain a number of Temporary Hit Points equal to your Druid level.

Game Statistics. Your game statistics are replaced by the Beast's stat block, but you retain your creature type; Hit Points; Hit Point Dice; Intelligence, Wisdom, and Charisma scores; class features; languages; and feats. You also retain your skill and saving throw proficiencies and use your Proficiency Bonus for them, in addition to gaining the proficiencies of the creature. If a skill or saving throw modifier in the Beast's stat block is higher than yours, use the one in the stat block.

House rule: When you transform, you can choose to gain Temporary Hit Points as above,

or instead assume the beast's hit points and Hit Dice. If you choose the latter, then when you revert to your normal form, you return to the number of hit points you had before you transformed; and, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. (Adopted from *2014 PHB*.)

TOOL PROFICIENCIES

Sources: Player's Handbook and Xanathar's Guide to Everything

CARTOGRAPHER'S TOOLS

Using cartographer's tools, you can create accurate maps to make travel easier for yourself and those who come after you. These maps can range from large-scale depictions of mountain ranges to diagrams that show the layout of a dungeon level.

Ability: Wisdom.

Crafting: Map.

Components. Cartographer's tools consist of a quill, ink, parchment, a pair of compasses, calipers, and a ruler.

Arcana, History, Religion. You can use your knowledge of maps and locations to unearth more detailed information when you use these skills. For instance, you might spot hidden messages in a map, identify when the map was made to determine if geographical features have changed since then, and so forth.

Nature. Your familiarity with physical geography makes it easier for you to answer questions or solve issues relating to the terrain around you.

Survival. Your understanding of geography makes it easier to find paths to civilization, to predict areas where villages or towns might be found, and to avoid becoming lost. You have studied so many maps that common patterns, such as how trade routes evolve and where

settlements arise in relation to geographic locations, are familiar to you.

Craft a Map. While traveling, you can draw a map as you go in addition to engaging in other activity.

| Activity | DC |
|---|----|
| Determine a map's age and origin | 10 |
| Draft a map of a small area | 15 |
| Estimate direction and distance to a landmark | 15 |
| Discern that a map is fake | 15 |
| Fill in a missing part of a map | 20 |

CARPENTER'S TOOLS

Skill at carpentry enables a character to construct wooden structures. A carpenter can build a house, a shack, a wooden cabinet, or similar items.

Ability: Wisdom.

Crafting: Club, Greatclub, Quarterstaff, Barrel, Chest, Ladder, Pole, Portable Ram, Torch.

Components. Carpenter's tools include a saw, a hammer, nails, a hatchet, a square, a ruler, an adze, a plane, and a chisel.

History. This tool proficiency aids you in identifying the use and the origin of wooden buildings and other large wooden objects.

Investigation. You gain additional insight when inspecting areas within wooden structures, because you know tricks of construction that can conceal areas from discovery.

Perception. You can spot irregularities in wooden walls or floors, making it easier to find trapdoors and secret passages.

Stealth. You can quickly assess the weak spots in a wooden floor, making it easier to avoid the places that creak and groan when they're stepped on.

Fortify. With 1 minute of work and raw materials, you can make a door or window harder to force open. Increase the DC needed to open it by 5.

Temporary Shelter. As part of a long rest, you can construct a lean-to or a similar shelter to keep your group dry and in the shade for the duration of the rest. Because it was fashioned quickly from whatever wood was available, the shelter collapses 1d3 days after being assembled.

| Activity | DC |
|--------------------------------------|----|
| Build a simple wooden structure | 10 |
| Design a complex wooden structure | 15 |
| Find a weak point in a wooden wall | 15 |
| Seal or pry open a door or container | 20 |

COOK'S UTENSILS

Adventuring is a hard life. With a cook along on the journey, your meals will be much better than the typical mix of hardtack and dried fruit.

Ability: Wisdom.

Crafting: Rations.

Components. Cook's utensils include a metal pot, knives, forks, a stirring spoon, and a ladle.

History. Your knowledge of cooking techniques allows you to assess the social patterns involved in a culture's eating habits.

Medicine. When administering treatment, you can transform medicine that is bitter or sour into a pleasing concoction.

Survival. When foraging for food, you can make do with ingredients you scavenge that others would be unable to transform into nourishing meals.

