

Trials & Treasures

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A Story Well Told

- *Their materials tucked under one arm, the Narrator arrives to find all the players are ready to go: character sheets are out, they're recounting their favorite parts of the last session, and dice are on the table.*
- *The Narrator calls for caution as the berserker's player cheers. "This is a group check—you need at least two of your companions to succeed too before the celebration starts."*
- *As the players depart the Narrator collects their materials and ponders about what to do next. First of all is to jot down some session notes before anything important can be forgotten...*

What does it mean to be the Narrator? This chapter covers the basics—what the Narrator does, what the Narrator needs to know, and how to do it. Narrators in Level Up are tasked with providing a whole world for the group to play in and all that entails—dungeons to explore, intrigues and subterfuge, monsters to slay, treasure to find—and though it can be difficult, there are few more rewarding things than a solid session of tabletop roleplaying so the burden is worth it. While there are plenty of campaign settings and modules to make the work of the Narrator easier, even someone making up everything on the fly can use a little help.

Running the Game

The Narrator's job in *Level Up* is to guide the story and create the world for the other players to adventure in. This includes all of the elements required to create that adventure. The Narrator builds a world and populates it with monsters, people, treasure and traps. They create villains in their towers, allies met on the road, angry blacksmiths and bar staff in posh parlours. The Narrator also runs combat, acts as rules referee, lore repository, and of course improvises when the unexpected happens.

The Narrator

The Narrator's main role is to outline the adventures that the players will navigate. Usually this involves coming up with a problem for them to solve or a task to complete in order to get a predetermined reward.

An adventure can be as short as a single session of a few hours, or it could involve many such sessions over a span of weeks or months. A longer running adventure such as this is called a campaign, and is generally a big adventure made with building blocks of smaller adventures each session (see page 23). For example, a single adventure may involve solving the mystery of a string of violent break-ins in a small village. That adventure could be the start of a campaign to take down a dangerous organized crime network that puts an entire realm in jeopardy.

To prepare an adventure, the Narrator usually outlines locations, monsters and enemies, treasure, traps, and notable NPCs (non-player characters), as well as the overall mission for the players. How the players interact with all of these things will be unpredictable, and so a Narrator's job is to guide players towards their end goal, adapting and changing the environment in response to their actions.

How to Run a Game

Most of the Narrator's adventure or campaign planning will happen away from the gaming table. So are things handled while at the table? The Narrator is the player whose job it is to get things going and keep them on track, so other players will look to them for guidance and structure.

Level Up is a Game for the Narrator Too!

The Narrator is a player too, albeit one with many, ever-changing roles. If any part of the Narrator role isn't fun, there's no rule against changing it so it is. If a Narrator doesn't enjoy doing voices, all NPCs can sound the same. If maps and miniatures don't work for the Narrator, encounters can be designed that won't rely on them. Some elements of the Narrator role — such as tracking initiative or double checking rules — can even be delegated entirely to players to make things easier and more fun for the Narrator.

Most rules expectations and table-specific rules can be ironed out in session zero, but here's some insight into the most vital parts of a Narrator's role.

Setting Up

Setting the players up so they can decide how to react is the fundamental part of the Narrator's job. Here's an example of how to begin a gaming session.

"Okay everyone. If you remember you'd gone down to the basement to investigate possible escape routes for the thief, because Oswin the innkeep said she'd heard a door slam downstairs on the night of the theft. The stairs down to the basement are narrow and made of stone. Cold air along with the smell of stagnant water and mold greet you as you descend in single file.

What's your marching order please?...

Okay, Naivara and Whisper, if you're at the front, you're the first to see the basement. Water runs down the stone brick walls, they're about ten feet high. The water has flooded the space up to about three or four feet. It doesn't seem to be going anywhere, it's stagnant. You hear the occasional drip echo as the water descends, but nothing else.

Rotting, broken furniture floats in the murk. With your passive perception and the light from Whisper's torch you can see that it used to be much finer and more ornate than any of the furniture in the inn upstairs...

So what are you two doing? Remember Nia and Gregor, you can't see this yet."

Here the Narrator has:

- reminded the players of their actions last session.
- described the next scene in their adventure.
- used a few sensory cues in their description to create an immersive experience.
- asked an open-ended question to give players a chance to act or ask clarifying questions.

All in just a few sentences that take only a couple of minutes to run through.

Scheduling Your Campaign

Getting player schedules to line up for regular gaming sessions is magic far beyond anything described in the *Level Up* rules. However, some best practices include:

- **Maintain the same day and times for game sessions — when everyone knows to keep Wednesday night from 7 PM to 11 PM open, it's easier to schedule time away from other activities.**
- **If the group is social with one another, plan an appropriate amount of time for people to catch up before the session starts to better anticipate how much material will be needed with that in mind.**
- **When it becomes clear that a player will often be late, plan in some padding time for the sessions they aren't punctual.**
- **Keep a group discussion going with texts or chat between sessions to keep everyone engaged, and use it to remind the players when the game is coming up.**

Dice Rolling

Every table will have slightly different rules for dice rolling, and each player will have different expectations based on their previous gaming experiences. The Narrator can determine what everyone expects during session zero. It's important that everybody is on the same page so miscommunications and tension don't interrupt the adventure once it begins.

Some good dice-specific questions for a Narrator to ask at session zero are:

- Who will roll openly and who can roll in secret?
  - Some tables welcome the Narrator or sometimes players rolling in secret, while others may feel cheated.
- Can players roll ability checks when they see fit, or should they wait for the Narrator to ask for a specific check?
  - Some Narrators welcome players who take the initiative, while others find it difficult to keep track of the outcomes of rolls they weren't expecting.
- Can players roll to attack without the Narrator calling for an initiative roll?
  - Again, some Narrators would enjoy the chaos, while others might prefer to keep a tighter handle on combat.
- Can the Narrator ever make rolls on a player's behalf?
  - Sometimes tension and immersion for players can be enhanced if the Narrator rolls a check on their behalf. For example, being uncertain whether a character has rolled high or low on a Stealth check in a high risk situation could make things more exciting for some players. Other players may not enjoy this, or feel as though their agency has been taken away.

None of the options in the above list are right or wrong, but they're variations that should be discussed for each table before the adventure begins, and as the person taking charge the Narrator leads these discussions.



Ability Scores

Another of the Narrator's key roles is to set the Difficulty Class (DC) for ability checks, as well as deciding which ability check should be made in a given situation to move the adventure along.

A player's basic ability scores (Strength, Dexterity, Constitution, Wisdom, Intelligence, Charisma) affect their ability to perform the many possible ability checks a Narrator can call for. For all of the rules around skills and ability checks, see Chapter 6: Ability Scores, in the *Adventurer's Guide*.

Example Ability Check

Gregor: Can I see any signs that a thief has come through this way?

Narrator: Let's see! Make a Survival or Investigation check for me.

Gregor: I'm trying to rely on my experience with hunting, but instead of using my intuition I'm focused on keeping an eye out for clues and deducing what they could mean. Can I make an Intelligence check with Survival?

Narrator: That sounds reasonable—roll it!

Gregor: Can do! Got a 17.

Narrator: You notice some moss on the wall to your left has been disturbed, as though someone had grabbed it to keep their balance.

Is Planning Even Possible When Player Actions Are Unpredictable?

Yes! With a good session zero the Narrator can let the players know the rough aims and outline of the campaign or adventure (without spoilers) so they can make appropriate characters, and air any concerns they have about any topics or activities that may come up in the adventure (see Safety Tools on page 15).

In the example campaign centered around taking down an organized crime network, without a session zero uninformed players could well create criminal or shady characters who would have no problem allying with and joining the network. A lot of the Narrator's planning around making enemies of the network would be wasted, leaving them scrambling to improvise new scenarios for their party of ne'er-do-well adventurers each session.

Conversely, a campaign designed to aid and grow the criminal network would be cut short if a largely good and law-abiding group slaughter their criminal contacts in the first session.

A productive session zero allows the Narrator and the players to play along with each other's expectations and make sure that everybody has fun.

In some situations, more than one check may make sense, and ultimately it's the Narrator's decision which ability check and skills are used and how high the DC is. However the Narrator may also give a player options of which ability check or skill they use in a particular situation. Which ability score can be used with each skill depends on the circumstances and how an adventurer is trying to achieve an objective. In this case, Gregor wanted to use Intelligence with his Survival check because it's his highest ability score, and his reasoning for it made good sense.



CHAPTER 1

Gamemastery Troubleshooting

- *As session zero begins the Narrator hands out character sheets, describing the origin system and starting with heritages, noting which the players seem most interested in.*
- *As the last member of the party arrives 20 minutes late to the game session again, he discovers the group roleplaying in the tavern. His bard's usual nightly serenading there is coming to an end—time to roll some dice!*
- *While describing the ettercap's lair the Narrator notices one of the players touch their X-card. Instead of the planned grisly description, the Narrator mentions a gem on one of the monster's victims and asks what the party wants to do next.*

Being the Narrator is a gratifying and rewarding experience, but that doesn't make it easy. This chapter is a trove of advice for running *Level Up* to be as engaging, enjoyable, memorable, and worthwhile as possible with a focus on two aspects of play: player archetypes and safety tools. When the group isn't getting along, the party is led astray, or the campaign goes off track Narrators are encouraged to try to better understand the players, focusing on what they're enthusiastic about so the story and gameplay better suit their passions. Cooperative games like *Level Up* are just that: cooperative. Whether gripping with mature themes or much more light-hearted quests, safety tools are an essential part of keeping everyone at the table happy and coming back for more.

Player Archetypes

Everyone shows up to a game to have fun, but what fun looks like is different for different people. When preparing and running a game, the Narrator wants to know what the group enjoys and how to keep them engaged. Understanding what players like helps everyone have fun and feel included in the gaming group.

It's common for players to enjoy many aspects of the game at different times, but each individual has specific motivations that really spark their imagination and immerse them in the experience. For convenience we use **player archetypes** to define what aspects of the game someone is particularly enthusiastic about: Character, Combat, Drama, Mechanics, Rules, Socializing, Specialization, Story, Tactics, or the World.

The player archetypes listed below are not immutable. Many players have motivations from more than one archetype, and their type might change depending on their mood, what else is happening in their lives, across different games and campaigns, or even based on who else is at the gaming table. Furthermore, none of these types are inherently good or bad—they are simply different ways of enjoying the game.

Character Enthusiast

Other Names: Actor, Roleplay Specialist
Preferred Pillars: Social

These players want to inhabit their character and come to the table with strong ideas about their character's background and personality. They thrive when given the opportunity to roleplay and portray their character's values, and tend to prefer social engagements to fights. They are easily led to adventure by a Narrator who incorporates PC motivations, backstory and relationships.

A character enthusiast is most engaged when they have the spotlight and are presented with situations meaningful to their character, and when drawing on their character's place in the world. The Narrator should provide opportunities for character development and recruit them to create rich narrative moments that affect the campaign world. When they can play in character with other actors, they thrive—don't be afraid to sit back and let them spend a session talking around the campfire.

Potential Difficulties: "*But it's what my character would do!*" Make sure the player's character gets along with the world and other PCs; otherwise they will constantly fight against the group and frustrate everyone. Be careful not to let them bore the rest of the table either by attempting to converse with everyone and everything! An occasional conversation with a squirrel is fun, but a whole session of talking to animals causes more action-focused players to switch off. Similarly, character enthusiasts will get bored with too few opportunities to roleplay and develop their character.

Combat Enthusiast

Other Names: Butt-Kicker, Slayer
Preferred Pillars: Combat

To this type of player, a huge amount of the fun of the game is combat. The power fantasy of being able to take down dangerous foes is core to their enjoyment of the game. This may be because combat feels the most like a board game, the player wants some catharsis to blow off real-world stress and frustrations, or some other reason, but whatever the underlying cause these players perk up when the dice hit the table and hit point totals start dropping.

A combat enthusiast is most engaged when adventures include regular combat encounters. Some like graphic or at least exciting descriptions of the violence playing out in the game (which may need to be balanced against the comfort level of the rest of the group). This desire for combat is typically not a big ask, but if more than one session goes by without some sort of physical confrontation these players may get bored and in some cases pick fights with friendly NPCs in an attempt to liven the game up. Another potential point of frustration for these players is when they are prevented from participating in a combat—use paralyzing attacks, sleep effects, and other agency denying mechanics sparingly on adventurers controlled by these players. The same goes for enemies with escape plans such as teleportation effects or vampires that turn to mist.

Potential Difficulties: In addition to the potential for picking unnecessary fights, there's also a chance that these players may disengage from noncombat portions of the game. Narrators may need to proactively point the spotlight at them from time to time. One way to do this is to make their martial skill an important bit of knowledge or respect that opens doors for the party as a whole. "*You're Grogthak the wyvern slayer! Yes, of course you and your friends can come in!*"

Drama Enthusiast

Other Names: Instigator, Pot Stirrer
Preferred Pillars: Combat and social

Drama enthusiasts are all about making things happen! These players love to take crazy risks and deliberately make bad choices, thriving on the chaos they sow and creating memorable campaign moments. They usually love the immediacy of combat and dislike having nothing to do. Trust these players to take decisive action (pulling levers, attacking the guards, stealing the dragon's gold from under their nose!) especially when the adventure otherwise grinds to a halt.



