

Mysteria Unveiled: New Action Options & Battle Tactics

The options available to combatants in the thick of battle are far too numerous to define completely, so the flexibility of the GM is important when a player wants to attempt a combat action that isn't covered by the existing rules. Ultimately, part of the job of the Game Master is to know the core mechanics of the game well enough to make quick, on the spot rulings about how certain actions should play out.

In this packet, you'll find suggestions on how to approach certain actions that players may try during combat. Some of these suggestions rely on established rules, while others expand on or modify existing mechanics.

This is Homebrew Playtest Material

The rules presented here are in draft format, and have not been refined through extensive playtesting. These rules are also unofficial material, and don't have the benefit of a fully staffed development team. The content here is experimental, meant to expand the game to include new ideas and options. If you find this material useful, or if you have suggestions for how to improve the system, please drop an email at mysteria.unveiled@gmail.com with your feedback!

Beat a Shield or Weapon

Type: Offensive Melee Attack

Action: *Replaces a melee weapon attack*

By attacking an enemy's shield or weapon, you create an opening in their defenses for yourself or an ally to exploit. A beat attempt takes the place of one of your attacks, and must be performed with a melee weapon. Make an attack roll, resisted by the target's Strength (Athletics) or Dexterity (Acrobatics)

check. The target has advantage on this roll if they are larger than the creature attempting to beat their shield or weapon, and disadvantage if they are smaller than the attacking creature.

A successful beat attack knocks the creature's shield or weapon aside, granting a +2 bonus on the next melee weapon attack roll targeting that creature before the beginning of its next turn. Beating a creature's defenses away more than once does not provide an additional bonus to attack rolls, and once you have beat a creature's weapon or shield away, it has advantage on its Strength (Athletics) or Dexterity (Acrobatics) check to resist your beat attempts until it finishes a short rest.

Body Slam

Type: Grappling Attack

Action: *Replaces a melee weapon attack against a creature you are holding*

You use one of your attacks from the attack action to make a Strength (athletics) check against a creature you are holding to slam their body into the ground. The creature resists with Strength (athletics) or Dexterity (acrobatics). If you succeed, the target is knocked prone and you may either end your grapple and inflict your unarmed damage on that creature as falling damage, or retain your hold on the creature (in which case no damage is inflicted). If you choose to maintain the hold, you may drop prone and pin the creature.

Conceal Spellcasting

Type: Defensive Spellcasting

Action: *An Action or Bonus Action*

You can attempt to conceal the act of casting a spell by palming material components and shielding somatic

components from view, by diverting the attention of others just long enough to get the spell off, or by trying to modify the way you implement the spell's components on the fly. With the GM's permission, you might be able to hide verbal components as well.

To hide your spellcasting, you use your Action or a Bonus Action on your turn to make an Ability Check before you cast a spell. The Ability you use is based on the type of components required for the spell and the way you are trying to conceal those components (if the component is listed, you can use the Ability Checks designated). This check is made at disadvantage if the component would draw more attention than usual, or if the spell includes Verbal components.

Method	Comp.	Ability Check
Conceal	S, M	Dexterity (Sleight of Hand)
Distract	S, M	Charisma (Deception)
Modify	V, S, M	Charisma (Performance) or Intelligence (Arcana) or Wisdom (Insight)

Conceal. You attempt to hide somatic or material components from view.

Distract. You try to draw attention away from your spell casting.

Modify. You attempt to modify the way the component is used in the spellcasting without disrupting the magical force.

The spell must have a casting time of one Action or one Bonus Action. The GM may, for various reasons, decide that the casting of a particular spell cannot be hidden. Most usually a spell would be ineligible for concealment if one of the following requirements is true:

- The spell requires forceful gestures when performing somatic components
- The spell requires noisome interactions with components (ringing a gong, clapping hands together, snapping a branch)
- The spell requires a loud, projecting voice when speaking verbal components

If the GM rules that the spell can be concealed, the roll is made against the passive Wisdom (Insight) of onlooking creatures, and the same roll must also beat the concealment DC (which is 8 + the level of the spell being cast). If the check does not beat the concealment DC, the spell fails and the spell slot is lost.

