

Shadowdark House Rules

COMBAT

Combat Initiative. Each PC makes a DEX check to determine turn order. Monster's use the static Easy, Normal, Hard, and Extreme DCs.

Sundered Shields. A PC may avoid the effects of a critical hit by destroying a shield they are currently wielding.

Dual Wielding. Martial characters can carry two one-handed weapons. When rolling damage, both weapon dice are rolled and the highest value is used.

CRITICALS

A roll of a natural 20 in combat means that the attacker gets double-damage against its victim.

- ▶ Double-damage = Full Weapon Damage + (Normal Damage Roll + Modifiers)

FUMBLES

A roll of a natural 1 on a D20 is a Fumble.

Melee Attack Fumbles. Causes a permanent -1 damage mod to the

melee weapon or temporarily damages a ranged weapon being used (broken bow string for example). Damages are cumulative and weapon will need to be repaired or replaced.

Ranged Attack Fumbles. May also strike a different target in range, including allies.

Stat Check Fumbles. Causes a Crawling Die roll.

CRAWLING CLOCK

When the characters enter a dungeon or other dangerous location a crawling clock starts. The clock begins at 20 and is reduced at the end of each round.

Crawling Die. Rolled at the end of each round to reduce the Crawling Clock. Maximum die values "explode" and trigger another roll.

Darkness Descends. If the party's light source goes out without another one lit, the Crawling Die type is increased (e.g. D6 to D8).

Random Encounters. A random encounter will occur when the Crawling Clock is reduced to 0.

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RESTING

Short. Characters may spend a round and 1 Ration to regain HP equal to one roll of their class HP die. Doing so triggers a Crawling Die roll (if applicable).

Long (8+ hours). If in the wilderness, each character must spend 1 Ration and 1 Torch each. After Resting, characters recover all spells, stat damage, and 1 rolled HP die per level..

Downtime (1+ weeks). Recover all HP and spells, recover stat damage, clear exhaustion and other status effects.

EXHAUSTION

Exhaustion is long-term physical and mental fatigue.

Gaining Exhaustion. Things that can cause Exhaustion:

- ▶ Being reduced to 0 HP
- ▶ Running out of Rations
- ▶ Interrupted Rest with failed CON check
- ▶ GM's discretion

Effects of Exhaustion. For each level of Exhaustion, characters reduce their maximum gear slots by one. If all gear slots are full, an item of the player's choice is removed.

- ▶ 10 Exhaustion levels = PC Death.

Removing Exhaustion. A character removes all Exhaustion by spending at least a week of Downtime.



DEATH & DYING

Wounded. When a character drops to 0 HP, they suffer a level of exhaustion due to their wound.

Death Timer. Dying rounds are equal to 1 plus the character's CON mod. (minimum of 1). Any damage taken reduces the Death Timer.

MAGIC

Spell Loss. You only lose a spell after a failed check if you've successfully cast it at least once. Forgivingly, this rule ensures one successful cast before the spell is lost.

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LUCK TOKENS

Sometimes the GM awards a luck token to a player for exceptional roleplaying, heroism, or just plain coolness. Big sacrifices, moving speeches, or incredibly daring maneuvers might be worthy of luck tokens, whether or not the characters' actions were successful.

Starting Luck. Every level one character begins the session with a single luck token.

No Limit. There is no limit to the number of luck tokens that a PC might have.

Abilities & Spells. PCs may only gain one luck token from a given source at any time. They may be granted another luck token from that source once they use the existing one.

Locked Fumbles. Luck tokens *cannot* be used to reroll a natural 1 on a D20 roll.

Fumble Reduction. A PC *can* use a Luck Token to negate the effects of a fumble.

LIGHTING A TORCH

- ▶ Lighting a Torch when you can see requires no check
- ▶ Lighting a Torch in the dark requires a **DC 12** Intelligence or Dexterity check at disadvantage (since you can't see)

SAVING THROW CONVERSIONS

- ▶ **STR** for **Hold** or **Paralysis**
- ▶ **DEX** for things that are "dodge-able" like **Breath, Rays, Wands, Rods, Staffs**
- ▶ **CON** for things that kill or alter your body like **Poison, Death, Petrification, Doom, Polymorph, Disease**
- ▶ **INT** for things that require thought
- ▶ **WIS** for things that test your mind like **Spells** or **Illusions**
- ▶ **CHA** for things that test strength of personality or will
- ▶ Adjudicate as usual, but if in doubt use **DC 12**