

# House Rules for Dungeons and Dragons

## Campaign World

We are in the world of Edar in the Land of Balderia.

All information concerning gods, domains, etc are as found in the core rule books and Defenders of the Faith except –

UL is the father of all gods. A select few are chosen by him to be his special followers. All higher level clergy of the good pantheon recognize UL as a higher God. UL second hand god is IO, the nine fold of the dragons. UL encompasses all domains except evil and his clerics may choose any of those domains with certain restrictions. (This is subject to change when I have more time)

## Allowed Books & Resources

The 3 core rulebooks are to be followed to the letter except where noted later in this document.

The following supplemental books are allowed for play - *Arms and Equipment Guide*, *Psionics Handbook*, *Manual of the Planes*, and *Deity and Demigods*

The following accessories are allowed for play – *Hero's Builder Guidebook*, *Sword & Fist*, *Tome & Blood*, *Defenders of the Faith*, *Song & Silence*, and *Masters of the Wild*

*Tournaments, Fairs, and Taverns* by Natural 20 Press

Dragon Magazine September 2001 Issue "Expand Your Mind" article.

## Character leveling & Feats / Skills / Spells

Taken from optional rules in DMG pg 41 Learning new spells.

Before a character levels, they must state what spells they are studying that they will gain when they level.

*Also from the same page Learning Skills and Feats.*

To take a rank in a skill that a character does not already have training in, they must seek training (either from a fellow player or NPC). Feats are assumed that they are developed as a player advances.

Finally, gaining a new level in a class that the character does not have any levels.

If you wish to gain a prestige class or another class that you do not have any levels, you need to be trained by someone that is either in that class or prestige class (or do research on the prestige class).

## Critical miss, hit, success, & failure

A 1 is a chance for a critical failure on everything but skill checks. When 1 is rolled, roll again to see if a failure happens. A 20 is a chance for a critical success and hit. When 20 is rolled, roll again to see if you succeed again. (Every natural 20 following improves the outcome even more, for combat the crit damage goes up by X1 for each natural 20 after a critical hit)

## Psionics

Everything stated in the Psionics Handbook is valid except the following changes –

Pg 39 We are implementing the "Psionics are Different" What this means is:

Dispelling and Negating: Dispel Magic has no effect when cast against any psionic power, ability, or item. Negate Psionics has no effect against any magic.

Special Spells & Powers:

New Spells –

Dispel Psionics a 4th level spell works like the 3rd level Dispel Magic but against Psionics.

Detect Psionics a 2nd level spell works like the 1st level Detect Magic but with Psionics.

Detect Magic now will state that something is Psionic, but that is all.

New Power –

Negate Magic a 4th level power works like the 3rd level power Negate Psionics but against magic.

Detect Magic a 2nd level power works like the 1st level power Detect Psionics but with magic.

Detect Psionics now will state that something is magical, but that is all.

Spell and Power Resistance: If a creature has a spell resistance, then it has a power resistance of their spell resistance – 5. If a creature has a power resistance, then it has a spell resistance of their power resistance – 5.

## Psionics Cont.

Resculpt Mind Feat: (as found in the Dragon September 2001 issue). Now all Psions automatically have this feat at 2nd level and Psychic Warrior can take this feat starting at 4th level. It now modifies the table on page 7 of the Psionic Handbook column "Power Special" as follows for the Psion:

Level 3	Psionic Combat Mode or Metapsionic Feat or Item Creation Feat
Level 5	Psionic Combat Mode or Metapsionic Feat or Item Creation Feat
Level 7	Psionic Combat Mode or Metapsionic Feat or Item Creation Feat
Level 9	Psionic Combat Mode or Metapsionic Feat or Item Creation Feat
Level 11	Psionic Combat Mode or Metapsionic Feat or Item Creation Feat
Level 13	Psionic Combat Mode or Metapsionic Feat or Item Creation Feat
Level 15	Psionic Combat Mode or Metapsionic Feat or Item Creation Feat
Level 17	Psionic Combat Mode or Metapsionic Feat or Item Creation Feat
Level 19	Psionic Combat Mode or Metapsionic Feat or Item Creation Feat

Also, once all 10 Psionic Combat Modes are learned, normal Psionic Feats become available to take in addition to the Metapsionic Feats.

**Mind Speech (SU):** Similar to Telepathy, but not exactly. You can communicate Mind to Mind with another person that has the Mind Speech ability or Telepathy up to 50 ft + 10 ft per level of psionic character level (Telepath Psions gain an additional 15 ft per level [total of 25 per level]). The individual can successfully block the communication with a will save of DC 20 (Telepath Psions DC 25) or by raising a Psionic Defense Mode. All Psions gain this ability at 1st level. Psychic Warriors gain this ability at 5th level. Once the range is at 100ft, they also gain the ability of Telepathy.