To succeed, the roll must beat the highest passive Wisdom (Insight) among onlookers. If the check succeeds, then all onlookers are unaware of your spellcasting, even if they are aware of your presence, and you may cast the spell undetected so long as you still have an Action or Bonus action to use for the spell's casting time.

Readying a Concealed Spell. It is possible to cast a concealed, leveled spell as a Readied Action: to do so, use the Ready Action to cast the spell on your turn, and your Bonus Action to attempt the concealment.

Daunt

Type: Charisma (Intimidation) Check

Action: *Replaces a melee weapon attack*

You can attempt to intimidate a creature no more than one size larger than you that is occupying a space within your Speed, and that can see you. You do so by shouting a battle cry, snarling a threat, or brandishing a weapon aggressively toward them. You can attempt to daunt a creature in place of one of your attacks when you take the attack

Action. Make a Charisma (Intimidation) check, resisted by the target's Wisdom (Insight). If you succeed, the target is *spooked* and cannot willingly move closer to you on its turns. You can use your item interaction on each of your turns to keep the creature *Daunted* so long as you end your turn in a space within your Speed in feet from the target.

Becoming Undaunted. A spooked creature can attempt to end the condition by using its action to make a Wisdom (Insight) check against your Charisma (Intimidation). If the check succeeds, or if you end your turn farther than your Speed in feet from the target, the condition ends.

Deflect an Attack

Type: Defensive Melee Attack

Action: *Ready an Action, triggered when you are targeted by a melee attack*

When you Deflect an attack, you attempt to defend against the attack with your weapon or shield before damage is applied. You may perform a Deflection as a readied action on your turn, triggered when a creature within your reach makes a melee weapon attack against you or another creature within your reach. Make an attack roll: if your roll is equal to or higher than the attack roll of the attacking creature, you deflect the attack and the target suffers no damage.

If you have the Extra Attacks class feature, then as part of the same readied action you can deflect a number of attacks made against you before the beginning of your next turn equal to the number of attacks you could make with the Attack Action.

Distract

Type: Charisma (Deception) Check

Action: *An Action*

You attempt to distract a creature that can see you, preventing it from succeeding at a task. You can give the creature you distract disadvantage on the next ability check it makes. If the creature is within 5 feet of you, you can attempt to impose disadvantage on its next attack roll.

In both cases, you roll Charisma (Deception) against the target's Wisdom (Insight) or Charisma (Performance). If you succeed, the target suffers disadvantage on the next appropriate check before the start of your next turn.

Feint

Type: Offensive Melee Attack

Action: *Use an Action to feint, if successful make a Bonus Action attack at advantage*

You can make a quick, false attack in order to draw your enemy's defenses toward your baiting strike. Then, at the last moment you turn your attack toward the opening you create. As an action, make a Charisma (Deception) or Dexterity (Sleight of Hand) check against one creature, resisted by that creature's Wisdom (Insight) check. If you succeed, you may make a weapon attack against that creature with advantage as a bonus action. Once you make a feint maneuver against a creature, that creature has advantage on its Wisdom (Insight) check to resist your feint attempts until it finishes a short rest.

Flanking (Revised)

Type: Offensive Melee Reaction

Action: *Your Reaction.*

Note: *This action replaces the Flanking rules presented on page 251 of the DMG*

When you and a friendly creature occupy spaces on opposite sides of a creature that

both of you can see, and provided that creature is within 5 feet of both of you, you and your ally are considered to be flanking that creature. You cannot flank a creature if you are incapacitated. When flanking a creature, you may use the Help action as a reaction to grant advantage to your flanking ally on their attack rolls against the creature you are flanking.

Focus

Type: Defensive Spellcasting

Action: *Your Action, and your Speed is reduced by half.*

When you are concentrating on maintaining a spell, you can use your Action on your turn to Focus. Your Speed is reduced by half while you focus. While focusing, you have advantage on concentration checks you make to avoid losing a spell you are maintaining.

Interrupt a Spell

Type: Defensive Melee, Ranged, or Spell Attack

Action: *Ready an Action, triggered when a creature attempts to cast a spell*

On your turn, Ready an action to attack a creature when it starts casting a spell. When the creature begins casting a spell, you can use your Reaction to make an attack against the creature, provided it is within your reach or the range of your weapon or spell attack. If your attack hits, the creature must make a concentration check or lose the spell they are attempting to cast.