A drama enthusiast is most engaged when there is plenty of action and when they are in encounters that invite experimentation. Put them in a tight situation of their own making or offer high risk and high reward scenarios and they'll be on the edge of their seats. They also love being egged on by NPCs or other players who encourage bold action.

Potential Difficulties: They don't like overplanning, rules arguments, or anything that slows the pace of play, and can be disruptive to party unity by hogging the spotlight and making impulsive choices that risk getting everyone killed. Also beware the opportunity for dramatic betrayal! When the MacGuffin is on the table the drama enthusiast is tempted to attack other PCs or allies, or snatch it and run, undermining group trust and potentially derailing the campaign altogether. If you have an instigator in your group, make sure you cover expectations around group behavior and player versus player conflict.

Mechanics Enthusiast

Other Names: Min-Maxer, Power Gamer, Theorycrafter
Preferred Pillars: Combat and exploration

These players derive a lot of enjoyment from the mechanical side of the game and spend a lot of time thinking about the interactions between various character abilities. If a player excitedly talks about their "build," they may be a mechanics enthusiast. Another sign of a mechanics enthusiast is a focus on optimizing PCs solely for maximum effectiveness at combat (typically around a singular tactic), but exceptions exist where a player may design a character that is as competent as possible at a wide range of activities or a specific noncombat role such as stealth, making money, or diplomacy.

A mechanics enthusiast is most engaged when given opportunities for their carefully-crafted PC to shine. Don't neglect character advancement either, as these players often have planned out their character several levels in advance and will be eager to realize the next stage of their plan. These players can become frustrated when they feel like the work they put into character creation was "wasted." This can come

up in a variety of ways, but generally speaking the player should be allowed to "do their thing" on at least a semi-regular basis. If the PC is a stealth expert, give them places to infiltrate. If the player has built a wizard that focuses on area spells, it's only sporting to give them a tightly-packed group of enemies to blast now and then.

Potential Difficulties: Power disparity between PCs can be a real concern. Characters designed for maximum mechanical effectiveness can often overshadow ones that are not unless care is taken by the Narrator to account for the differences. Be especially aware of multiclass builds that use a single primary ability score, as those can sometimes create a "whole greater than the sum of its parts" situation. There's also the danger of "when all you have is a hammer, every problem looks like a nail" with these players, who may try to solve in-game problems in wildly inappropriate or implausible ways just so they can use their character's cool abilities.

Rules Enthusiast

Other Names: Rules Lawyer, Sage
Preferred Pillars: Anywhere to demonstrate rules knowledge (usually combat and exploration)

These players find satisfaction in their knowledge or even mastery of the rules of the game—when an odd circumstance comes up in the game and there are rules to address it, they either know the applicable game mechanics off the top of their head or at least have an excellent idea where to look for them. Consistency and fairness are very important for these players, and they may object to the Narrator providing mechanical bonuses for doing things in a fun or entertaining way (the so-called "rule of cool").

A rules enthusiast is most engaged when their encyclopedic knowledge of the rules is put to work. The Narrator should proactively ask these players to look up and reference rules when there's a dispute or lack of knowledge at the table. However, they can become frustrated if they feel like the mechanics they have spent so much time and energy learning don't matter in the game.

Potential Difficulties: Rules enthusiasts can sometimes attempt to hijack the game by insisting on slavish adherence to the rules at all times, and in some extreme cases will even accuse Narrators of cheating if they roll behind a screen or have game events happen by fiat. Conflict can also arise when the player and Narrator interpret a given rules passage differently. These players can sometimes exploit their rules knowledge against the Narrator or other players in an effort to get their way when they are unhappy with something in the game. Establish clear boundaries with these players up front and don't be afraid to revisit them as the need arises.

Social Enthusiast

Other Names: Casual Gamer, Watcher
Preferred Pillars: The pillars are the friends we make along the way

The social enthusiast shows up to the game because they love being involved and spending time with friends. They might not care much for the rules, know the details of their characters, or keep extensive notes on the setting, but they are happy to hang out and focus on having fun. As such they are usually happy to fill a gap in the party roster and are great at reminding all involved to not take the game too seriously, helping calm disputes and raise spirits when the dice start betraying the adventurers.

A social enthusiast is most engaged when everyone is having fun, the stakes aren't too high, and they can socialize in and out of character. They're happy to be prompted as necessary to use spells and features they might otherwise not recall (especially during turn-based action), but prefer not to be in the spotlight, and hate to be forced to be more involved than they want to be. The Narrator should accept that they're often happy observing. These players may also enjoy "fourth wall breaking" puzzles or riddles to be solved outside of the game, where they can feel involved without requiring in-game knowledge or actions.

Potential Difficulties: These players can slow the pace of play by not knowing the rules or what to do in character. Because they're not as engaged in the game as they are in socializing, they can

distract other players with out-of-game conversation, get lost in other activities mid-session (such as playing on their phone), or disappear from the table at crucial moments (or miss game sessions altogether). Don't rely on these player's characters to be movers and shakers in the game's plot, and offer in-game reasons for them to drift in and out of scenes to avoid player absence derailing the campaign.

Specialty Enthusiast

Other Names: Archetype Specialist, One Hatter
Preferred Pillars: Combat or social (depending on what the player specializes in)

A specialty enthusiast has a particular type of character that they love to play and typically try to play in any game they participate in whether or not it's appropriate or makes much sense. What form this takes varies from player to player—sometimes it's a specific character class, other times it's a broader concept such as "front-line combatant" or "healer", or it may even be a personality type such as "edgy loner" or "paragon of virtue." Depending on how specific the player wants to be, they may need to be told "no," integrating their preferred character type into a setting or party may be trivial, or something in between. Sometimes these players also stick with a particular concept out of comfortable familiarity or anxiety about being able to play something else.

A specialty enthusiast is most engaged when they get to embody the type of character they want to embody, whatever that means for them. Giving these players space to let them "do their thing" is the surest way to keep them invested.

Potential Difficulties: Setting boundaries may be necessary with these players, especially if they're dead set on a character that doesn't plausibly fit in the campaign world (such as an actual ninja from feudal Japan), and some may need to find a different game if they are unwilling to bend. That said, if their preferred concept fits in the world, there's no good reason to insist they play something else just for the sake of variety. But while insistence may be a problem, encouragement is another matter—if the Narrator feels the player has become stuck in a rut and could benefit from trying something new, convincing them to experience something different may be the best way to go.

Story Enthusiast

Other Names: Storyteller
Preferred Pillars: Exploration and social

The story enthusiast is at the table for the unfolding narrative of the fantasy world. They support the story by bringing thematically appropriate characters and a rich backstory tied to an overarching plot, though they are less concerned with any one character's motivations and personality than with a satisfying tale. Provide a wise mentor and enough clues of the antagonist's misdemeanors and they will happily follow the call to adventure!

A story enthusiast is most engaged when participating in dramatic scenes with recurring characters and when given opportunities to develop the story through their actions and choices. These players work hard to make integrated characters and feel rewarded when their backstory is incorporated into the campaign's narrative. They take failures and successes in stride as long as the narrative is interesting, and will often keenly record important events and encounters.

Potential Difficulties: If the campaign lacks plot (consisting instead of disconnected quests and combats) the story enthusiast will get bored. On the other hand these players respect the rules of the game so long as it supports the narrative, and if the rules get in the way, telling a better tale should win! An overzealous story enthusiast might try to force the story based on their preconceived notions, dictate other characters' actions, or argue against the rules because they don't support the expected narrative, while more character focused story enthusiasts might also insist on being *the* protagonist (trying to hog the spotlight during play).

Tactical Enthusiast

Other Names: Mastermind, Planner, Tactician, Thinker

Preferred Pillars: Usually combat (sometimes exploration or social)

Tactical enthusiasts get a great deal of satisfaction out of watching a plan come together. Some don't mind having a plan come unraveled, but few among them would want that outcome all the time as the thrill of outsmarting the opposition is very satisfying indeed. Sometimes making the plan is almost as enjoyable to these players as executing it.

A tactical enthusiast is most engaged when one of their plans goes off without a hitch. While it may seem strange, a lot of the time these players find a good anticlimax extremely gratifying. They'll often become frustrated if nothing ever goes according to plan or the NPC opposition seems to be able to anticipate their every move. Constantly winning is no good either—they can easily become bored if they feel like the other side isn't even trying—but they may also enjoy puzzles, riddles, and other cerebral challenges that have to be solved by the player rather than with ability checks.

Potential Difficulties: These players can be averse to risk and pessimistic, which can lead to excessive planning at the expense of actually doing something. If they start to bog the game down, introduce some time limits (in or out of game as appropriate). Also, while it is normal and fine for characters to fail, the Narrator should avoid rubbing the player's nose in it when they do, whether they are a tactician or not.

World Enthusiast

Other Names: Explorer, Lore Expert, Setting Geek

Preferred Pillars: Exploration.

A world enthusiast is seeking new experiences through exploring the game's setting. They love seeing new places, meeting interesting people,



uncovering lost treasures, and learning facts about the world. The promise of exotic locations and different cultures is often enough to lure these players wherever the adventure needs to go.

A world enthusiast is most engaged when encounters call for exploration and their curiosity is rewarded with detailed information about the fictional world. They crave atmosphere as much as combat and story, and love rich descriptions, proper names, cool maps, handouts, and props. They're likely to be delighted by opportunities to map a location on behalf of the party, and take notes regarding the game world's history.

Potential Difficulties: A world enthusiast is likely to consume as much information about the game world as is available. Be aware of attempts to exploit player knowledge for advantage (particularly in the context of monster abilities). Worlds with a lot of published material might also become a source of disagreement when the Narrator invents or changes details instead of sticking to existing lore ("setting lawyering"). Their thirst for detail can also be overwhelming for a Narrator and boring to other players focused on other aspects for the game, and likewise they will lose interest in a setting which is inconsistent or devoid of detail.

Potential Conflicts

Certain combinations of play styles have fundamental incompatibilities that can cause conflicts.

Drama Enthusiast and Tactical Enthusiast: A drama enthusiast wants something to happen *now* and doesn't mind chaos and failure. A tactical enthusiast wants the satisfying anticlimax. The best way to resolve this conflict is to talk to the players and let them know that they need to give each other space to enjoy their respective styles of play.

Rules Enthusiast and Story Enthusiast: Rules enthusiasts put the rules first and want them adhered to, come what may. Story enthusiasts think the rules should take a backseat to interesting in-game fiction. To resolve this, Narrators should explain whether the game will stick strictly to the rules or treat them more as guidelines as early as possible in a given campaign so players know what they're getting into—then be consistent to that baseline.

Problem Behaviors

Level Up is a shared activity, and sometimes players (including the Narrator) behave in a way that's disruptive or disrespectful to other players. The best way to avoid these behaviors is to set expectations before the game begins (see Session Zero on page 17), but if they crop up during a game it is helpful to understand why players might be behaving the way they are, and to have a conversation about the type of game the group all wants to enjoy.

Forcing Control

Sometimes friendly advice on what a character can do becomes taking over another character's actions, denying a player their own character's agency. This behavior comes about from a desire for a specific outcome, often to avoid the unexpected (and stay safe). A story enthusiast might force control to ensure the story happens "the way it should", and a tactical enthusiast wants everyone in a combat or heist to follow the plan.

When a player is forcing control it's important to set boundaries. Each player only controls their own character's actions. The narrator might stop play if necessary to remind everyone of character agency, to allow players an opportunity to do what they think is best, whether or not that is the expected or agreed upon action. Some players (social enthusiasts) might be happy having another player give them advice or being swept along by a strong narrative, but be careful to check that the player feels they are still in charge of their own character.

Fudging the Numbers

When a player cheats—by lying about the results of dice rolls, or adding extra money, items, or abilities to their character sheet—they're fudging the numbers. This behavior comes about from a fear of failure or losing the game. Character enthusiasts might do this

to protect their beloved character from death, and mechanical enthusiasts might do it to ensure the viability of their build.

When the Narrator suspects that a player is cheating it rarely helps to accuse or blame the individual. Remind everyone in the group that without the potential for failure, there is no challenge and little room for character development. Encourage openly rolling dice and regularly check character sheets. When discrepancies show up, ask for explanations and correct mistakes. Provide opportunities for failure to be fun—and include exciting consequences to abate that fear. If failure would be boring anyway, why ask for a roll? This can also be an opportunity to expedite the game by reducing the amount of rolls called for, moving the story forward based on proficiencies the characters have chosen.

Murderhobos

A common complaint in online gaming communities are "murderhobos", when adventurers essentially become extremely powerful wandering bandits who kill everything and everyone they meet, grab any loot left over, and then wander off in search of more prey. This can have several root causes. One is that if tactical enthusiasts feel like all NPCs are untrustworthy, they often decline to leave living enemies behind them and strike first. Another cause may be a lack of regard for the noncombat parts of the game. Combat enthusiasts or drama enthusiasts may pick fights just to liven the game up if they feel it has gotten boring. Finally, a lack of in-game consequences for PC actions can lead groups in this direction.