**Psionic Combat:** You may increase the DC of attacks by spending 1 power point to raise it by +1 to max of the Psionic character levels. They must be spent before the d20 is rolled to determined. Also, if any Mind Speech or Telepathy contact was used against the opponent prior without a successful saving throw or Defense mode, then add an additional +4 to the DC modifier because the defenders mind is open to the attacker.

## Telepathy

**Telepathy (SU):** The monster or character can communicate telepathically with any creature within 100 ft that has a language. This is a standard action. This supernatural ability is found on page 140 of Psionic Handbook under Monsters, page 63 of Tome & Blood under the Mind Bender Prestige Class, page 136 in the Monster Manual under Mind Flayers.

Now for some clarifications – What this means is that the monster or character can speak words into the recipient's mind, but the recipient cannot talk back unless they also have Telepathy or Mind Speech. As with Mind Speech, the recipient can resist the telepathy with a successful will save of DC 20 (Telepath Psions DC 25) or by raising a Psionic Defense Mode.

## Balderia Areas

### *Trivista Grove*

East end is the home of the high elves. West end has a good forestry industry  
Legend has it that Trivista Dragon Lord used to live underground here.

### *Crystal Mountains*

The north range is the home of Miirikisk, the wise Crystal Dragon. The East range is the home of many dwarves. There is a successful silver mine in Duvik's Pass. The monastery of the kethend is located in the northern range in the Villiage of Vethikethend.

### *Svent Desert and the Bad Lands*

This area is filled with danger and excitement. It is fabled that a Brass Dragon protects part of the Svent Desert. The Bad Lands is where civilization has forced many Orc tribes to move to.  
A few barbarian tribes wander this area as well.

### *L oreat Swamp*

This area is a place of death and necromancy. A controversial mage school is located near it's borders.  
Very few living that have visited return living from here.

### *Willowwoods*

This forest is a sacred grove for many druids. The high council of druids resides here.

### *Vaecaesin Forest*

This is the forest of the elves. All who enter better be friends.

### *L evex Marsh*

This is a marsh filled with wonder and exotic life. Many herbalists find there way there seeking rare herbs for the curatives.

### *A chuak Forest*

This vibrant forest is filled with a ever growing life force. It is another central hub for druids and rangers since the rebirth of the Willowwoods.

### *Bensvelk Plains*

The plains call Bensvelk live up to the name, with a golden hue that colors the terrain. This is the agriculture area for Balderia. 75% of the food for the nation is grown in this area. It is well staffed and protected by the King and his forces.

### *Darastrix Verthica*

These mystical mountains the war grounds for Dragons. All who enter beware. It is also rumored that a passage exist here to the center of the world.

### *Thric I xen*

The land of no fire. This is a mixture of floating glacier and land. It is the frozen continent of the north. Only the strong survive up there.

## T owns and villiages

### Duvik's Pass AL - LG:

Type: Small Town (Mining)

Gold piece limit: 715 gp Total wealth: 62,118 gp

Power Center Lawful Good Town Council

Population:1738

(65% human, 25% dwarf, 5% elf, 5% other races)

Merchants and Inns: 22

3 Inns

19 Merchants

### Villiage of Vethikethend AL - LN

Type: Village

Gold piece limit: 196 gp Total wealth: 4,018 gp

Power Center lawful neutral monastery (Order of the kethend)

Population: 412

(96% human, 2% dwarf, 1% elf, 1% other races)

Authority Figures: Jadale, male human Mnk10

Important Characters:

Brother Anneth (town priest & healer), male human Clr8

Merchants and Inns: 5

Crystal Chalice Inn

The Good Monk's Market and Bakery

Tundarixen Forge

Ensu's Elixirs

Gordie's Goods

### Trivistatown AL – NG:

Type: Merchant Town

Gold piece limit: 2,941 gp; Total wealth: 460,110 gp

Population: 3,132;

(37% human, 20% elf, 18% halfling, 10% Dwarf, 7% gnome, 5% half-elf, 3% half-orc)

Authority Figures – Merchant Guild

Merchants and Inns: 39

5 Inns

34 Various Merchant Shops

### Balderia AL – NG

Type: Capital City

Gold piece limit: 47,975 gp; Total wealth: 86,260,832 gp

Power Center neutral good aristocracy (King)

Population 32,879

Authority Figures – George Henry the II (King)

Mayor Dutack, etc more to come later

Merchants and Inns: 1800