# RULES

## ACTIVE AN ITEM

Activating some magic items requires a user to do something in particular, such as holding the item and uttering a command word, reading the item if it is a scroll, or drinking it if it is a potion. The description of each item category or individual item details how an item is activated. Certain items use one or more of the following rules related to their activation.

If an item requires an action to activate, that action isn't a function of the Use an Object action, so a feature such as the rogue's Fast Hands can't be used to activate the item.

## Use an Object

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

## Command Word

A command word is a word or phrase that must be spoken audibly for the item to operate. A magic item that requires the user to speak a command word can't be activated in the area of any effect that prevents sound, such as the area created by the silence spell.

## Consumables

Some items are used up when they are activated. A potion or elixir must be swallowed, or an oil applied to the body. The writing vanishes from a scroll when it is read. Once used, a consumable item loses its magic and no longer functions. Drinking a potion takes a bonus action instead of an action.

## Spells

Some magic items allow the user to cast a spell from the item, often by expending charges from it. The spell is cast at the lowest possible spell and caster level, doesn't expend any of the user's spell slots, and requires no components unless the item's description says otherwise. The spell uses its normal casting time, range, and duration, and the user of the item must concentrate if the spell requires concentration. Certain items make exceptions to these rules, changing the casting time, duration, or other parts of a spell.

Many items, such as potions, bypass the casting of the spell and confer the spell's effects. Such an item still uses the spell's duration unless the item's description says otherwise.

A magic item, such as certain staffs, may require you to use your own spellcasting ability when you cast a spell from the item. If you have more than one spellcasting ability, you choose which one to use with the item. If you don't have a spellcasting ability—perhaps you're a rogue with the Use Magic Device feature—your spellcasting ability modifier is +0 for the item, and your proficiency bonus does apply.

## Charges

Some magic items have charges that you expend to activate its properties. The number of charges an item has remaining is revealed when an identify spell is cast on the item, or when a creature attunes to the item. Additionally, when an item regains charges, the creature attuned to that item learns how many charges it regained.

## ATTACK

The most common action to take in combat is the Attack action, whether you are swinging a

sword, firing an arrow from a bow, or brawling with your fists.

With this action, you make one melee or ranged attack. See the "Making an Attack" section for the rules that govern attacks.

## CLEAVING THROUGH CREATURES

When a melee attack reduces an undamaged creature to 0 hit points, any excess damage from that attack might carry over to another creature nearby. The attacker targets another creature within reach and, if the original attack roll can hit it, applies any remaining damage to it. If that creature was undamaged and is likewise reduced to 0 hit points, repeat this process, carrying over the remaining damage until there are no valid targets, or until the damage carried over fails to reduce an undamaged creature to 0 hit points.

## CLIMBING ONTO A BIGGER CREATURE

If one creature wants to jump onto another creature, it can do so by grappling. A small or Medium creature has little chance of making a successful grapple against a Huge or Gargantuan creature, however, unless magic has granted the grappler supernatural might.

As an alternative, a suitably large opponent can be treated as terrain for the purpose of jumping onto its back or clinging to a limb. After making any ability checks necessary to get into position and onto the larger creature, the smaller creature uses its action to make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target's Dexterity (Acrobatics) check. If it wins the contest, the smaller creature successfully moves into the target creature's space, the smaller creature moves with the target and has advantage on attack rolls against it.

The smaller creature can move around within the larger creature's space, treating the space as difficult terrain. The larger creature's ability to attack the smaller creature depends on the smaller creature's location, and is left to your discretion. The larger creature can dislodge the smaller creature as an action—knocking it off, scraping it against a wall, or grabbing and throwing it—by making a Strength (Athletics) check contested by the smaller creature's Strength (Athletics) or Dexterity (Acrobatics) check. The smaller creature chooses which ability to use.

## DASH

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

Certain features, such as the Extra Attack feature of the fighter, allow you to make more than one attack with this action.

## DIAGONAL MOVES

The Player's Handbook presents a simple method for counting movement and measuring range on a grid: count every square as 5 feet, even if you're moving diagonally. Though this is fast in play, it breaks the laws of geometry and is inaccurate over long distances. This optional rule provides more realism, but it requires more effort during combat.

When measuring range or moving diagonally on a grid, the first diagonal square counts as 5 feet, but the second diagonal square counts as 10

feet. This pattern of 5 feet and then 10 feet continues whenever you're counting diagonally, even if you move horizontally or vertically between different bits of diagonal movement.

For example, a character might move one square diagonally (5 feet), then three squares straight (15 feet), and then another square diagonally (10 feet) for a total movement of 30 feet.

### DISARM

A creature can use a weapon attack to knock a weapon or another item from a target's grasp. The attacker makes an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender drops the item.