When the Narrator realizes the characters are becoming murderhobos, the behavior should be met with out-of-game discussion and the group should try to reach a consensus about the style of play that is most appropriate for them and the campaign.

Spotlight Hogging

Some players love to be at the center of attention. When a player insists on making the narrative or action all about them, all the time, they're hogging the spotlight. This behavior originates with a desire to be the protagonist of the story, or to prevent a slow down of pace through group discussion or indecision. Character and drama enthusiasts are especially prone to this, the character enthusiast wanting to maximize opportunities to roleplay their adventurer, and the drama enthusiast jumping from scene to scene (regardless of continuity) to give input on everything discovered. Narrators should also beware the lone wolf specialty enthusiast who wants to scout ahead while the rest of the party waits.

When the Narrator notices one player hogging the spotlight, don't be afraid to cut them off (once they've had some time to shine), to actively pass the attention to another player, and use turn-based action to ensure each player has a chance to be involved or give input to an encounter.

Zoning Out

At times players of *any* type will just stop paying attention to the game. This behavior can have a lot of root causes, and some may have nothing to do with the game itself.

When the Narrator notices players losing track of what is going on, have a talk with them (ideally privately) and try to determine the root cause. If the issue is out-of-game, be as supportive as possible. If the issue is with the game itself, consider which player archetype is most relevant to the situation and use the advice above as a guide for what might be more engaging to them. Do *not*, however, crack down on distractions like a ruthless antiquated schoolmaster, especially given that some people actually pay attention better when allowed to fidget a bit—the game is a recreational activity and shouldn't feel like knowledge prison.

Safety Tools

Roleplaying games provide a chance at escapism, an outlet for creativity, and a unique opportunity for collaboration. They are also, however, often largely improvisational. Because of this players can be exposed to potentially upsetting or distressing scenarios. Safety tools give groups an easy way to cut these scenarios short or even avoid them all together.

What Are Safety Tools?

During improvisational, collaborative play, situations may arise where one or more players and even the Narrator are stressed, uncomfortable, or just not having fun. Safety tools provide an easy way to check in with each other, learn where one another's boundaries lie, and can help navigate difficult situations when they arise.

The most important part of collaborative gameplay is *communication*. Disruptive players, uncooperative characters—the first step to solving every problem is almost always communication. When using safety tools it is the Narrator's responsibility to educate the table on their importance and how to use them, and a player's responsibility to make themselves heard and to utilize the implemented safety tools properly. Without proper communication and collaboration between players and the Narrator, safety tools cannot effectively do what they're intended to do.

Consent and Boundaries

Everyone has their own personal boundaries, and those boundaries may be different for every table that person plays at. It's important for the Narrator to learn where each player's personal boundaries lie and to respect them. In some instances—such as when roleplaying difficult situations—the group may benefit from getting consent from each player individually before moving forward with the scene. Crossing a boundary without consent, whether intentional or not, can have devastating effects on the group as well as the players themselves and should be avoided.

Discovering each player's boundaries can be done in multiple different ways. Some players may be comfortable having a frank discussion, while some may appreciate the privacy of being able to fill out a form or survey instead (see the back of the book for the Consent Checklist form). Even seasoned players and table regulars can benefit from these methods as having their boundaries respected can greatly increase anyone's enjoyment of the game.

Respecting boundaries is an important part of group play for everyone involved. When boundaries aren't respected or lines are crossed without consent, a group can quickly fall apart. While the reason behind a boundary might not be known, it is always best to assume that others have a greater understanding of their own lived experiences and mental health—pushing someone to explain the reasoning behind their boundaries is at best rude and at worst can potentially retraumatize someone.

Here are some topics that Narrators should consider when acquiring consent from players or determining boundaries: harm to animals, harm to children, blood/gore, body horror, insects, religious horror, possession, romance (on an individual basis, between PCs, between PCs and NPCs, sexual content, explicit scenes), pregnancy, abortion, miscarriage, sex work, child abuse and exploitation, homophobia, transphobia, racism, sexism, terrorism, war, xenophobia, genocide, slavery, people trafficking, life-threatening illness, mental illness, suicide, physical abuse, substance abuse, psychological abuse, self-harm, starvation, dehydration, torture, natural disasters, gaslighting, police, government aggression, claustrophobia, paralysis or restraints, mind control, cults.

How to Use Safety Tools

Implementing safety tools for the first time can be stressful, and Narrators may be worried at how other people in the group may react to them. It is important to remember that safety tools are here to increase the enjoyment of the game for *everyone*. If someone is distressed by certain content in the game, that can impact their fellow players; why not just avoid said content and keep the fun going, instead?

To ensure they can be as effective as possible, safety tools are best used in conjunction with other safety tools. This isn't to say that they are ineffective on their own, only that using multiple safety tools helps ensure the group's safety and enjoyment. For example, using **Lines and Veils** provides great groundwork for the game, while also using

the **X-Card** allows a group to catch anything that might have fallen through the cracks during planning. It never hurts to have a backup plan, especially when dealing with sensitive content.

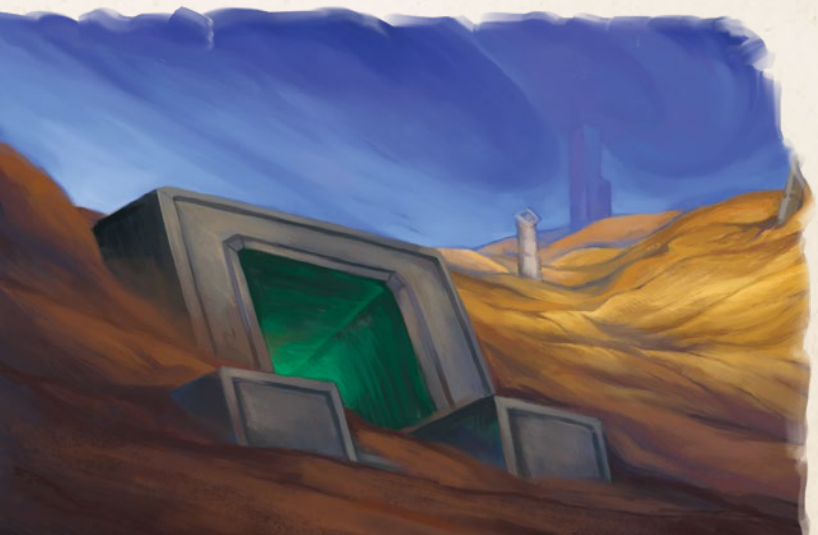
The best time to implement safety tools is prior to character creation and the start of a game. Session zero is an invaluable safety tool which can provide the perfect opportunity to address and begin including other safety tools. The second best time to implement safety tools is now—the Narrator can do it before the next session, or even turn a mid-campaign session into something similar to the session zero. It's never too early to introduce a group to safety tools, but it can be too late when situations that might have otherwise been prevented cause a group to break down.

Safety Tools and Online Play

While most safety tools include information on how to use them in an in-person game, it can be difficult to figure out how to implement them in an online environment. To implement tools like the X-Card or Scene Change, groups can utilize a program's chat features or use a form of direct messaging to activate the X-Card or call for a scene change. Safety tools like lines and veils can be done through messages, private chats, or even online forms.

Types of Safety Tools

There are numerous different safety tools out there, some of which may work in similar ways. It is up to the Narrator to determine which safety tools are the best fit for their table, and to implement them properly. When the person running the game embraces safety tools themselves it can help their group warm up to the idea faster and make the experience go smoother!



Session Zero

In roleplaying games a session zero is the equivalent of a job interview. It is one of the most useful safety tools, as it allows players to communicate what they expect from a campaign and what type of game they actually want to play. Below are just a few ways that a session zero can improve the game:

- Allows the Narrator to prepare a story that aligns with player expectations.
- Encourages collaborative character creation which can improve a party's synergy in all pillars of play.
- Provides a great opportunity for players to introduce themselves, potentially for the first time, and can help determine if players are a good fit for the game.

A session zero can take place at any point during a campaign, but is the most useful when done beforehand in conjunction with character creation. It can be used as an opportunity to address things like boundaries, preferred play styles, campaign flavor, and table rules. It can also be used as an opportunity for making a truly cohesive adventuring party, and for the Narrator to work the characters' stories into their world.

Even if the Narrator feels like some of the subjects covered in a session zero don't apply to their group, discussing things can yield surprising results that merit changes which make the game better. When planning to utilize other safety tools, a session zero is the perfect place to introduce them and lay the groundwork necessary for them to be successful.

Open Door Policy

The safety tool that requires the least effort is something called an "open door policy". What this means is that players are able to leave the table or game without judgment as long as they do so in a non-disruptive way. When using this policy, the Narrator should almost always do so in conjunction with other safety tools as this method does little to solve the root of the problem.

When using an open door policy, it is best to make sure players understand exactly what that means. At some tables it may mean "*feel free to leave, whenever, for whatever reason without explanation!*", while at others it may mean "*let us know when you feel like you need to leave the table.*"

Lines and Veils

The most effective method of determining boundaries is having lines and veils determined by each player, prior to the start of a game or campaign. Multiple checklists for determining lines and veils are available online, or the Narrator may even choose to customize a checklist for the group or the campaign.

Lines. Lines are something that is a hard boundary for a player, and should be excluded from the game with no questions asked.

Veils. Veils are often softer boundaries, which are something the player may be comfortable dealing with in game as long as it isn't explicitly described. When dealing with veils, it is usually best to take a fade-to-black or fast-forward approach.

When determining a group's lines and veils it's best to do so one-on-one to maintain each player's privacy, or through the use of private checklists. While this doesn't have to be done prior to the start of a game, the earlier on it happens the better. The most common way to utilize this method is by asking players to fill out a form, marking various elements as a "line", a "veil", neither, or even as prefered content. This allows the Narrator to save their players' answers to reference later during a game, or while plotting out the story in advance.

The X-Card was designed by John Stavropoulos and is used here with permission (more information can be found at http://tinyurl.com/x-card-rpg).

The Narrator should never argue with a player on what they consider a hard line and what they consider a veil. If the lines and veils a player sets would greatly interfere with the planned game, it's possible that campaign (or even group) isn't the best fit for that player. Lines and veils aren't set to ruin fun or make a game boring, they are set to protect a player, their enjoyment of the game, and their mental health.

During the course of a game, a player's lines and veils may change. This is normal as someone becomes more comfortable with a play group or their situation changes, and means it is important for Narrators to periodically check in with their players.

The X-Card

Of the simpler options, the use of X-Cards is the most popular. This involves a card with a large X which is placed on the table in reach of all players. If someone at the table becomes uncomfortable, all they have to do is touch or raise the X-Card. After someone touches or raises the card, the Narrator and other players should immediately alter the scene by transitioning to a new one or changing what is happening. The player who activates the X-Card should never be questioned on their reasoning, and the game should continue as normal.

When introducing the X-Card it is important to remember that the introduction can be as important as the card itself. The Narrator should make it clear that the goal is for everyone to play together, that the group is more important than playing the game, and that the X-Card is simply a tool that allows everyone to take better care of each other.

The X-Card is not a replacement for communication, but a tool to help facilitate it. After the X-Card has been activated, the Narrator should always check in with the group as a whole. Is everyone having fun? Is it time to take a break to process what happened?

Script Change

Another popular safety tool is the script change, which involves the implementation of film ratings (or another rating system) to outline the "audience" the table is playing for, and uses tools based on media controls to influence the game. A player who expects an R-rated game is likely going to want to play very different scenarios than a player who expects a PG or PG-13 rating for their game. It is also one of the most in-depth safety tools, and comprises several different tools.

Ratings. To utilize this method, the Narrator first determines what rating the game they *plan* to run would have, then asks the players what rating of game they're wanting to play. If the ratings don't line up, players are asked to elaborate on what boundaries they associate with the Narrator's rating and their own, as people can have different ideas of what a rating like PG-13 or R implies. If the ratings fall too far apart, it may not be the best fit to play that game together. If they differ only slightly, the Narrator should modify the planned game so that it can be enjoyable for all of the players.

Squicks, Icks, and Picks. Content that players absolutely *do not* want to encounter should be recorded in the Narrator's notes as **squicks**, which are things that merely make a player uncomfortable, and **icks**, which is content that may be triggering, traumatizing, or distressing. Content or gameplay elements that players *do* want to encounter should be recorded in the Narrator's notes as **picks**, which can help them shape the direction of the game.

Change the Script. The core tools of the Script Change are fast-forward, frame-by-frame, pause, rewind, and resume, but additional tools can be included such as highlight reel, instant replay, and wrap meeting. To make things easier, each player should have an indeX-Card for each tool to be used in a similar way to the X-Card. To call for a script change, players can simply say "rewind", "pause", and so on, or they can tap or raise the appropriate script change tool.