Prepare Meals. As part of a short rest, you can prepare a tasty meal that helps your companions regain their strength. You and up to five creatures of your choice regain 1 extra hit point per Hit Die spent during a short rest, provided you have access to your cook's utensils and sufficient food.

| Activity | DC |
|-----------------------------------|----|
| Create a typical meal | 10 |
| Duplicate a meal | 10 |
| Improve food's flavor | 10 |
| Spot poison or impurities in food | 15 |
| Create a gourmet meal | 15 |

GAMING SET

Proficiency with a gaming set applies to one type of game, such as Three-Dragon Ante or games of chance that use dice.

Ability: Wisdom.

Components. A gaming set has all the pieces needed to play a specific game or type of game, such as a complete deck of cards or a board and tokens.

History. Your mastery of a game includes knowledge of its history, as well as of important events it was connected to or prominent historical figures involved with it.

Insight. Playing games with someone is a good way to gain understanding of their personality, granting you a better ability to discern their lies from their truths and read their mood.

Sleight of Hand. Sleight of Hand is a useful skill for cheating at a game, as it allows you to swap pieces, palm cards, or alter a die roll. Alternatively, engrossing a target in a game by manipulating the components with dexterous movements is a great distraction for a pickpocketing attempt.

| Activity | DC |
|---|----|
| Discern whether someone is cheating | 10 |
| Gain insight into an opponent's personality | 15 |
| Win the game | 20 |

HERBALISM KIT

Proficiency with an herbalism kit allows you to identify plants and safely collect their useful elements.

Ability: Intelligence.

Crafting: Antitoxin, Candle, Healer's Kit, Potion of Healing.

Components. An herbalism kit includes pouches to store herbs, clippers and leather gloves for collecting plants, a mortar and pestle, and several glass jars.

Arcana. Your knowledge of the nature and uses of herbs can add insight to your magical studies that deal with plants and your attempts to identify potions.

Investigation. When you inspect an area overgrown with plants, your proficiency can help you pick out details and clues that others might miss.

Medicine. Your mastery of herbalism improves your ability to treat illnesses and wounds by augmenting your methods of care with medicinal plants.

Nature and Survival. When you travel in the wild, your skill in herbalism makes it easier to identify plants and spot sources of food that others might overlook.

Identify Plants. You can identify most plants with a quick inspection of their appearance and smell.

| Activity | DC |
|------------------|----|
| Identify a plant | 10 |
| Find plants | 15 |
| Identify poison | 20 |

LEATHERWORKER'S TOOLS

Knowledge of leatherworking extends to lore concerning animal hides and their properties. It also confers knowledge of leather armor and similar goods.

Ability: Dexterity.

Crafting: Sling, Whip, Hide Armor, Leather Armor, Studded Leather Armor, Backpack, Crossbow Bolt Case, Map or Scroll Case, Parchment, Pouch, Quiver, Waterskin

Components. Leatherworker's tools include a knife, a small mallet, an edger, a hole punch, thread, and leather scraps.

Arcana. Your expertise in working with leather grants you added insight when you

inspect magic items crafted from leather, such as boots and some cloaks.

Investigation. You gain added insight when studying leather items or clues related to them, as you draw on your knowledge of leather to pick out details that others would overlook.

Identify Hides. When looking at a hide or a leather item, you can determine the source of the leather and any special techniques used to treat it. For example, you can spot the difference between leather crafted using dwarven methods and leather crafted using halfling methods.

| Activity | DC |
|------------------------------------|----|
| Add a design to a leather item | 10 |
| Modify a leather item's appearance | 10 |
| Determine a leather item's history | 20 |

MUSICAL INSTRUMENTS

Proficiency with a musical instrument indicates you are familiar with the techniques used to play it. You also have knowledge of some songs commonly performed with that instrument.

Ability: Charisma.

History. Your expertise aids you in recalling lore related to your instrument.

Performance. Your ability to put on a good show is improved when you incorporate an instrument into your act.

Compose a Tune. As part of a long rest, you can compose a new tune and lyrics for your instrument. You might use this ability to impress a noble or spread scandalous rumors with a catchy tune.

| Activity | DC |
|-------------------|----|
| Play a known tune | 10 |
| Identify a tune | 10 |
| Improvise a song | 15 |

NAVIGATOR'S TOOLS

Proficiency with navigator's tools helps you determine a true course based on observing the

stars. It also grants you insight into charts and maps while developing your sense of direction.

Ability: Wisdom.

Components. Navigator's tools include a sextant, a compass, calipers, a ruler, parchment, ink, and a quill.

Survival. Knowledge of navigator's tools helps you avoid becoming lost and also grants you insight into the most likely location for roads and settlements.