Hold

Type: Grappling Attack

Action: *Replaces a melee weapon attack against a creature you are grappling*

You may attempt to place a creature you are grappling into a Hold if that creature is your size or smaller. This special attack takes the place of one melee weapon attack. Make

another grapple check, and if you succeed the target is Held.

- A held creature is restrained.
- A held creature of no more than one size smaller than you provides you with 1/2 cover.
- Every foot of movement you make while holding a creature costs 2 feet of movement.
- The hold ends if the grapple that initiated it also ends.
- The held creature may attempt to break the hold as an action on each of its turns. If the attempt succeeds, the target is grappled, but no longer held. If the check succeeds by 5 or more, the grapple is also broken.
- You may release the held creature on your turn but doing so ends the grapple.

Optional Rule: Pro Wrestling. With this optional rule, if you have proficiency in the Athletics skill, you can initiate a hold immediately when you attempt to grapple a creature and your Strength (Athletics) check wins the contested roll by 5 or more.

Lunge

Type: Offensive Melee Attack

Action: *An Action to Lunge, using 10 feet of movement. A Bonus Action to attack with Reach.*

You may momentarily increase the reach of a weapon you are holding. The weapon must not have the Heavy or Reach properties. You use your Action on your turn and use 10 feet of movement. When you do so, you may use a Bonus Action to make a weapon attack or unarmed strike with 5 feet of additional Reach. Your weapon's reach returns to normal as soon as the attack is completed.

Maim a Creature

Type: Offensive Melee, Ranged, or Spell Attack

Action: *None, can be done in place of killing a creature you reduce to 0 hit points*

When you reduce a creature to 0 hit points, you can choose to deal a lasting injury to the creature rather than kill it. Roll a d20: on a 20, the creature remains conscious at 1 hit point. On a 10 or higher, the creature falls unconscious but is stable at 0 hit points. On a 2-9, the creature falls unconscious with 0 hit points and is considered to have failed 1 Death saving throw. On a 1, the creature falls unconscious with 0 hit points and is considered to have failed 2 Death saving throws.

Make a Called Shot

Type: Offensive Melee, Ranged, or Spell Attack

Action: One Action

You can attempt to target a specific part of a creature (such as a limb) or a particularly small object (such as the doorknob on a door) with an attack in order to produce a specific effect (such as inflicting a condition or lasting injury on the target) by taking the Make a Called Shot action. Make a single attack roll against the target: the target's AC is increased by +2 to +5 depending on the circumstances and the size of the target. You cannot make a called shot if you have disadvantage on the attack roll.

If the attack hits, the DM determines what additional effects occur based on the attack roll:

- The creature suffers a condition (Blinded, Incapacitated, Stunned, etc.) until the end of its next turn.
- The attack bypasses damage resistance.

- The creature receives additional damage from the attack:

AC Increase	Damage Bonus
+2	+1d4
+3	+1d6
+4	+1d8
+5	+1d10

- The creature is unable to take reactions
- The creature receive an Injury (DMG pp. 272-273)
- The creature suffers some other effects as determined by the DM

Note: Some creatures may have specific armor classes listed in their statistics for various body parts. In these cases, there is no need to use the Called Shot rules.

Pin

Type: Grappling Attack

Action: *None, drop prone while holding a creature to initiate*

If you drop prone while you are holding a creature, that creature drops prone as well. You and the creature fall prone in the same space: the creature is Pinned, and you are grappled.

- A Pinned creature has disadvantage on Strength (Athletics) and Dexterity (Acrobatics) checks.
- The pin ends if the grapple that initiated the condition also ends.
- You may release the pinned creature on your turn, but that ends the grapple.
- If the Pin ends, you must move into the nearest unoccupied space adjacent to the creature.

Pummel

Type: Offensive Melee Attack

Action: *Replaces a melee weapon attack*

This special attack takes the place of one of your melee weapon attacks. Provided the construction of the weapon would allow it to bludgeon in some way (with the flat of the blade, the pommel, a basket hilt, etc.), you can deal bludgeoning damage with that weapon instead of piercing or slashing damage. If you are not proficient with a slashing or piercing weapon you are wielding when you make a Pummel attack, then the attack is considered Improvised. The GM decides what weapons can be used to Pummel.