When asking for a script change players can be as descriptive ("*Could we rewind that statement? I don't think my character would actually say that!*") or as vague ("*I'd like to fast forward this scene.*") as they like. Like with other safety tools, there is no expectation to explain the reasoning behind requesting a script change. After resolving the script change, a player can simply say "resume" to continue the game as normal.

Rewind. A rewind can be called for to help someone catch information they might have missed, or to address an issue that couldn't be addressed during play. Rewind can also be used to rewind entire scenes, at which point the content that has been rewound is no longer considered canon and the group is creating a new story.

Fast-Forward. A fast-forward can be called for when a scene has reached a logical conclusion, or a player wishes to skip difficult content. It can be used to end a scene or encounter, or for larger gaps when necessary and discussed with the Narrator.

Pause. A pause can be called for when a player needs a minute to process difficult content or an intense scene. A pause can also be called simply for bathroom breaks, snack breaks, or to discuss something that might have come up during play. When the player who called for the pause is ready to play, they should say "resume" to let the table know to continue.

Frame-by-Frame. Frame-by-frame can be called for to let the Narrator and other players know to take it slow through a scene. It could be due to difficult content, or even just something a player is unsure about and would like to approach cautiously. Once the player is ready for regular play to resume, they should say "resume" or "play" to let the table know to continue. Topics that a player would like to handle frame-by-frame can also be addressed at the beginning of a game or privately with the Narrator.

Highlight Reel. Using the highlight reel tool takes place at the end of a session, and is intended to allow players to point out things they liked about the session. Each player should get the chance to mention something they enjoyed and

The Script Change Tool was designed by Beau Jágr Sheldon and is used here with permission (more information can be found at briebeau.com/scriptchange).a

the Narrator should as well. This tool is intended to be strictly positive and should focus only on the good parts of the session.

Wrap Meeting. This tool provides an opportunity for the group to discuss the rest of the game that wouldn't be addressed during a highlight reel, and also takes place at the end of a session. This can be used to get clarification on information, address problematic content, or even address problem table behaviors. While a wrap meeting does not need to be strictly positive, like the highlight reel, it should be a supportive environment where players can feel comfortable talking about issues that may have arisen during play.



Bloopers and Outtakes. Like highlight reels and wrap meetings, bloopers and outtakes should be used at the end of a session. This tool focuses on constructive criticism, and self-improvement. **Bloopers** should have a funner, "whoopsie" vibe, while **outtakes** are more serious things like conflict or emotional harm. When using this tool, the Narrator should allow for 4 "reels" of sharing:

1. For the first round of sharing, players who share bloopers should use "I" statements. An example would be, "*I overreacted to this scene.*"
2. When sharing in this reel, players should continue to use "I" statements, but instead include statements about how the bloopers from reel 1 made them feel.
3. During this reel, players should use "I" statements to address constructive criticism or conflict within the game. Let players state their thoughts and experiences, and remind everyone to use extreme care in how they might respond.
4. Players should continue to use "I" statements, while trying to take special care to understand each other and owning any hurt they may have caused.

At any point during the sharing of bloopers and outtakes, players and the Narrator can call for a pause. This can be used to take a break and allow people to cool off, or to address a situation that may have come up more in depth.

Collective Understanding

With the variety of games available, even when only counting tabletop roleplaying games, it is inevitable that players from different backgrounds will have different ideas on how to best play any game. With this tool, the Narrator can ensure all of their players are on the same page and hopefully avoid the clashing of playstyles.

The point of using this tool is to create a clear picture of the game being played, not to attempt to find a way to combine incompatible playstyles. Prior to the beginning of a campaign, the Narrator and players should get together, in real time, to

ask questions and go over a checklist to define the campaign. This can be done around the table in person or digitally so long as everyone can discuss and make choices together. Once together, the group can work to determine which choices work the best for the game, and why. If two players, or the players and the Narrator, do not agree on the same fundamental things this tool will not help discover common ground that isn't there—what it will do, however, is let the Narrator and players know prior to the beginning of a game whether or not this is the right group. For each choice, only one answer should be chosen. There is room for negotiation of course, but all choices should be made as a group as the results will determine the kind of game being played.

For some choices there may only be one answer that works for the game being discussed. In these cases that should be made clear when discussing that question to ensure all players are comfortable with it. Checklists to use with this method can be found online, or the Narrator can make their own with options that are tailored specifically to the game. When making a checklist, make sure to touch on the following points;

- Is the point of playing to win?
- Are the players expected to work together? Pursue personal goals? Work against each other?
- Is the Narrator expected to wing it? Be prepared for anything? Provide a challenging game?
- Are the players' roles to follow the story? Make their own story?
- Is the relationship between the rules of the game and this campaign important? Unimportant? "What rules?"

Another way to ensure players are on the same page with their playstyles is to include different scenarios, and responses to those scenarios, as choices and answers on the checklist.

Did all of the players choose the same answers or at least agree on most of them? If so, great! If not, the Narrator may need to find another group, or find another game for this group to play together. If the Narrator finds that the tone of the game shifts dramatically after a couple of sessions, or several sessions down the line, consider running through the checklist with the players again. Just like with setting lines and veils, a player's (or Narrator's) preferences and playstyle may change over time.

Something Went Wrong — Now What?

Eventually, regardless of how well safety tools have been used, something will inevitably happen. Players don't always get along, characters don't always work together, and the Narrator doesn't always have all of the answers. When dealing with these situations it is important to remember that the players are only human (we assume).

If a difficult situation arises in a group, the Narrator should try to remember the following advice:

- When discussing difficult topics or navigating arguments, it's best for all parties involved to use "I" statements. This involves saying things like, "***I feel***," and, "***I think***," rather than "*You did*," or, "*You said*,". This helps avoid placing blame and can help to keep situations civil.
- The Narrator should dissuade players from confronting others in front of the group, as it puts them on the spot and can make it harder to achieve the desired outcome. If the issue is relatively small, the Narrator may try approaching the other player privately to have a discussion about what happened. For bigger or more distressing issues, the Narrator's role might be to mediate group discussions to address the problem in an oblique manner that doesn't alienate anyone involved.
- Stepping back and taking a break, even during a session, can allow everyone time to calm down and let the group approach the problem with new eyes.



CHAPTER 2

Worldbuilding

- *Wraithstone is governed by an assemblage of powerful undead who call themselves necrocrats. They collectively govern the city, collecting immortals from the Dreadwind Vale and teaching them the value of their own survival.*
- *The nature of Walking Forests has long been debated but they are considered a natural wonder, slowly shifting around the countryside in meandering paths. Both tree and treant alike are unconcerned with mortal trappings, obliterating small settlements overnight.*
- *After exciting the group with some information about the setting, the Narrator turns the proverbial tables and asks the party to take part in worldbuilding with details about their hometowns!*

The telling of epic tales at the table is a fine goal but where does a Narrator start this process? This chapter offers guidance on how to build a campaign from session zero to finish. Then there's worldbuilding, whether that's designing a castle for the party's next session or planning out an entire planet. These pages are all about the process and choosing the right approach for the campaign or game session a Narrator is preparing for. Of course few campaign settings stand entirely alone—they exist in tandem across the planes, mirrored by the Dreaming, and connected to so many more by portals and pathways considered in the dimensional backdrop of *Level Up*.

Creating a Campaign

A campaign is a series of game sessions linked together over a long period of play, sometimes lasting weeks, months, years, or even decades. The conclusion of a campaign is a deeply satisfying accomplishment, creating memories that last for years. The first step in reaching that conclusion is preparation. Though it may seem like a challenge, forethought, planning, and flexibility will give players a satisfying campaign that will live on long after the game has ended.

Guiding Principles

Always Put the Players First: The primary goal should be to craft an experience that players enjoy. Creating 10,000 years of history or organizations with dozens of fully-fleshed out NPCs does no good if the result doesn't directly contribute to the player experience. Similarly, if the players are excited about a classic dungeon crawl campaign, an intrigue-heavy game set in a magic academy might not be well-received.

Narrators Don't Write Stories: Though it may seem counterintuitive, a Narrator's role is as much about storytelling as any other player's, focusing instead on facilitating the telling stories. *Level Up* asks players to engage and make decisions that actively shape an emergent narrative. Instead of writing a story, a Narrator sets the stage, creates the background cast, and defines a scenario or conflict. The players create the main characters and then make decisions that produce results, mediated by dice. The story is the result of those elements coming together. Good campaigns create room for players to make decisions that affect outcomes. Great campaigns are the result of co-operative storytelling, with endings that often surprise Narrators and players alike. Don't overplan or decide the outcomes of encounters before they happen. Try to avoid scripted events that players are powerless to interfere with.

Developing a Premise

Before creating adventures or antagonists, establish a campaign's premise. A premise is a basic statement that describes a campaign in broad terms. A good premise typically includes who the player characters are, what sorts of activities they will engage in, and where the campaign will occur. It also provides focus and informs nearly every aspect of the campaign, including the game's tone, pacing, and other details.

Importantly, establishing a good premise creates shared expectations for the players. This helps to make sure that players are interested in the game and will help them to identify character concepts that fit the game.

To formulate a campaign's premise, ask some questions. These questions help to clarify the game's vision and create a general framework from which to build.

What Type of Campaign?

There are many types of campaigns that encompass a variety of stories, but no single campaign can encompass them all without collapsing. The Narrator should begin with what's exciting to them and what the players have expressed interest in. Dungeon crawls or games that are filled with thrilling combats? The court drama and shadow plays of political intrigue or the mystery of a vanished civilization?

Narrators that are just getting started or without any preferences might choose to instead work with a concept that includes a variety of different experiences without creating too many complications. For example, a rebellion offers a myriad of different gaming sessions (warfare on the field of battle or in the streets, politicking, sabotage, subterfuge, and more).

Who Are the Adventurers?

Who are the adventurers? What is their role in the campaign? Are they larger-than-life heroes or normal people with mortal frailties? Are they destined to defeat a dark god or outcast misfits brought together by happenstance? Are they members of an organization? How are they connected? Where are they on the hero, anti-hero, and villain spectrum?

When asking these questions, avoid limiting character concepts and backgrounds. Adventurers come from all walks of life, and even an organization like a thieves guild leaves room for nearly any

character type. A group of magic-hunting inquisitors may put insurmountable limitations on player choice however, so keep player choice in mind.

What Activities do the Adventurers Engage in?

Are the adventurers hunting down and exterminating a fell cult obsessed with summoning an elder evil? Are they just trying to make enough money to survive by hunting monsters? Are they pursuing a mystery that will lead them to a magical revelation that could transform the world?

In order to avoid narrative fatigue, make sure that the premise is broad enough to encompass a variety of different adventures or activities. Even dungeon-delving adventurers might get invited to a party.

What are the Conflicts?

Conflicts are a vital part of any compelling story. Are the adventurers pitting themselves against unfathomable evil or are they struggling to survive the mundane dangers of a harsh wilderness? Are people the real monsters, or are monsters the real monsters? A great campaign encapsulates many conflicts, but a few will likely overshadow the rest.

What is the Scope?

How much time will the game cover? How much geography? How many levels will the adventurers achieve? How many NPCs will they meet and form relationships with? What is at stake? Will the party be fighting to save a village or the world? Games with high stakes might help to create focus, but such stakes can quickly create narrative fatigue or force the players to ignore side content or exploration. Why would reborn heroes help a farmer discover what's eating his livestock when they're in a race against time to stop an alien horror from rising?

Many Narrators have an urge to tell sweeping and epic tales, but often smaller and more intimate stories with personal stakes are just as if not more rewarding. The fate of a village on the edge of a crumbling empire might be more compelling than that of the empire itself because of the intimacy of the stakes. A smaller scope is also easier to manage, particularly for Narrators that are just starting out. When using high stakes do so sparingly—a group of adventurers can only save the world so many times before even that becomes stale.

What is the Tone?

Tone is an important characteristic in any narrative. Is the campaign a brood narrative of personal horror or a pulpy four-color action adventure? The tone of a campaign might shift over play, and may vary from session to session, but consider what each segment, act, or plot arc should convey. As with activities, varying the tone can help fight narrative fatigue.

Define the Premise

With this information in hand and defining the campaign's premise, keep the focus on the adventurers. Use the examples below as a guide.

- Explorers and mercenaries looting a land devastated by a magical apocalypse.
- Members of a thieves guild struggling to survive in the shadows and overthrow a corrupt governor in an occupied city.
- Mythical heroes reincarnated to stop the rebirth of an evil god.
- Down-on-their luck adventurers hunting monsters on the periphery of a rapidly industrializing kingdom.

With a premise, the Narrator can consider other questions about the structure and the flow of the campaign.

Plot Structure

At its core, a campaign is a collection of stories, or adventures, that are connected together by narrative threads.

In an **episodic campaign**, these threads are loose. Each adventure is self-contained, beginning when the players are involved and ending when they've completed it and often lasting no more than a couple sessions. The adventurers themselves may be the only threads that connect these episodes. This works well when the stakes are low or when covering a large period of time.