The attacker has disadvantage on its attack roll if the target is holding the item with two or more hands. The target has advantage on its ability check if it is larger than the attacking creature, or disadvantage if it is smaller.

### DISENGAGE

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

### DODGE

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated (as explained in the appendix) or if your speed drops to 0.

### END CONCENTRATION

If a spell must be maintained with concentration, that fact appears in its Duration entry, and the spell specifies how long you can concentrate on it. You can end concentration at any time (no action required).

### GRAPPLE

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. The target of your grapple must be no more than one size larger than you, and it must be within your reach.

Using at least one free hand, you try to seize the target by making a grapple check, a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). You succeed automatically if the target is incapacitated. If you succeed, you subject the target to the grappled condition (see the appendix). The condition specifies the things that end it, and you can release the target whenever you like (no action required).

### MOVING A GRAPPLED TARGET

When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

### ESCAPE A GRAPPLE

A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

## FACING AND FLANKING

Flanking gives combatants a simple way to gain +2 on attack rolls against a common enemy.

A creature can't flank an enemy that it can't see. A creature also can't flank while it is incapacitated. A Large or larger creature is flanking as long as at least one square or hex of its space qualifies for flanking.

Flanking on Squares. When a creature and at least one of its allies are adjacent to an enemy and on opposite sides or corners of the enemy's space, they flank that enemy, and each of them has advantage on melee attack rolls against that enemy.

When in doubt about whether two creatures flank an enemy on a grid, trace an imaginary line between the centers of the creatures' spaces. If the line passes through opposite sides or corners of the enemy's space, the enemy is flanked.

Whenever a creature ends its move, it can change its facing. Each creature has a front arc (the direction it faces), left and right side arcs, and a rear arc. A creature can also change its facing as a reaction when any other creature moves. Once a creature used it reaction to face to a different direction, it can keep changing it for a number of times equal to 1/10 its speed rounded down.

A creature can normally target only creatures in its front or side arcs. It can't see into its rear arc. This means an attacker in the creature's rear arc gain advantage on their attack rolls against it.

Shields apply their bonus to AC only against attacks from the front arc or the same side arc as the shield. For example, a fighter with a shield on the left arm can use it only against attacks from the front and left arcs.

Not all creatures have every type of arc. For example, an amorphous ochre jelly could treat all of its arcs as front ones, while a hydra might have three front arcs and one rear one. On squares, you pick one side of a creature's space as the direction it is facing. Draw a diagonal line outward from each corner of this side to determine the squares in its front arc. The opposite side of the space determines its rear arc in the same way. The remaining spaces to either side of the creature form its side arcs.

Consider that a creature/player can fully dedicate its reaction to one attacker. Hence, if a creature attacks a player from behind, not only the player can turn to face the monster but it can also keep turning with that creature if it kept moving , but it can also make an opportunity attack if the creature moves away from him/her as part of the same reaction.

## HEALING

These optional rules make it easier or harder for adventurers to recover from injury, either increasing or reducing the amount of time your players can spend adventuring before rest is required.

### Healer's Kit Dependency

A character can't spend any Hit Dice after finishing a short rest until someone expends one use of a healer's kit to bandage and treat the character's wounds.

### Healing Surges

This optional rule allows characters to heal up in the thick of combat and works well for parties that feature few or no characters with healing magic, or for campaigns in which magical healing is rare.

As an action, a character can use a healing surge and spend up to half his or her Hit Dice. For each Hit Die spent in this way, the player rolls

the die and adds the character's Constitution modifier. The character regains hit points equal to the total. The player can decide to spend an additional Hit Die after each roll.

A character who uses a healing surge can't do so again until he or she finishes a short or long rest. Under this optional rule, a character regains all spent Hit Dice at the end of a long rest. With a short rest, a character regains Hit Dice equal to his or her level divided by four (minimum of one dice).

For a more super heroic feel, you can let a character use a healing surge as a bonus action, rather than as an action.

### Slow Natural Healing

Characters don't regain hit points at the end of a long rest. Instead, a character can spend Hit Dice to heal at the end of a long rest, just as with a short rest.

This optional rule prolongs the amount of time that characters need to recover from their wounds without the benefits of magical healing and works well for grittier, more realistic campaigns.

### HELP

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

### HIDE

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules in chapter 7 for hiding. If you succeed, you gain certain benefits, as described in the "Unseen Attackers and Targets" section in the Player's Handbook.

### IDENTIFY A SPELL

Sometimes a character wants to identify a spell that someone else is casting or that was already cast. To do so, a character can use their reaction to identify a spell as it's being cast, or they can use an action on their turn to identify a spell by its effect after it is cast.