Read Telegraphed Movements

Type: Defensive Insight Check

Action: A Bonus Action

On your turn, you may make a Wisdom (Insight) check to read a creature's intentions in combat. The creature resists with a Charisma (Deception) check. If you succeed, you learn one of the following bits of information (or both, if your roll is 5 or more than the target creature's check):

- What action the creature is planning to take (Attack, Cast a spell, Help, etc.).
- The target of the creature's action

If you successfully interpret both the creature's planned action and their intended target, and that target is you, you can Ready an action to use your Reaction on that creature's turn to gain advantage against any skill check or saving throw you make to resist the action you interpreted.

If you interpret the Cast a Spell Action and roll 5 or more over the target's check, you can instead try to learn what spell they are preparing to cast as part of the same bonus action.

Rend

Type: Offensive Melee Attack

Action: An Action, used to make one Slash attack

Use an action to make a Slash attack. If the attack hits and you inflict damage on the creature, that creature must make a Constitution saving throw (DC of 10 or half the damage inflicted, whichever is greater). If the saving throw fails, the creature suffers 1d4 necrotic damage at the beginning of each of its turns. It may re-attempt the saving throw each turn, ending the effect on a successful save. A creature cannot be affected by more than one Rend attack at a time.

Skewer

Type: Grappling Attack

Action: An Action, used to make one Thrust attack

Use an action to make a Thrust attack. If the attack hits and you inflict damage on the creature, you may leave the weapon embedded in the creature, holding on to it to restrict their movement. The creature may attempt a Strength (athletics) check or a Dexterity (acrobatics) check, DC of your attack roll. If the check fails, the creature is grappled.

Each turn you have the creature grappled with a skewer attack, you can use your action to inflict 1d4 piercing damage against that creature. On each of that creature's turns, it can attempt to remove the skewering weapon by making a Strength (athletics) or Dexterity (acrobatics) check against your Strength (athletics).

Slash

Type: Offensive Melee Attack

Action: *Replaces a melee weapon attack*

This special attack takes the place of one of your melee weapon attacks. Provided the

construction of the weapon would allow it to cut, you can deal slashing damage with that weapon instead of piercing damage. If you are not proficient with the weapon you are wielding when you make a Slash attack, then the attack is considered Improvised. The GM decides what weapons can be used to Slash.

Snare

Type: Grappling Attack

Action: An Action, used to make one Melee Weapon attack with Reach

Provided the construction of the weapon allows you to either hook part of it around one of a creature's limbs or body parts, or wrap a flexible section around it, you can attempt to snare that creature. Use an action to make a melee weapon attack. If the attack hits, you may leave the weapon snared around the creature, holding it in place to restrict its movement. The creature may attempt a Strength (athletics) check or a Dexterity (acrobatics) check, DC of your attack roll. If the check fails, the creature is grappled.

Each turn you have the creature grappled with a snare attack, you can use your action to inflict 1d4 bludgeoning damage against that creature. On each of that creature's turns, it can attempt to escape the snaring weapon by making a Strength (athletics) or Dexterity (acrobatics) check against your Strength (athletics).

Thrust

Type: Offensive Melee Attack

Action: *Replaces a melee weapon attack*

This special attack takes the place of one of your melee weapon attacks. Provided the construction of the weapon would allow it to impale in some way (a sharpened sword point, for example), you can deal piercing damage with that weapon instead of

slashing damage. If you are not proficient with the weapon you are wielding when you make a Thrust attack, then the attack is considered Improvised. The GM decides what weapons can be used to Thrust.

Trip

Type: Offensive Melee Attack

Action: A Bonus Action

When you make an unarmed attack or an attack with a melee weapon, you can use your Bonus action to attempt to knock the creature prone. The creature must be no more than one size larger than you, and must be within your reach. The creature makes a Strength (Athletics) or Dexterity (Acrobatics) check, DC of your attack roll against them that triggered your bonus action Trip attempt. If the check fails, the target falls prone. You have advantage on attempts to trip creatures held by you.

Ward Against Attacks

Type: Defensive Melee Reaction

Action: Your Reaction

When you are holding a melee weapon or a shield and you do not already have disadvantage on attack rolls, you may use your reaction on your turn to add +2 to your AC until the beginning of your next turn. If you do so, you have disadvantage on attack rolls you make until the beginning of your next turn. While Warding against attacks, you cannot be Flanked.