In a **serialized campaign**, the plot is a single long running story broken up over a series of chapters. Perhaps the whole campaign is focused on the acquisition of a powerful artifact or the defeat of an elder evil. While there will be other stories contained within, each plot and adventure builds toward a singular narrative. These campaigns tend to focus on an event with high stakes or a relatively short period of time.

Practically speaking, most games exist near the middle of the spectrum. There might be an overarching plot that the game builds towards, but that larger narrative is interspersed with other adventures that might not be directly related to it. Many long form television series use this structure. The adventurers may investigate a cult, a series of monster attacks, and a group of bandits, only to discover that some of them are related as the broader story transpires.

The plot structure might also shift at various points in the game based upon the players' actions or as the campaign transitions from one act to the next as events unfold or new information is acquired.

Act Structure

It's not necessary to have every single adventure of a campaign written, but sketching out a general idea of how it might end is an important step. It helps to conceptualize a campaign's beginning, middle, and end, or Act 1, Act 2, and Act 3.

Act 1 is an opportunity to introduce characters, locations, factions, and plot threads. It is also an opportunity to foreshadow future events and build relationships or allegiances that will shape the campaign to come.

Act 2 is often the bulk of the campaign, and much of a game's conflict occurs here. The adventurers' decisions should play a central role in shaping Act 3 (the conclusion). Use this act as an opportunity to provide choices and events that the players can influence or decide.

Act 3 is usually the shortest segment and should be shaped by the previous acts. While there may be an urge to carefully plan Act 3 well in advance, avoid planning too much if possible. Focus on the antagonist's motivations or plans and the broader events that serve as a backdrop, and allow the players to take part in writing the conclusion through their actions and choices in Acts 1 and 2.

Pacing

The pace of a campaign is an important factor and is dependent on the stakes. Unless there is a compelling reason for the adventurers to push themselves, periods of downtime create verisimilitude and opportunities to highlight relationships, communities, or other significant aspects of the setting without taking up too much table time.

Campaigns and Session Zero

Another important piece of preparation prior to a campaign's start is session zero. This invaluable tool should include discussing the campaign and establishing expectations. Important topics include but are not limited to:

- The campaign' premise, the tone, and what players can generally expect from gameplay.
- House rules.
- A general overview of the campaign's setting.
- Who the characters are, how powerful they are relative to the setting, and their general moral orientation.
- Expectations on intra party conflict.
- The use of safety tools (page 17).
- Logistical concerns.

Session zero can also provide the opportunity for characters to create background ties and what roles they'd like to play.

Many campaigns are undone by a lack of organization. Before the campaign begins, set up tools to help track characters, events, and locations. When the campaign focuses on a particular geographic area, a map can be a valuable tool as well (especially if the party can track their travels on it).



Example

Sarah is creating a campaign for her players. She asks about their preferences and learns that they want roleplay and exploration, a fair amount of combat, and some politics. Sarah is a new Narrator, and she doesn't want to overcomplicate things. She doesn't want to run a "save the world" plot either, opting for something more intimate: exiles thrust into a life of adventure in a town at the edge of a crumbling empire.

Sarah decides to use Act 1 to establish the setting, introduce NPCs and organizations, and foreshadow events in Act 2. She decides Act 1 will cover a year of game time, ending when a civil war erupts that marks the transition into Act 2. Not wanting to inundate the players, Sarah plans a total of 6 planned adventures during that time, giving them the option for periods of downtime, wilderness exploration and ruins that she plans to seed, and hijinks.

An episodic structure is the approach she opts for. The primary conflict of Act 2 will revolve around a trio of factions, the remnant of an imperial government, the heir to a hereditary throne, and a religious institution. They are all searching for an ancient repository of arcane technology, so she sketches out adventures that highlight each faction during Act 1. She wants to showcase the ancient civilization that will play a central role in Act 2 and Act 3 so she sketches an adventure that will take the party to a dungeon crawl in the ruins. Sarah also creates a list of strong characters with interesting motivations and backstories that her roleplay hungry players can delve into, then identifies where they can best be included in the setting and her adventures.

She rounds out Act 1 with a prepublished adventure that she plans to modify, hooks for several adventure sites, and a job board with small tasks and bounties.

Sarah knows that Act 2 will begin with the start of a civil war that sparks a struggle for control among the factions she's created. Each wants to harness the ancient power hidden in the ruins. She develops the general motivations of each faction, but she doesn't want to plan too far ahead, instead waiting to see what her players do in Act 1. She expects the party to pick one and support it, but she knows that players often surprise Narrators.

Act 3 is months away so she keeps the details vague. She knows that she wants an ancient threat to emerge—brought about by the misuse of their artifacts—but that's months away and she doesn't want to limit herself with too much planning. Ultimately, she knows that the secrets concealed nearby could affect the power dynamics of the whole region.

She creates the outline for an introductory adventure that will introduce the players to each other, get them to town, and provide them with some choice as to where to go next.

To prepare for her session zero, Sarah creates a list of topics and develops questions to help her players create characters that mesh well with the campaign and each other. Using that information, she refines her first adventure, makes some modifications, and prepares to run her campaign!

Worldbuilding

Creating a world for a campaign might mean putting a castle in the Crawley Hills between Northminster and Holdenshire, including a new settlement or region in another existing setting, or building an entire world for the adventurers to discover and explore. Whether the scope of the undertaking is small or grand, clarifying the goals of worldbuilding and the approach being taken makes the task much more manageable.

Guiding Principle: Player Experience First

Like creating a campaign, keep the player experience at the forefront of the worldbuilding process. This focuses development on elements that players will interact with and enjoy rather than on tangential or superfluous details.

Approaches to Worldbuilding

Level Up presents two approaches to worldbuilding but there's no single right way to go about it, and these aren't the only methods. In practice, most worldbuilders do a mix of two or more approaches, depending upon their time and preferences. When deciding upon the functionalist and simulationist approaches, consider the workload that they both require before making a decision.

Functionalist Approach

A functionalist approach is only concerned with the elements necessary for the story or set of stories that will be told inside the setting. The narrative of a campaign identifies aspects of the world that need definition—if it doesn't appear 'on stage' or 'on screen', there's no need for it to exist. History is important only insofar as it serves setting and character motivation (whether an adventurer's or NPC's). Geography and current events exist to support the plot by creating conflict or highlighting characters.

A functionalist approach to worldbuilding is similar to setting a stage. History, lore, culture, and politics are backdrops. Adventure sites and geography are stage props, and NPCs only matter if they ever make it on stage.

The functionalist approach works well when it is able to draw on broader genre conventions. Many fantasy authors take this approach because it's flexible and efficient. Do you need a mountain range filled with ruins? Make it. Unless he's going to play a significant role in the campaign, who cares how the Queen's cousin impacts her rule? The challenge to a functionalist approach is verisimilitude, particularly if a group of players is prone to sudden turns. Consider adding rumors or stories that imply events from beyond the scope of the game without actually detailing them until it becomes important to do so.

Simulationist Approach

The simulationist approach looks to create a vibrant world that exists independently of a particular narrative or story. Instead, worldbuilders create or adapt cultures, civilizations, economic systems, cosmologies, and histories.

Collaborative Worldbuilding

Another strategy involves harnessing the creative power of players. As players develop their characters, consider asking them to provide details about the towns, regions, or nations that their adventurers hail from. This can be a great way to engage players with their characters and the campaign setting. It also adds depth by going beyond the Narrator's own conceptual framework.

Another way to work collaboratively is during session zero or at another time prior to the campaign. Create worldbuilding exercises or shared activities around cultures, myths, gods, or any other aspect of the campaign setting.

Collaborative worldbuilding can also be used after a campaign has started. If the party ventures to a new town, ask them to name taverns or a location. If the adventurers have already been to a place, ask them to share details. The Narrator can encourage players to create details during the course of their roleplay with one another or with NPCs. Unless there is a compelling reason not to, incorporate the events, locations, and characters into the tapestry of the world!

If a functionalist approach to worldbuilding sets a stage, a simulationist approach seeks to build the house that a stage is trying to depict. Often, a simulation approach attempts to model economics, social systems, politics, and history as accurately as possible. Great attention is given to details that underpin the campaign setting, even if they don't always have a direct impact on characters directly.

Time and complexity are the challenges to this method. Building a setting in this fashion often requires research as well as creating a great deal of material that may never be used at the table. While certainly a more daunting and involved task, Narrators that use this approach usually have an answer, NPC, or locale prepared wherever the party's story might take them.

Create a Concept

A campaign setting is a foundation upon which we tell stories. The types of stories that we want to tell should inform the world that we create. As with building a campaign, consider the types of adventures that might be run within that world. For example, a Narrator intending to run light and whimsical games that explore the secrets of a wondrous feywood are in for a tough time if playing in a campaign setting in which the gods have been devoured by elder evils that now raise mortals like cattle. Similarly, a game of gothic horror isn't going to work in a setting where the adventurers are literal demigods.

When thinking about a campaign setting concept, consider its defining or iconic elements. Is it a duchy holding to an uncertain peace or a world recently ravaged by a demonic invasion? Is it a continent that once hosted an ancient civilization whose secrets are now being plundered? What does the campaign setting look like at the beginning of play—and how will it change?

Here are some example setting concepts:

- A recently discovered continent that holds the secret to an ancient magical catastrophe.
- A post-apocalyptic wasteland ruled by demonic overlords.
- A conventional fantasy kingdom at the precipice of a civil war due to a conflict between the church and the royal wizards academy.
- A recently annexed city in the midst of an industrial revolution where the body of a dead god is harvested to fuel ghastly new technologies.

Work Backwards & Outwards

Start with the world state informed by the concept's premise and work backwards. While the present is predicated upon the past, often the past is unclear to the present. History becomes increasingly unclear as we move backwards. Events and individuals lose definition, are transformed into myth, or are forgotten entirely. When worldbuilding, this historical process provides the freedom to focus on the present and its immediate precursors.

Similarly, start with the location of the adventurers and work outward. Pay attention to the immediate setting and allow details to blur as distance grows from the campaign's lens. There is no need to exhaustively detail the geography of a mountain chain on the other side of the world.

Remember Conflict

As the name implies, a campaign setting serves to inform a campaign, and all campaigns need conflict. How does the setting assist this? What are the key conflicts?

Creating a New World

Regardless of which approach to worldbuilding is taken, creating a new campaign setting is an undertaking. These questions can help define some key characteristics.

- **Cosmogony:** How was the world created? Was it literally forged by the gods or was it shaped by natural processes?
- **Cosmology:** What are the other planes like? Is there an afterlife? How is it reached or achieved? Where do the gods reside?
- **Distinctive Environmental Characteristics:** Is your world an arid husk? Does it experience

extreme storms caused by magical or astronomical phenomena?

- **Key Powers:** Who holds power? Who is oppressed? What resources create conflict?
- **Layout and Structure:** Is your setting a spherical hunk of stone orbiting a star or does it exist entirely within the mind of a sleeping god?
- **Mythology:** Are myths an explanation for history or natural phenomena or were the seas truly created when Jamir spilled the blood of Kareth during the Dawnfire War?
- **Nature and Role of the Gods:** Do the gods predate the setting, or are they manifestations of natural processes or metahuman thought and emotion?
- **Nature of Magic:** Is magic energy left over from the creation of the world or shaping the dreams of the Great Sleeper? Does power come within individuals or are they conduits?
- **Prevalence of Magic:** How prevalent is magic? How common are magical practitioners?
- **Technology Level:** What is the highest level of technology achieved? Do airships sail the skies, or have ruthless dragon overlords kept metahumanity in the dark ages?
- **World's Age:** Have the gods just finished shaping it, or does the star above gutter a dim red as it approaches death?