If the character perceived the casting, the spell's effect, or both, the character can make an Intelligence (Arcana) check with the reaction or action. The DC equals 15 + the spell's level. If the spell is cast as a class spell and the character is a member of that class, the check is made with advantage. For example, if the spellcaster casts a spell as a cleric, another cleric has advantage on the check to identify the spell. Some spells aren't associated with any class when they're cast, such as when a monster uses its Innate Spellcasting trait.

This Intelligence (Arcana) check represents the fact that identifying a spell requires a quick mind and familiarity with the theory and practice of casting. This is true even for a character whose spellcasting ability is Wisdom or Charisma. Being able to cast spells doesn't by itself make you adept at deducing exactly what others are doing when they cast their spells.

### IMPROVISING AN ACTION

Your character can do things not covered by the actions in this chapter, such as breaking down doors, intimidating enemies, sensing

weaknesses in magical defenses, or calling for a parley with a foe. The only limits to the actions you can attempt are your imagination and your character's ability scores. See the descriptions of the ability scores in chapter 7 for inspiration as you improvise.

When you describe an action not detailed elsewhere in the rules, the DM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

### MARK

This option makes it easier for melee combatants to harry each other with opportunity attacks.

When a creature makes a melee attack, it can also mark its target. Until the end of the attacker's next turn, any opportunity attack it makes against the marked target has advantage. The opportunity attack doesn't expend the attacker's reaction, but the attacker can't make the attack if anything, such as the incapacitated condition or the shocking grasp spell, is preventing it from taking reactions. The attacker is limited to one opportunity attack per turn.

### OPPORTUNITY ATTACK

In a fight, everyone is constantly watching for enemies to drop their guard. You can rarely move heedlessly past your foes without putting yourself in danger; doing so provokes an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack interrupts the provoking creature's movement,

occurring right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

### OTHER ACTIVITIES

Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

If you want to interact with a second object, you need to use your action. Some magic items and other special objects always require an action to use, as stated in their descriptions.

The DM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the DM could reasonably expect you to use an action to open a stuck door or turn a crank to lower a drawbridge.

#### INTERACTING WITH OBJECTS AROUND YOU

Here are a few examples of the sorts of thing you can do in tandem with your movement and action:

- draw or sheathe a sword
- open or close a door
- withdraw a potion from your backpack

- pick up a dropped axe
- take a bauble from a table
- remove a ring from your finger
- stuff some food into your mouth
- plant a banner in the ground
- fish a few coins from your belt pouch
- drink all the ale in a flagon
- throw a lever or a switch
- pull a torch from a sconce
- take a book from a shelf you can reach
- extinguish a small flame
- don a mask
- pull the hood of your cloak up and over your head
- put your ear to a door
- kick a small stone
- turn a key in a lock
- tap the floor with a 10-foot pole
- hand an item to another character

## OVERRUN

When a creature tries to move through a hostile creature's space, the mover can try to force its way through by overrunning the hostile creature. As an action or a bonus action, the mover makes a Strength (Athletics) check contested by the hostile creature's Strength (Athletics) check. The creature attempting the overrun has advantage on this check if it is larger than the hostile creature, or disadvantage if it is smaller. If the mover wins the contest, it can move through the hostile creature's space once this turn.

## READY

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn, which lets you act using your reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the cultist steps on the trapdoor, I'll pull the lever that opens it," and "If the goblin steps next to me, I move away."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.

When you ready a spell, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto the spell's magic requires concentration (explained in chapter 10). If your concentration is broken, the spell dissipates without taking effect. For example, if you are concentrating on the web spell and ready magic missile, your web spell ends, and if you take damage before you release magic missile with your reaction, your concentration might be broken.

## SEARCH

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the DM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

## SHOVE

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your shove must be no more than one size larger than you, and it must be within your reach. You make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). You succeed automatically if the target is incapacitated. If you succeed, you either knock the target prone or push it 5 feet away from you.

## SHOVE ASIDE

With this option, a creature uses the special shove attack from the Player's Handbook to force a target to the side, rather than away. The attacker has disadvantage on its Strength (Athletics) check when it does so. If that check is successful, the attacker moves the target 5 feet to a different space within its reach.

## TUMBLE

A creature can try to tumble through a hostile creature's space, ducking and weaving past the opponent. As an action or a bonus action, the tumbler makes a Dexterity (Acrobatics) check contested by the hostile creature's Dexterity (Acrobatics) check. If the tumbler wins the contest, it can move through the hostile creature's space once this turn.

## TWO-WEAPON FIGHTING

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.
If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

## SPELL POINTS / MENTALITY

The purpose of this new mechanism is to make the player think twice before they burn through their spell slots. To achieve this we use the optional rules of DMG about spell points which will be renamed to mentality. The Mentality by Level table applies to bards, clerics, druids and wizards. For paladin, ranger and artificer, halve the character's level in that class and then consult the table. For a fighter (eldritch knight) and rogue (arcane trickster), divide the character's level in that class by three (all divisions results should berounded down). Apply same rules for any other sub-class.