Sighting. By taking careful measurements, you can determine your position on a nautical chart and the time of day.

| Activity | DC |
|--|----|
| Plot a course | 10 |
| Discover your position on a nautical chart | 15 |
| Determine position by stargazing | 15 |

TATTOOIST'S TOOLS

House Rule

Proficiency with tattooist's tools allows you to create intricate designs on the skin of a living creature. Tattoos can be a mark of allegiance, a symbol of faith, a superstitious ward, or a personal statement.

Ability: Dexterity.

Components. Tattooist's tools include a selection of needles, a mortar and pestle for grinding pigments, ink pots, a sterilizing agent, and clean leather rags. These are typically kept in a sturdy leather case.

Arcana. Your knowledge of intricate symbols and magical script, combined with your artistic skill, can help you discern magical properties within a tattoo or identify ancient runic etchings.

History. Your knowledge of tattoos allows you to recognize traditional designs, from the markings of a remote tribe to the intricate scrollwork favored by an ancient magical order. You can identify the approximate origin or cultural significance of a tattoo.

Insight. Examining someone's tattoos can reveal much about their background, affiliations, and personal history. You can often determine gang memberships, military service, religious devotions, or important life events from their ink.

Deception. You can create temporary tattoos or modify existing ones to help establish a false identity or allegiance, though such work fades after several days.

Medicine. Your understanding of skin, healing, and infection prevention grants you additional insight when treating wounds or skin conditions. You can use this knowledge to effectively clean and bind a wound, granting advantage on any Wisdom (Medicine) check made to stabilize a dying creature.

Apply Tattoo. You can apply a tattoo to a willing creature. The complexity and size of the tattoo determine the time and DC of the check. A successful check means the tattoo is applied cleanly and safely; a failed check might result in a poorly drawn tattoo, scarring, or a minor infection. A simple tattoo (DC 10) might take 1 to 2 hours, while an intricate or large design (DC 15+) could take 4 to 8 hours or more.

| Activity | DC |
|--|----|
| Identify a common tattoo's meaning or origin | 10 |
| Create a simple, artistic tattoo | 10 |
| Cover or modify an existing tattoo | 15 |
| Create a temporary tattoo for disguise | 15 |
| Discern that a tattoo is fake or altered | 15 |
| Inscribe a hidden message within a tattoo | 20 |
| Perfectly replicate a complex tattoo | 20 |

THIEVES' TOOLS

Perhaps the most common tools used by adventurers, thieves' tools are designed for picking locks and foiling traps. Proficiency with the tools also grants you a general knowledge of traps and locks.

Components. Thieves' tools include a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers.

History. Your knowledge of traps grants you insight when answering questions about locations that are renowned for their traps.

Investigation and Perception. You gain additional insight when looking for traps, because you have learned a variety of common signs that betray their presence.

Set a Trap. Just as you can disable traps, you can also set them. As part of a short rest, you can create a trap using items you have on hand. The total of your check becomes the DC for someone else's attempt to discover or disable the trap. The trap deals damage appropriate to the materials used in crafting it (such as poison or a weapon) or damage equal to half the total of your check, whichever the DM deems appropriate.

| Activity | DC |
|----------------|--------|
| Pick a lock | Varies |
| Disable a trap | Varies |

SPELLS

PRIMAL SAVAGERY

Source: Xanathar's Guide to Everything

Transmutation Cantrip

Casting Time: 1 Action

Range/Area: Self

Components: S

Duration: Instantaneous

Attack/Save: Melee

Damage/Effect: Acid

You channel primal magic to cause your teeth or fingernails to sharpen, ready to deliver a corrosive attack. Make a melee spell attack against one creature within 5 feet of you. On a hit, the target takes 1d10 acid damage. After you make the attack, your teeth or fingernails return to normal.

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

ZEPHYR STRIKE

Source: Xanathar's Guide to Everything

Transmutation 1

Casting Time: 1 Bonus Action
Range/Area: Self
Components: V
Duration: Concentration, up to 1 minute
Attack/Save: Melee
Damage/Effect: Buff

You move like the wind. Until the spell ends, your movement doesn't provoke opportunity attacks.

Once before the spell ends, you can give yourself advantage on one weapon attack roll on your turn. That attack deals an extra 1d8 force damage on a hit. Whether you hit or miss, your walking speed increases by 30 feet until the end of that turn.

