



RAW GEMS



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Unrefined homebrew rules and content

RAW GEMS



collection of homebrew rules and content we have used, are using, or have conceptualized. The homebrew in this document is NOT ready for general table-use, and most have known rough edges. Some notable ones may be explained in this document, others won't be.

Life Document

This document will continuously be updated with new homebrew and updated rules. Make sure to check back.

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Credits

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Trove of Lore

RAW GEMS

SPELLS

COUNTERSPELL

The normal counterspell is not fun at the table. Either it works, or it doesn't, and if it does work, there's always at least one person at the table who's frustrated: the BBEG's massive spell is taken away, or a player feels like they just wasted a spellslot. There's also an issue of metagame knowledge, at the very least the GM always knows the level a spell is being cast at, while a player often does not know the level an NPC casts a spell at.

Additionally, having chains of counterspells is somewhat cool, but it does not make any logical sense to allow them to happen. Also, counterspelling spells that are very quick to cast (reaction or bonus action spells) make less sense to be able to counter.

Lastly, counterspelling is a very boring process RAW. This spell is supposed to make it feel more like a tiny duel between two spellcasters, one trying to disrupt the other's casting.

This counterspell variant was developed based on [TheDungeonCoach](#)'s ideas for changing counterspell.

COUNTERSPELL

3rd-level Abjuration

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell with a casting time of 1 action or longer

Range: 60 feet

Components: S

Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a spell. The target spell must have a casting time of 1 action or longer.

You learn what level the target's spell is being cast at. You may choose to use a higher spell slot instead of the one currently used to cast this spell.

Make a spellcasting ability check contested by the target's spellcasting ability check. Both casters may add their proficiency bonus to the check. If you know the spell being cast, you may add your proficiency bonus to the check twice instead of once. You gain a bonus to the check equal to twice the level counterspell was cast at. The target gets a bonus to the check equal to twice the level their spell was cast at.

On a failure or a tie the target caster's spell succeeds and takes effect. On a success the target caster's spell fails and has no effect.

If the target caster's spell fails, they can immediately cast a

cantrip as part of the same action they used to cast the failed spell.

RESTING

Our games are mostly narrative-focused, and the suggested 6-8 encounters per day just don't work for us. However, the gritty realism rules as presented in the DMG also didn't agree with us. I have therefore developed the following rules. In the process I have added rules to allow more uses of hit dice, making them an actually wanted resource that is fun to use, and makes sense to include as a less extreme variant of exhaustion for natural effects (which is why you might notice that our natural hazards and biome rules will sometimes take away character's hit dice).

GRITTY REALISM

Resting takes four times as long:

Short Rest: 4 hours

Long Rest: 32 hours

A character needs six hours of sleep per night, and two hours of rest. A character that pushes beyond 16 hours of being awake makes a constitution saving throw at the end of every two hours pushed. The DC is 10 + 1 for every two hours past 16 hours. On a failed saving throw, a character loses 1 hit die. Only two consecutive short rests of which six hours were spent asleep cause enough refreshment to allow another 16 hours of being awake without drawback.

ADDITIONAL USES FOR HIT DICE

REDUCE EXHAUSTION

In addition to the usual short rest rules, when a character finishes a short rest, they can choose to expend a hit die to reduce their level of exhaustion by one. A character can only reduce their exhaustion level once per 24 hours. The character does not benefit in any other way from spending this hit die.

This rule does not impact the effect long rests have on exhaustion levels, except that the exhaustion level cannot be reduced twice in a 24 hour period.

REGAIN SPELL SLOTS

In addition to the usual short rest rules, a character also has the option to spend more hit dice. For each hit die spent in this way, the character can regain spell slots with a combined level of half their combined spellcasting class levels (rounded up). None of the slots can be 6th level or higher. The character does not benefit in any other way from spending this hit die.

For example, a 3rd-level cleric can expend one hit die

to regain spell slots with a combined level of 2 - either two level 1 spell slots, or one level two spell slot.

This rule does not impact the wizard's *Arcane Recovery* feature, which does not require expending any hit dice, but grants a similar benefit.

CHANGE PREPARED SPELLS

In addition to the usual short rest rules, a character also has the option to spend more hit dice. For each hit die spent in this way, the character can unprepare and prepare a number of spells equal to that character's spellcasting ability modifier. The character does not benefit in any other way from spending this hit die.

For example, a wizard with a spellcasting ability modifier of +4 can expend one hit die to unprepare and prepare four spells.

REGAIN CLASS, RACE, AND FEAT USES

In addition to the usual short rest rules, a character also has the option to spend more hit dice. For each hit die spent in this way, the character can regain one use of a class or racial feature that is usually regained in a long rest. The character does not benefit in any other way from spending this hit die.

This option cannot be used to change the list of prepared spells of the character (see *Expending hit dice to change prepared spells* for that homebrew option).

This option can be used for features such as:

- *Healing Hands*
- *Radiant Soul*

REGAIN HIT DICE DURING SHORT RESTS

When a character finishes a short rest, they can make a constitution check to regain a number of hit dice depending on the result. They can do this after having expended hit dice, and they can expend more hit dice afterwards. A character can not have more than their maximum amount of hit dice.

DC	Hit Dice regained
13	1
17	2
23	3
27	4
33	5

Depending on the character's level, there is an upper bound of how many hit dice can be regained per short rest:

Level	Max. Hit Dice regained per SR
1-5	2
6-10	3
11-15	4
16-20	5

If a character spends the time of the short rest in better conditions, the DC is reduced by an amount determined by the following table:

Lifestyle	DC Reduction
Wretched/Squalid	0
Poor	2
Modest/Comfortable	4
Wealthy/Aristocratic	10

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