Worldbuilding in Established Settings

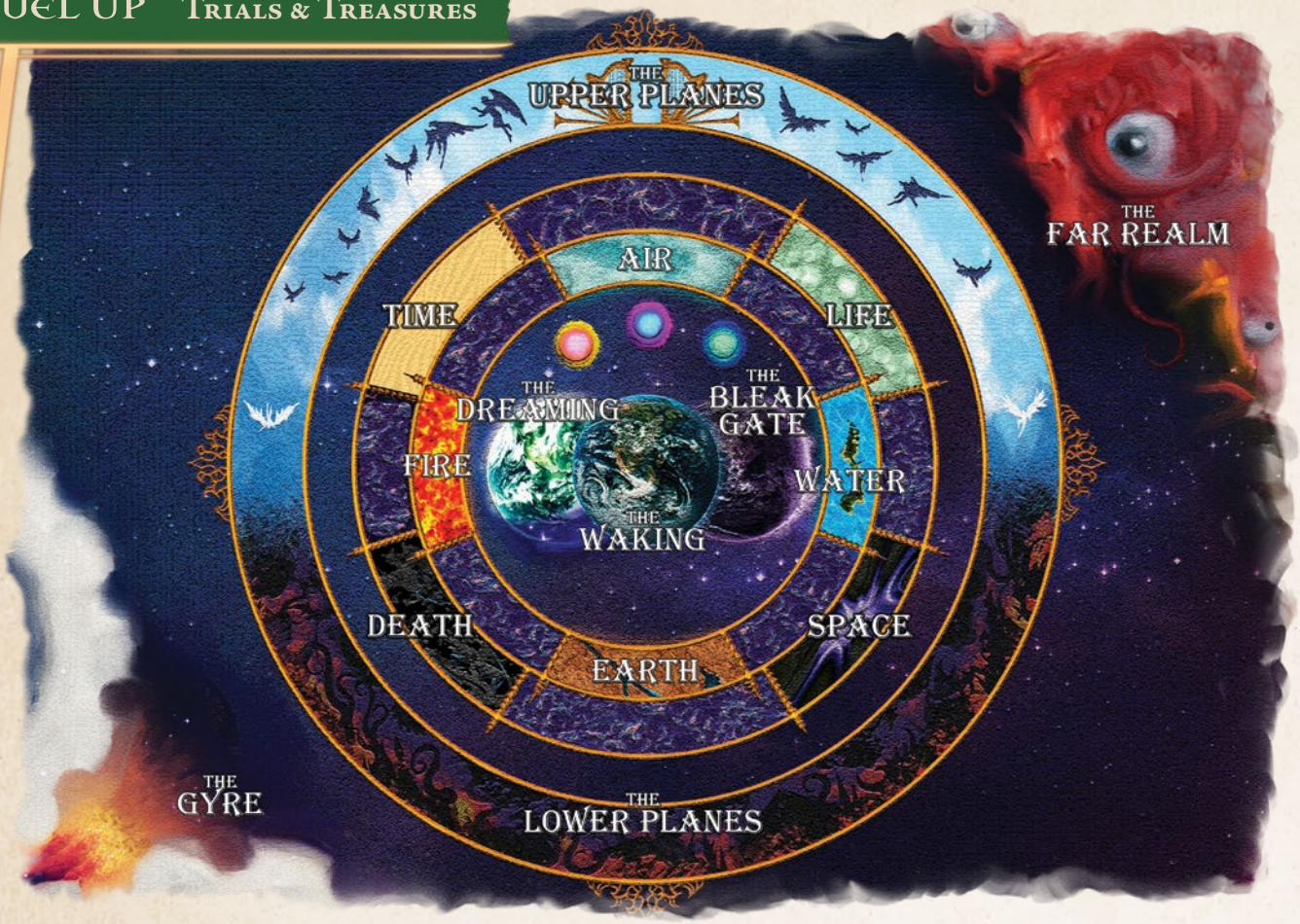
If the idea of building an entire world seems daunting, consider creating a smaller setting within a pre-existing campaign setting. Even the most well-developed campaign settings have gray spaces that the creators have not defined. This space can serve as a canvas for customized characters, locations, and stories. New Narrators in particular can make good use of these gray spaces as building in an established setting is an excellent way to manage the scope of new material. Additionally, being able to draw upon the cultures, history, and politics of the current campaign setting can save a lot of time and help keep these elements of the game feel cohesive with the rest.



Questions

Adventurers are usually curious so considering what they'll be asking ahead of time is a reliable method for figuring out what things need to be addressed in new material when worldbuilding in an established campaign setting.

- What heritages and cultures from the established campaign setting are represented?
- What governmental system or economic systems are in place?
- What natural resources does this region have?
- What is the relationship with neighbors?
- What are its primary conflicts?
- What makes it distinct from other locations in the campaign setting?
- What differences need to be communicated to the players?



The Planes

The world is vaster than anyone could explore in a lifetime with mysterious corners that promise wonder and peril, yet there are other dimensions far stranger and deadlier, called **planes**. Many claim to have read the truths of those other realms in books or learned them from religious dogma, or even boast that they've visited in person. Their accounts may not be trustworthy, but they all tell of places that pose unique challenges and offer rewards unlike anything one could find at home.

A Planar Primer

Everyday people know legends about strange pathways in remote forests that lead into the dream-like land of the fey. Their tales warn of bleak ruins where one can step across the threshold to a place where all joy, sound, and light have been leached away. In the dark of night they gaze at the stars and share stories of ancient heroes and gods who gave the Heavens their shape. In times of crisis they curse their enemies to Hell, and pray to gods they've never seen.

Adventurers eventually come to understand more about the nature of existence. Clerics and scholars study the true names of demons and devils and the differences between the two. Learned wizards and theurgists research the metaphysics that provide the arcane energies of their spells. Druids and worshipers of nature perform incantations to ward against interplanar incursions. Warlocks form pacts with horrors born of the spaces between worlds, the lower planes, or even the fey.

Common folk are superstitious, seeing danger in mundane shadow, but perhaps adventurers and their ilk don't understand the nature of reality as well as they think—the fell entities that warlocks pledge themselves to might even just be clever monsters from the next county over having a good laugh. While people aren't entirely sure of the truth of the multiverse, it is undeniable that these planes exist, and that the nature of reality elsewhere isn't quite the same as

here. Fools who stumble upon another world unprepared are unlikely to survive. Interplanar monsters are often more powerful and magical than average wild beasts, and the native intelligent beings have strange ways of thinking. They are seldom swayed by the same threats or persuasion that work on normal humanoids.

Types of Planes

The so-called 'real' world where most humanoids and nations exist is known as the **Material Plane**. Closely linked worlds referred to as **Mirror Planes** have the same general shape as the realms material—the same landforms, same structures, perhaps even the same people—but differ in character or the nature of magic.

Two other types of planes are easily codified. **Elemental Planes** (sometimes called Inner Planes) are defined by some overriding physical trait, while **Moral Planes** (sometimes called Outer Planes) each reflect a central ideology or philosophy of being.

Magic to travel between worlds makes use of the **Transitive Planes**, which connect multiple planes but have few noteworthy landmarks or residents. Amidst these are innumerable **Demiplanes** that range from lifeless pocket dimensions for *bags of holding*, to drifting shards that support the vestiges of dead worlds, to realms as large as continents created as prisons, crucibles, or palaces. Beyond them all exists the **Far Realm**, a place so alien to the minds of mortals that few can understand it or glimpse it without risking insanity.

The same plane may have different names in different cultures. Explorers might erroneously think two locations on the same plane are separate dimensions entirely, or model them as different nested 'layers' that have the same essence but take different forms. Some planes even actively resist efforts to map them, morphing to vex codification and categorization.

Travel Between Planes

Monsters from other dimensions can be summoned to the Material Plane but sometimes adventurers must face strange outsiders in the realms where they originated.

Spells. A handful of metal with the appropriate resonance and several hours of smithing with arcane treatments can produce the rod necessary for a *plane shift spell*, though discovering the proper formula might require an adventure itself. The esoteric *astral projection* spell lets people explore in a spiritual form, protecting their bodies at the risk of their very souls. The mighty gate spell permits immediate and precise travel, but the rare magic users capable of such powerful magic are seen as threats by many extraplanar powers.

More obscure magic can also breach the veil between worlds, often through great rituals and terrible costs.

Transits. Planar transits take three main forms: portals, pathways, and tides. **Portals** have a clear threshold between worlds, like a carved stone dragon maw that leads to the Prison Plane of the Great Pyromancer. **Pathways** offer a gradual transition that must be completed in full to reach the destination plane, such as the shadow labyrinth that leads to the demiplane of Phorros Irrendra, last bastion of the Taranesti elves.

Tides cause a given area to shift between worlds, taking those within with it, like the shores along Bosum Strand where on the Night of the Mirror Moon those who dive into the waters holding a mirror emerge in the fey realm known as the Dreaming. By dawn however the magic fades, stranding any who haven't found their way home.

Many planar transits are ephemeral and cannot be relied on to still be there for a return trip. Some appear and vanish without discovery, brought forth by little understood conjunctions of place and planar energy—and those that are discovered often provoke fear rather than exploratory fervor.

The rare permanent portal is highly valued and closely guarded. It is said the hierarchs who built the Gates of Dawn and Dusk hoped to unite their world with Heaven and Hell, but angels and devils united to punish their hubris. The hierarchs' continent was carved out into a prison plane known as Daemonforge where the souls of the dead can never reach the afterlife.

Overlays. While a planar tide carries creatures in an area between worlds, sometimes the elemental or moral energy of a plane bleeds into the Material Plane, such as the haunted peak of Cauldron Hill where the veil to the Bleak Gate is thin. Overlays—also called coterminances or manifestations—can vary greatly. One might be temporary, linked to some celestial convergence, or permanent, perhaps the result of a great magical cataclysm, and its borders might simply mark a return to normalcy or could serve as a way to travel to another plane.

Mirror Planes

Like a reflection or echo of the realms material, Mirror Planes take the familiar and imbue it with a sense of fascination or repulsion.

The land called the **Dreaming** is a verdant, shifting landscape where time and distance conspire for the sake of dramatic events, ensuring travelers reach their destination at the moment that will yield the greatest conflict or catharsis. The fey population's strange behaviors make a whimsical sort of half-sense, even if their goals are cruel. Promises made in the Dreaming are dangerous to break, and accepting gifts can oblige their recipient to the giver.

The most famous figures of the Dreaming are the lords of the Unseen Court—served by the implacable riders of the Great Hunt—who threaten war but can be appeased with offerings of songs and riddles. But the fey vary based on the cultures and myths of the lands they reflect. Around temperate farmlands pixies cavort with leaves in their hair and hags lure children into the woods with tempting sweets, while in vaunted cities of high art the pixies might take the shape of figures from famous paintings and hags call gullible schoolchildren down into sewer drains.

In opposition to the vibrant life of the Dreaming is the somber emptiness of the **Bleak Gate**. Here buildings sit hollow and abandoned, and even the brightest magic cannot illuminate much farther than a stone's throw. The air lies still and windless. The only sounds are the scattered whispers and lonely moans of the recently dead, whose souls linger for a time before passing on to some final reward. Without sun or stars time here becomes almost meaningless, unconsidered by the beings of shadow and decay that reside within. Uneasy spirits haunt their old houses, cursed mortals and condemned penitents roam in caravans seeking absolution or simply a way home, and exiled fey of the Bleak Court trade in souls, their servants often seen at the sites of great tragedies to enslave the recently slain.

Other Mirror Planes are possible. Some conceptions of Hell depict it as the Material Plane in the aftermath of some fiery cataclysm. Temporal magic that flows around a crux of fate might create two splinter realities branching from different outcomes of a pivotal event—perhaps in that world, an adventurer's double longs for everything that their counterpart has, and would kill to get it.

Transitive Planes

If you were to write down details of each plane, the **Ethereal Plane** is like the page the words are written on, and the **Astral Plane** is the book itself. Both dimensions have little in the way of interesting landmarks or natives, and even most planar travelers pay them no mind. But certain magic relies on them.

Thought reigns in the Astral Plane—disembodied souls navigate by will and distance means nothing, the world fading to silvery gray in every direction. Most of the dimension is empty, though errant ideas can sometimes manifest crude matter. The personal mindscapes of dreamers may form links to the Astral Plane, and those trapped in perpetual sleep may create permanent dream bodies that eventually degenerate into monsters. Ur-ideas can take the form of leviathans that swim the astral like a psychic sea, and it is rumored an entire empire of psychic beings has learned to control these creatures. Magic like *dream* and *astral projection* can untether the soul from the body, using the astral to reach other minds and other worlds. Travelers can move to other planes through convergences, which mortal minds often perceive as swirling pools of color or other sensations that evoke the *feeling* of the destination.
The Ethereal Plane is what allows incorporeal creatures to move through solid objects, and nearly every plane has its own ethereal. Beings in the ethe-

real usually are invisible to those in the plane they originated from, but can perceive a small swath of the dimension they left. Matter and energy from that world cannot affect them, nor even gravity, but other ethereal beings can interact with or harm them, and spells like wall of force extend into the Ethereal Plane. Usually the only thing for a traveler to do in the ethereal is to watch their plane of origination, explore, and emerge at some other spot in that same world, though sometimes two dimensions abut the same Ethereal Plane, and a creature can slip between them like poking a hole in a sheet of paper. It is also possible for ethereal travelers to metaphysically wander away from their origination plane—they find themselves swept up in mists, and might become lost forever or emerge in a random dimension.

Elemental Planes

Most magical traditions define four cardinal elements—air, earth, fire, and water. These are often depicted as vast wedge-like realms floating together in a roiling **Elemental Chaos**.

The cores of the Elemental Planes are simple expanses of pure elemental energy. Some regions are almost like the Material Plane just with an exaggerated presence of one element—huge flocks of birds might nest on islands that float through storms in the **Plane of Air**, gems might rain as hailstones upon endless mountain ranges of the **Plane of Earth**, city-sized forges might gather ore from molten seas on the **Plane of Fire**, and luminescent kelp might support civilizations of fish folk in deep benthic gorges on the **Plane of Water**.