Every time a character cast a spell, calculate the mentality cost from its table and reduce it from the mentality points the character has. When character mentality reaches 0, he/she can't cast any spells of 1st level or higher (cantrips cost no mentality). After a long rest, a character regain half of the total mentality/spell point they have rounded up(similar to hit dice).

Consider that players can use spell points instead of spell slots as was mentioned in the DMG with a small difference. Players don't need to create spell slots with their spell points but instead the can use the spell points as was described in mentality/spell point table and simply reduce the amount of the spell point cost from the total amount similar to Mana in video games.

| Mentality/Spell point Cost Table | |
|---|---|
| Spell Level | Mentality Cost |
| 1st | 2 |
| 2nd | 3 |
| 3rd | 5 |
| 4th | 6 |
| 5th | 7 |
| 6th | 9 |
| 7th | 10 |
| 8th | 11 |
| 9th | 13 |

| Mentality/Spell point Points Table | |
|---|---|
| Class Level | Mentality Points |
| 1st | 4 |
| 2nd | 6 |
| 3rd | 14 |
| 4th | 17 |
| 5th | 27 |
| 6th | 32 |
| 7th | 38 |
| 8th | 44 |
| 9th | 57 |
| 10th | 64 |
| 11th | 73 |
| 12th | 73 |
| 13th | 83 |
| 14th | 83 |
| 15th | 94 |
| 16th | 94 |
| 17th | 107 |
| 18th | 114 |
| 19th | 123 |
| 20th | 133 |

## DEATH AND RETURNING

### Three Strikes and You're Out

Each time creatures are brought back to life via magic, a piece of their soul remains in the afterlife.

They may only return from death twice, before their souls are permanently anchored in the afterlife. A third death is the absolute final for any creature. After that a creature can't be brought back to life by any means short of a wish spell.

### Add-On: Permanent Death Failures

In this add-on for the Three Strikes and You're Out module, once a creature dies and returns to life it becomes easier for it to die again because its soul has been weakened. Each time a creature dies and returns to life it comes back with a permanent death saving throw failure active. This means a creature who has died once and returned dies again after only two death saving throw failures and a creature who has died twice and returned dies again after only one death saving throw failure.

### Variant Module: Escalation Strikes

In this variant of the Three Strikes and You're Out module, creatures may be brought back to life three times and a fourth death is the absolute final for any creature. In this module the raise dead and revivify spells can no longer bring dead creatures who have died more than once back to life, and after their third death only a true resurrection spell may return a character to life.

### The Soul is Fragile

Outside of the body, a soul is fragile and can easily be destroyed. The process of bringing a person back to life is hard on the soul and there's a chance a returning soul could be destroyed in the process. A caster must make a DC 15 ability check using their spellcasting ability modifier. If the check fails, the DM should roll on the appropriate Fragile Soul table for the result, based on the spell cast.

### Fragile Soul *Revivify/Raise Dead*

| D100 | Effect |
|---|---|
| 01–40 | The spell works as normal. |
| 41–60 | The deceased's soul isn't returned to the body, the spell slot and components are consumed, but the soul isn't destroyed. |
| 61–99 | The deceased's soul is destroyed and the spell slot and components are consumed. |
| 100 | The deceased's soul isn't returned to the body, the spell slot and components are consumed, but the soul isn't destroyed. In addition, a celestial or fiend of the DM's choice instead inhabits the body of the deceased. The inhabitant must be removed from the body before the original creature may be returned to life. |

### Fragile Soul *Resurrection*

| D100 | Effect |
|---|---|
| 01–50 | The spell works as normal. |
| 51–70 | The deceased's soul isn't returned to the body, the spell slot and components are consumed, but the soul isn't destroyed. |
| 71–99 | The deceased's soul is destroyed and the spell slot and components are consumed. |
| 100 | The deceased's soul isn't returned to the body, the spell slot and components are consumed, but the soul isn't destroyed. In addition, a celestial or fiend of the DM's choice instead inhabits the body of the deceased. The inhabitant must be removed from the body before the original creature may be returned to life. |

### Fragile Soul *True Resurrection*

| D100 | Effect |
|---|---|
| 01–60 | The spell works as normal. |
| 61–80 | The deceased's soul isn't returned to the body, the spell slot and components are consumed, but the soul isn't destroyed. |
| 81–99 | The deceased's soul is destroyed and the spell slot and components are consumed. |
| 100 | The deceased's soul isn't returned to the body, the spell slot and components are consumed, but the soul isn't destroyed. In addition, a celestial or fiend of the DM's choice instead inhabits the body of the deceased. The inhabitant must be removed from the body before the original creature may be returned to life. |

### Combining the modules

The Soul is Fragile and Three Strikes and You're Out are combined in our games and are used together.