MAGIC TATTOOS

Wondrous item (tattoo), rarity varies

Source: Tasha's Cauldron of Everything, House Rule

Blending magic and artistry with ink and needles, magic tattoos imbue their bearers with wondrous abilities. The creation of a magic tattoo is a rare art, typically accomplished in one of two ways.

The first method involves binding the magic to the tool itself, creating a magic needle. This enchanted item holds the tattoo's power latent within it, ready to be transferred. Anyone can then use this needle to inscribe the design and release its magic into a creature's skin.

The second method requires a direct conduit of power. A warlock, using a mundane needle and ink prepared from powdered gems, can channel their patron's energy through the tool as they work, infusing the ink with their pact magic as it is set into the flesh.

Once inscribed on a creature's body, damage or injury doesn't impair the tattoo's function, even if the tattoo is defaced. When applying a magic tattoo, a creature can customize the tattoo's appearance. A magic tattoo can look like a brand, scarification, a birthmark,

patterns of scales, or any other cosmetic alteration.

ELDRITCH TATTOO

Wondrous item (tattoo), rarity varies

Source: Tasha's Cauldron of Everything, House Rule

Inscribed by a warlock who channels their patron's power through a needle and specially prepared ink, this tattoo contains a single spell of up to 5th level. The warlock infuses the ink with otherworldly energy as they create the design directly on a creature's skin. The tattoo's appearance often reflects the nature of the patron who empowered it—fiery lines for a Fiend, twisting patterns for a Great Old One, or thorny vines for an Archfey.

Once the tattoo is on a creature's skin, the creature can cast its spell, requiring no material components. The tattoo glows with an otherworldly light while the creature casts the spell and for the spell's duration. Once the spell ends, the tattoo vanishes from the creature's skin.

The level of the spell in the tattoo determines the spell's saving throw DC, attack bonus, spellcasting ability modifier, and the tattoo's rarity, as shown in the Eldritch Tattoo table.

Eldritch Tattoo

| Spell Level | Rarity | Spellcasting Ability Mod. | Save DC | Attack Bonus |
|-------------|----------|---------------------------|---------|--------------|
| Cantrip | Common | +3 | 13 | +5 |
| 1st | Common | +3 | 13 | +5 |
| 2nd | Uncommon | +3 | 13 | +5 |
| 3rd | Uncommon | +4 | 15 | +7 |
| 4th | Rare | +4 | 15 | +7 |
| 5th | Rare | +5 | 17 | +9 |

The rarer a magic tattoo is, the more space it typically occupies on a creature's skin. The Magic Tattoo Coverage table offers guidelines for how large a given tattoo is.

Magic Tattoo Coverage

| Tattoo Rarity | Area Covered |
|---------------|---|
| Common | One hand or foot or a quarter of a limb |
| Uncommon | Half a limb or the scalp |
| Rare | One limb |
| Very Rare | Two limbs or the chest or upper back |
| Legendary | Two limbs and the torso |

Eldritch Tattoo Costs

| Spell Level | Time | Cost |
|-------------|---------|----------|
| Cantrip | 1 day | 15 GP |
| 1 | 1 day | 25 GP |
| 2 | 3 days | 100 GP |
| 3 | 5 days | 150 GP |
| 4 | 10 days | 1,000 GP |
| 5 | 25 days | 1,500 GP |

CRAFTING AN ELDRITCH TATTOO

Source: Player's Handbook, Dungeon Master's Guide, House Rule

We use the rules for crafting spell scrolls with modifications:

To craft an *Eldritch Tattoo*, you and any assistants must have proficiency in the *Arcana* skill. You must be proficient with *Tattooist's Tools* and use them to create the tattoo. Any assistants must also have proficiency.

A spellcaster can transfer a spell onto a willing creature's skin and create an *Eldritch Tattoo*, using the rules below.

Time and Cost. Creating a tattoo takes an amount of time and money based on the level of the spell, as shown in the Eldritch Tattoo Costs table. For each day of inscription, you must work for 8 hours. If a tattoo requires multiple days, those days needn't be consecutive.

Prerequisites for the Tattooist. To create a tattoo, you must have proficiency in the *Arcana* skill and with *Tattooist's Tools* and have the spell prepared on each day of the inscription. You must also have at hand any Material components required by the spell; if the spell consumes its Material components, they are consumed only when you complete the tattoo. The tattoo's spell uses your spell save DC and spell attack bonus.

Cantrips. If the tattooed spell is a cantrip, the version on the tattoo works as if the caster were your level.