The cardinal elements are sometimes categorized alongside four esoteric elements—death, life, space, and time. The **Plane of Death** has dark grottos, vacuous expanses of drifting asteroids, and rivers of negative energies that awaken undead. The **Plane of Life** thrums with positive energy, nurturing light, endless tangles of jungle, and rains that cause animals to sprout from rich soil. **The Plane of Space** is known for geometric palaces and platforms of pure force that orbit, interlink, and fold upon themselves in mind-bending tesseracts and optical illusions brought to life. Sphinxes watch over the **Plane of Time**, a place where mirages of the past and flickering glimpses of possible futures cause travelers to forget when they are, and the only signs of civilization are enigmatic monoliths and bones upon bones of fallen empires.

Moral Planes

The Moral Planes are the homes of gods, or at least things that claim that title. As with the Elemental Chaos, the great majority of these planes are hard for mortals to conceive and exist more as ideas than as places. Even so certain regions can be explored and visited, and are home to creatures that are motivated by strong ideologies or overpowering impulses. Deities may claim domain to some regions where they can shape the world and set the rules.

Goodness elevates the heavens and other **Upper Planes** while evil seethes in Hell and similar **Lower Planes**, but from those generalities each dimension's texture is nuanced with diverse philosophical manifestations of that core morality. On a single plane that is suffused with lawful essence, one divine domain might be a gallery garden that shifts to fulfill a visitor's every hedonistic pleasure, another a stolid yet vaunted bureaucracy working to ensure a stable price for diamonds and pearls across the cosmos, and a third a holy bastion under constant siege by demons.

Mortal souls are thought by most to find their way to Moral Planes after death where they may be transmogrified into servants or receive rewards for their service. Others wait in purgatory, endure punishment for sins, or are simply absorbed into the plane's spiritual core where perhaps the choices they made with their free will in life will help shift the scales of the moral multiverse.

Otherworldly Oddities

Most dimensions are not so neatly codified as the Elemental, Moral, Mirror, and Transitive Planes.

Planets

The Material Plane has other planets orbiting other stars, and some are suffused with a different mix of elemental and moral energies.

In the *Zeitgeist* setting travel to most planets is nearly impossible, but plane shift and planar transits

allow some journeys between worlds around the same star. Each has a supernatural influence on the primary world, Amsywr—the planet **Jiese, the Fire of Industry** has spurred technological innovation, the influence of **Mavisha, the Mysterious Deep** means divinations do not work well on islands or at sea, and **Caeloon, the Paper Wind** lifts spirits in the face of tragedy and produces magic to help with graceful flight.

Mindscapes

Psychic magic can draw energy from the Astral Plane to create small ephemeral dimensions where one's thoughts can shape subjective reality almost like a god. Here the limits of flesh and physical laws bend to a strong will, and weak minds can be overwhelmed and forget that what they see isn't real.

These planes are almost always temporary, but in the *Burning Skies* setting a perpetual and massive mindscape exists deep underground, guarded by dragons. The dreamborn beings within (called trillith) reflect various desires and fears of some great sleeping entity called the Mother of Dreams that is trapped in the depths of the mindscape. Within this world one must have the right mindset to reach their destination, and those who find common purpose with a trillith might bond with it and receive occult powers.

Pocket Dimensions

Mortal magic can attempt to emulate the divine power necessary to create planes, but few can create more than mere pocket dimensions a few score feet across. Without a true divine spark, most of these artificial planes cannot support life. Inanimate objects made of wood or fabric can endure for weeks or years, but still degrade rapidly. Food is sapped of its nourishing essence and becomes tasteless within hours if not faster. Creatures placed within might die within minutes. Water, even in sealed vessels, becomes infused with energies that makes it undrinkable.

The Gyre and The Far Realm

In some distant reach of the multiverse floats **The Gyre**, a graveyard of planes where the last vestiges of dead worlds are drawn into a churning cloud and ultimately obliterated. Perhaps their energies are then used for the creation of new worlds, or maybe the whole of the multiverse will be consumed one day, but those pieces of worlds that survive long enough to reach the Gyre are homes of the most dreadful and powerful beings–often those who brought about their own apocalypses.

How many of those worlds have been destroyed by corruption from the **Far Realm**? Few even begin to understand the alien concepts of that place, and those with the insight can become threats themselves. To most the aberrations birthed by contact with the Far Realm are terrifying, yet some come to see that very unnaturality as something be desired and shared with others. Adventurers should be careful when staring into that maddening abyss—lest they become like the monsters they fight.

The Nature of Reality

One theory sees other planes as wellsprings of elemental essences and morality that underpin reality. The elemental energies mingle to create the diverse physical form of the realms material, and the balance of moral energies ensure that free will is innate to the mortals native to the Material Plane. No shortage of theories disagree. Some think other planes are simply places like any other, and that they exert no sway on reality. Others claim the planes are actually created by mortals and their beliefs, and that there was no Hell before there were people to consider the nature of evil, no Plane of Earth until there were mortal minds to think of rocks as being distinct from water. This may seem a distinction without a difference, but it has ramifications for the meaning of life and the purpose of existence. Perhaps mortals are fairly inconsequential relative to the vast scale of the planes, their actions drowned out by forces far greater than them—yet if the planes are shaped by belief, then a person with the right idea can remake the multiverse.



CHAPTER 3

Encounter Design

- *Looking over the hillside at the horde of raiders, the fighter motions for his orc companion to pass over an enlarging elixir. If the warlord was by herself it wouldn't be necessary, but she knows the party is about to face too many enemies for an easy battle.*
- *The gnome's good ear perks up as a dripping sound softly echoes around the room. She notices the sound is muted and it saves the rogue's life—she jumps backwards as the chest, chairs, and bed before her reveal snapping jaws!*
- *The herald confidently jumps over the marked floorstone and ahead of their companion's torchlight, enveloped by the darkness ahead. A moment later they feel a strange warmth on their feet, crying out in pain as they realize green slime is eating through their boots!*

Campaigns in *Level Up* have three basic kinds of encounters (combat, exploration, social) that are largely concerned with other sections of this book, but the thinking behind how to construct them and their purpose in a game are detailed in this chapter. Whether the party are up against monsters or an unlikely obstacle, there are more than two dozen encounter elements to introduce onto the field of battle, in a dungeon, or on the countryside—ranging from green slime to lava and yellow mold—to offer a greater, more exciting challenge or to put an unlikely twist on something the adventurers think they know how to handle.

Designing Encounters

Whether the party spends the night cavorting in the tavern, forging ahead through a furious storm, or subduing a camp of bandits they are having encounters. Each game session should be a mixture of three basic kinds of roleplaying that represent the pillars of *Level Up*: exploration encounters, social encounters, and of course combat encounters.

Exploration Encounters

Exploration entails traveling from one location to another and overcoming whatever challenges the world throws at the adventurers. These are primarily encapsulated by Exploration Challenges (detailed in Chapter 5: Exploration Challenges) and includes dozens of different scenarios which provide exciting and engaging obstacles provided by nature or circumstance.

Dungeons. What constitutes a dungeon can vary widely—adventurers may be trekking through catacombs and crypts, navigating a labyrinth of subterranean tunnels, or making their way through the body of a creature as big as a kingdom—but so long as there's a floor beneath their feet, walls around them, and a ceiling overhead with danger lurking around each corner they're exploring.

Planar Travel. When a campaign gets the party beyond the realms material and into other dimensions they'll encounter unfamiliar flora and fauna, denizens they may not even recognize as sentient beings, and wonders they'll never forget. These journeys can be especially perilous and the powerful magic usually required for them will take adventurers far from their homes, but inspire tales that are retold for centuries.

Urban. Whether wandering through a village, making their way across the bustling streets of a metropolis, or sneaking in the sewers beneath a city there's plenty of exploration for adventurers to engage in wherever civilization clusters. Settlements are also the primary places where social encounters occur, but can offer a number of challenges and obstacles that require more to be done than what a bit of sly talk can accomplish.

Wilderness. Most exploration roleplay happens between other types of encounters as the party makes their way through the world, whether by air, land, or sea. The weather and other obstacles that nature puts in the way of the adventurers depends on the regions they are journeying through, and some places can prove to be just as lethal as any dragon or fiend.

Combining Combat Encounters and Exploration Challenges

When battle breaks out in the middle of an exploration challenge as long as one complicates the other, to calculate the encounter CR add the challenge rating of each together just like multiple monsters. For example, if goblins attack the party while they're crossing a rope bridge the encounter is complicated and increases the encounter CR, but if they can do the fight before dealing with the rope bridge each is treated as a separate encounter. Likewise, a party dealing with counterfeit goods that they're using as armor or weapons has complicated combat encounters, but not if the counterfeit goods are jewelry or other items that have no impact on a battle.

Social Encounters

The most roleplay-intensive part of campaigns occurs between journeys and initiative checks in the halls of royalty, courts of import, amid the market, and in the streets of settlements. Whenever the adventurers are interacting nonviolently with NPCs (or maybe sometimes just a little bit violently) they are having some kind of social encounter. There are more kinds of social encounters than any other type of encounter, but they all generally serve a few different purposes.

TABLE: CHALLENGE RATINGS AND EXPERIENCE POINTS

CHALLENGE RATING	EXPERIENCE POINTS
0	0 or 10
1/8	25
1/4	50
1/2	100
1	200
2	450
3	700
4	1,100
5	1,800
6	2,300
7	2,900
8	3,900
9	5,000
10	5,900
11	7,200
12	8,400
13	10,000
14	11,500
15	13,000
16	15,000
17	18,000
18	20,000
19	22,000
20	25,000
21	33,000
22	41,000
23	50,000
24	62,000
25	75,000
26	90,000
27	105,000
28	120,000
29	135,000
30	155,000

Challenge Rating

The difficulty of a fight against a monster, besting an exploration challenge, or overcoming an encounter element (page 46) in either is measured by **challenge rating**, or **CR**. A challenge rating helps guide the Narrator in choosing appropriate challenges for a group of adventurers and denotes the amount of experience points to be rewarded afterward.

Convince. A fundamental reason for the party to interact socially with NPCs is because they want something—maybe it's help with a monster, or some information, or permission into protected territory, or one of a thousand other reasons. The primary means of convincing others will be their actual roleplaying (what the adventurers say and do), and at the GM's discretion the use of social skills like Deception, Intimidation, and Persuasion. This isn't to suggest that other skills (like Arcana, Culture, History and so on) don't have a role here, but unless it's a specific situation (such as distracting a fellow mage, an aristocrat, or an historian) they are not the primary means of achieving what the party is after.

Develop. One of the most rewarding things about roleplaying is defining and learning who the characters in the game are! Every social encounter is an opportunity for players to make it clear who their adventurer is, what they're about, and to discover how they are changed by the world around them and the conflicts they've endured. When returning from a year on the road where they've slayed a dragon and saved a kingdom, how do the adventurers view their quaint hometown? What are the reactions of their friends and family? These interactions are vital in making a group feel like they have a stake in what's going on in the campaign, and can provide narrative resources that might become powerful motivators for other important factors in the game.

Entertain. Of course sometimes a night in the tavern is just a night in the tavern and there's nothing wrong with having fun. Social encounters don't always have to have hidden motives or intended goals, and giving players the opportunity to simply exist in the campaign gives the experience a certain sense of realism. There are other stories being woven around them, not every conflict bears an imminent threat, and even for adventurers there can be pleasant lulls between lethal battles and deadly dungeon delves. This can also be a handy thing for the Narrator to keep in mind—when the material they've prepared has run its course and there's still an hour of gaming left to do, a social encounter with no aim but to entertain is a good way to finish out a session without having to rely on too much improvisation.

Inform. Probably the most likely reason for social encounters is to provide information to the players. This information could be elements of a campaign's story, or an investigation with clues and leads, or surprising revelations in the royal court, or a great many other things. The important thing is that the social encounter conveys the information to the party (a royal proclamation for example) or gives them access to it (finding a secretive note on their tavern seat left there by an unknown person).

Occlude. Just as there are times when the adventurers are trying to convince someone to do something, there are occasions where adventurers will need to act so that someone does *not* do something by concealing important information (thus removing the impetus to act). Typically this is a matter of Deception but might also be a Stealth check or opposed Investigation check to hide a crucial report amongst easily disregarded forms, using calligrapher's supplies to forge a document and Sleight of Hand to put it into an official's satchel, or making a perfect replica of a noble's prized statuette using mason's tool's and then Persuasion to convince them it's the original.

For some examples and suggested social encounters, refer to Table: Random Social Encounters on page 103.

Combat Encounters

There are two main ways to build a combat scene:

Challenge-Based Encounter. The Narrator may set out to prepare a fun, challenging combat encounter and chooses opponents accordingly. A set-piece battle in an important dungeon room or the climactic battle in a story arc are often built to challenge the adventurers.

Story-Based Encounter. Often the story and player actions determine the nature of a conflict. If adventurers antagonize the city watch they may have to fight guards, and if they anger an archmage they may be forced to battle the archmage. There's no guarantee that a fight is winnable: the party must deal with the consequences of their choices.

In either case, the Narrator will want to know whether a fight is likely to be trivial, unwinnable, or somewhere in between. In a challenge-based encounter, the Narrator wants to aim for a middle ground of difficulty. In a story-based encounter, the Narrator may want to signal to the adventurers when they're about to bite off more than they can chew. It's rarely fun when a crushing defeat or an easy victory is a surprise to everyone (including the Narrator).