BATTLE TACTICS

While Action Options broaden what is possible with your action in combat, combining different options allows you to create specific combat routines, here called Tactics. These action combinations do not usually require new rules, but rather work off of the rules presented in the Action Options section, as well as the PHB and

DMG. As with all elements of these rules, Tactics are optional ways to express certain actions (such as choking a creature into unconsciousness, or briefly disorienting a creature with a knock to the head).

All Out Defense

On your turn, use your action to Dodge and your reaction to Ward Against Attacks. You gain +2 AC, and attacks against you are made at disadvantage until the beginning of your next turn. Until that time, you also have disadvantage on attack rolls.

Body Check

Move at least 10 feet on your turn and use your bonus action to successfully make an Overrun attempt (DMG pg. 272) against a creature your size or smaller. With your action, make a Shove attempt as part of the Attack Action. If you succeed, the target is either knocked prone as you pass them, or they are shoved back 5 feet and you enter the space your target previously occupied.

Combat Roll

On your turn, use your Action to Dash, and your Bonus Action to Tumble past a creature (DMG pg. 272).

Exploit an Opening

On your turn, Beat your opponent's weapon or shield away using a melee weapon attack as part of the Attack action. Using the Extra Attack feature, or the bonus action attack granted by fighting with two weapons, make a melee weapon attack with a +2 bonus to the attack roll granted by the beat a weapon or shield action.

Hamstring/Hobble a Creature

Make a melee weapon attack against a target in your reach using the Make a Called Shot action to target their leg, knee, or foot. If the attack hits, the target falls prone and

suffers penalties as if it had lost a foot or leg (see the **Lingering Injuries** table on pg. 272 of the DMG) until the end of its next turn. If the attack roll is a critical hit, the injury is considered Lingering.

Informed Counterspell

Use your bonus action to Read the Telegraphed Movements of a spellcaster. If you roll high enough, you can attempt to learn what spell they are going to cast as part of the bonus action you used to read their intentions before the spell is actually cast. Make an Intelligence (Arcana) check as outlined in XGTE. If successful, you learn the spell they intend to cast, and can counterspell appropriately.

Strike a Creature Blind

Use the Make a Called Shot action to target a creature's eyes. If you succeed and the damage reduces the creature to half or less of its maximum hit points, that creature suffers the effects of losing an eye (see the **Lingering Injuries** table on pg. 272 of the DMG) until the end of its next turn. If you score a critical hit, the injury is considered to be lingering. If you strike a creature blind when it is at half or lower hit points, the creature suffers the effects of having lost both eyes for the appropriate duration.

Tackle

Move at least 10 feet on your turn and use your bonus action to successfully make an Overrun attempt (DMG pg. 272) against a creature your size or smaller. With your action, take the attack action to make a Grapple attempt as part of the Attack Action, and with the Extra Attack feature, make another Grapple attempt to place the creature in a Hold. If you succeed, choose to drop prone: the creature you are Holding also falls prone.

Throttle a Creature

Make a Grapple attempt using the Make a Called Shot action, targeting the creature's neck. The creature gains +4 to their Strength (athletics) or Dexterity (acrobatics) check to resist your initial grapple, but not any subsequent attempts to break out of the grapple if you succeed.

If the grapple is successful you can then attempt to Hold the creature, either using another attack available to you on your turn, or on the next turn if the grapple is not broken. Once the creature is held, you can drop prone to pin the creature, giving them disadvantage on their attempts to break free of the hold.

Once the target is Held, the hold must be maintained for 5 rounds (30 seconds), and on the sixth round that creature has run out of breath as per page 183 of the PHB. If the hold is maintained until the creature drops

to 0 hit points, you render them unconscious, and may choose to release them, or to maintain the hold and force the creature to make death saving throws.

Note: This technique assumes that the target is engaged in combat and strenuously attempting to break free, so only the minimum time is allowed for the creature to hold its breath, regardless of the creature's Constitution score.

Weapon Bash

On your turn, use your weapon to strike a creature in your reach with the hilt or guard of your weapon. Make a Pummel attack using the Make a Called Shot action to target the creature's head. If the attack hits, the creature is Startled until the end of its next turn. If the attack is a critical hit, the creature is Incapacitated until the end of its next turn.