To determine the likely challenge posed by a battle, compare its combat encounter difficulty and its maximum monster CR to the party's capabilities.

Combat Encounter Difficulty

Combat encounter difficulty is evaluated by comparing the **encounter CR** (the total CR of all opponents) to the **total character level**. The ratio of these two numbers determines the challenge presented by the matchup.

Allies. If the adventurers have monster or NPC allies, add their CR × 3 to the total character level.

Elites. When calculating the encounter CR, double the CR of elite monsters.

Encounter challenge ratings are flexible and can allow for many different types of battles. For instance, a CR 10 encounter could consist of one CR 10 monster, two CR 5 monsters, one CR 5 leader with five CR 1 minions, and so on. Here's how adventurers stack up against monsters:

Easy Matchup

- A battle in which the encounter CR approximately equals 1/6th the total character level.
- A fight which isn't in doubt that drains little or no resources from the party.
- An easy battle is an appropriate challenge for a tier 1 party, which can probably handle three or four such encounters before needing a long rest. Higher-level parties can face many easy battles in a row.

Medium Matchup

- A battle in which the encounter CR approximately equals 1/3rd the total character level.
- A fight which isn't in doubt but may cost the adventurers a few spells or healing resources.
- Between long rests, the party can probably fight at most two such battles per tier (2 medium fights at 1st level, 8 medium fights at 17th level).

Hard Matchup

- A battle in which the encounter CR approximately equals 1/2 the total character level.
- A fight in which the adventurers must spend significant resources to triumph. Losing is possible but the odds are on the party's side.
- Between long rests, the party can probably face 1 such battle per tier (1 hard fight at 1st level, 4 hard fights at 17th level).
- For a tier 1 party, a hard battle can easily prove to be deadly.

Deadly Matchup

- A battle in which the encounter CR approximately equals 2/3rd the total character level.
- A fight in which winning and losing are both possible. The party must spend its best resources.
- A well-rested party of at least 5th level can handle 1 such battle.
- Tier 1 parties should rarely if ever face deadly battles.

Impossible Matchup

- A battle in which the encounter CR equals or exceeds total character level.
- A fight which is almost certain to result in the adventurers losing.
- A high level party of optimized adventurers might be able to routinely win some battles which are rated as impossible.

Low Level Adventurers and Low CR Monsters

Tier 0 adventurers are not extremely tough yet. They have very few hit points and spell slots, as well as limited access to area attacks. A low level party can be easily swamped by large numbers of low CR monsters.

When determining encounter CR for tier 0 or tier 1 adventurers, treat any monster with a CR below 1 as if its CR were one step higher. Thus a CR 0 monster is effectively a CR 1/8 monster when calculating encounter CR, a CR 1/2 monster is effectively a CR 1 monster, and so on. For example, a group of three 1st level adventurers (total character level 3) against two goblins (effective CR 1/2 each, encounter CR 1) is a medium challenge.

For a short, easy-to-remember summary of these rules, judge a potential encounter by asking the following questions:

- **Is the total Challenge Rating of all the monsters close to half the total character level?** If so, the combat encounter will be hard. If the total CR is lower than this, the battle will be easier; as the CR gets higher, the battle gets harder. If the total CR equals or exceeds the total character level, the combat may be impossible to win!
- **Are there any monsters with a CR 50% higher than the average character level?** If so, the battle may be deadlier than anticipated.
- **Are the adventurers level 4 or lower?** Keep battles on the easier side, especially against many foes! For low-level adventurers, a few unlucky die rolls can turn a possible battle into an impossible one.

TABLE: TIER 0 AND TIER 1 EFFECTIVE ENCOUNTER CR

ACTUAL MONSTER CR	EFFECTIVE CR
0	1/8
1/8	1/4
1/4	1/2
1/2	1

Party Optimization

The Combat Encounter Difficulty guidelines assume a party with a standard amount of magical treasure, a healthy but not overwhelming interest in tactics, and a balanced composition of classes that includes a spellcaster or two.

If adventurers are more interested in story immersion and character than in combat, or they possess fewer magic items than usual, then they may prefer mostly easy matchups with a few medium ones thrown in. Similarly, some party compositions, like an all-rogue party, are best suited for easy combat challenges and difficult exploration and social encounters.

If a party is composed of highly experienced players looking for a combat challenge, and they're playing optimized adventurers of 5th level or higher, the players may relish frequent hard and deadly matchups. They may even want to try their hands at impossible matchups. Similarly, battles can be made more difficult in a campaign rich with magical treasure.

Maximum Monster CR

An encounter's **maximum monster CR** is the challenge rating of the single toughest opponent in the encounter.

Adventurers are rarely able to fight a satisfying battle against a monster with a CR that's much higher than a single adventurer's level. Such a monster has a high chance of dropping an adventurer from full health to 0 hit points in a single hit, and its defenses and saving throw DCs may make it more deadly than expected. Even if a battle looks possible when comparing the total character level and encounter CR, **it is an impossible matchup if the maximum monster CR is higher than 1.5 × the average character level.**

For example, nine 5th level adventurers (total character level 45) have a total character level equalling three times the challenge rating of an adult green dragon (CR 15), suggesting a medium matchup. However a single blast of the dragon's breath could potentially drop all 9 adventurers! Any number of 5th level adventurers will have a hard time with a monster of CR 8 or higher.

Example Combat Challenges

- Two CR 1/2 worgs (encounter CR 2) are a hard matchup for four or five 1st level adventurers (because the tier 1 rule rounds up each worg to CR 1). An ogre (also encounter CR 2) is an impossible matchup for this same party, since its CR is above their maximum monster CR.
- A demilich (CR 18) is a medium battle for four 14th level adventurers. This same party will face deadly peril against the Skull of Medon, an elite CR 18 demilich.



TABLE: ENCOUNTER CR FOR DIFFERENT PARTY SIZES

CHARACTER LEVEL	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH	10TH	11TH	12TH	13TH	14TH	15TH	16TH	17TH	18TH	19TH	20TH
Maximum Monster CR	*1*	*3*	*4*	*6*	*7*	*9*	*10*	*12*	*13*	*15*	*16*	*18*	*19*	*21*	*22*	*24*	*25*	*27*	*28*	*30*
Easy battle for 2 adventurers	¼	½	1	1	2	2	2	3	3	3	4	4	4	4	5	5	5	6	6	6
Medium battle for 2	½	1	2	3	3	4	5	5	6	7	7	8	9	9	10	11	11	12	13	13
Hard battle for 2	¾	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Deadly battle for 2	1	3	4	5	7	8	9	11	12	13	15	16	17	18	20	21	22	24	25	26
Easy battle for 3 adventurers	½	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
Medium battle for 3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Hard battle for 3	1 ½	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30
Deadly battle for 3	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
Easy battle for 4 adventurers	¾	1	2	3	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13
Medium battle for 4	1	3	4	5	7	8	9	11	12	13	15	16	17	18	20	21	22	24	25	26
Hard battle for 4	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
Deadly battle for 4	3	5	8	11	13	16	18	21	24	26	29	32	34	37	40	42	45	48	50	53
Easy battle for 5 adventurers	1	2	2	3	4	5	6	6	7	8	9	10	10	11	12	13	14	14	15	16
Medium battle for 5	1 ½	3	5	7	8	10	12	13	15	17	18	20	21	23	25	26	28	30	31	33
Hard battle for 5	2	5	8	10	13	15	18	20	23	25	28	30	33	35	38	40	43	45	48	50
Deadly battle for 5	3	7	10	13	17	20	23	26	30	33	36	40	43	46	50	53	56	59	63	66
Easy battle for 6+ adventurers	1	2	3	4	5	6	7	8	9	10	11	12	12	13	14	15	16	17	18	19
Medium battle for 6+	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
Hard battle for 6+	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60
Deadly battle for 6+	4	8	12	16	20	24	28	32	36	40	44	48	51	55	59	63	67	71	75	80

Using Elite Monsters

An elite monster is a powerful opponent designed to provide a tough challenge to a large group of players. Often, an elite monster is a variant of another monster: a leader, champion, or even a named individual. For example, Belethias, Commander of the First is an elite pit fiend.

An elite monster has approximately twice the hit points and deals around 50% more damage than a normal monster of its CR—and it usually becomes more dangerous as the battle goes on.

An elite monster poses the same challenge as two non-elite monsters of its challenge rating. For example, the tarrasque (an elite CR 30 monster) is as dangerous as two normal CR 30 monsters. It should provide an epic fight for four or five well-optimized adventurers of 20th level, or a hard fight for six or seven 20th level adventurers.

When determining encounter CR, double the challenge rating of an elite monster (for instance, an encounter featuring the elite CR 30 tarrasque has an encounter CR of 60). However, elite monsters have attacks, defenses, and saving throw DCs that make them suitable opponents for lower level adventurers. When determining the maximum monster CR of an encounter, use its actual CR (thus, the maximum monster CR of a tarrasque encounter is 30, so it's an appropriate encounter for 20th level adventurers).

Using Legendary Monsters

A legendary monster is designed to be an interesting combatant for multiple adventurers. With up to 3 legendary actions, and possibly extra bonus actions and reactions as well, it has the extra turns it needs to keep up with as many as three adventurers.



As with any other monster, a legendary monster is at its best when its CR is, at most, 1.5 × the average character level. A maximally tough legendary monster like this is a hard matchup for 3 adventurers, a medium matchup for 4 adventurers, and will probably be easy for 5 or more adventurers.

When designing a climactic, set-piece battle against a legendary monster, make sure to provide it some allies or minions if it's facing 4 or more adventurers.

The Adventuring Day

As a rule of thumb for how many battles a party can likely handle before it needs a long rest, use a daily budget of **encounter points**.

- A party at tier 0 (1st–2nd level) has 1 encounter point.
- A party at tier 1 (3rd–4th level) has 2 encounter points
- A party at tier 2 (5th–10th level) has 4 encounter points.
- A party at tier 3 (11th–16th level) has 6 encounter points.
- A party at tier 4 (17th–20th level) has 8 encounter points

For each encounter point it possesses, a party can face one medium encounter before needing a rest. An easy battle costs half an encounter point. A hard battle costs 2 encounter points. A deadly battle costs 4 encounter points.

A low level party can face four easy battles or two medium battles before needing a long rest, and a single hard battle could drain them of resources. A high level party could expect to win through a deadly battle and still have resources to spare, though a second deadly battle might put them in a perilous situation.

This encounter budget is an estimate, and is superseded by the Narrator's experience with a particular gaming group—some adventurers may not have the resources to meet these benchmarks, and some may blow past them. There's no rule that says that a party needs to fight a certain number of encounters before bedtime, and the pacing of the adventuring day should be based on the desires of the players and the needs of the story.

Combat Encounter Types

One of the ways to keep combat fresh is to vary the types of battles that the players face. If a game session includes multiple combats their difficulty should be varied. A steady diet of hard encounters can be exhausting for adventurers so a few medium or easy battles should be included if the story allows for it.

The composition of battles can vary too. Some class features and attacks (like a rogue's Sneak Attack) are very effective against a single monster, while others (like a wizard's *fireball*) shine against large groups. Varied encounter composition gives everyone a turn in the spotlight and, conversely, forces everyone to improvise when their go-to moves aren't optimal. Here are some typical combat encounter compositions.

Solo Fight. Sometimes the story dictates that the players battle a single enemy, such as a dragon. It's possible to make this a challenging and satisfying battle, though the opponent is starting off at a disadvantage—no matter how much damage a normal monster dishes out, it's limited by the number of turns it can take compared to a party of heroes. Legendary and especially elite monsters make the best solo opponents.

A legendary monster with a challenge rating equal to or 50% higher than average party level can provide a medium to hard battle against three or four adventurers. For a larger party, an elite monster of this challenge rating is required to provide the same challenge.

For example, an elite great wyrm green dragon (equivalent to two CR 22 monsters) could be a hard fight for five 17th level adventurers.

Boss and Minions. If circumstances require a big showdown with a single tough opponent, it often makes a lot of sense for this tough enemy to be accompanied by lesser monsters. An archmage or a powerful demon will never let itself be caught alone.

A tough monster with a CR equal to the average party level can keep two or three adventurers busy. For each additional adventurer, add monsters with a CR of 1/3 the adventurer's level.

For example, a vampire (CR 10) with two vampire spawn (CR 4 each) would be a hard to medium fight for four or five 10th level adventurers.

Commander and Troops. This is similar to a boss and minions battle, but the troops (not the commander) make up the bulk of the challenge. The commander may provide boosts to its allies.

A monster with a CR of up to 1/2 the average party level can match one adventurer. Each additional adventurer can handle two monsters with a CR up to 1/4 their level each.

For example, a boggard sovereign (CR 3) and four boggard bravos (CR 1/2 each) are a medium encounter for three 6th level adventurers.

Team vs. Team. In this type of battle the numbers of adventurers and monsters are roughly equal. Depending on the desired level of difficulty, the CR of the opposition could be between 1/3 and 1/2 average party level.

For example, a 10th level party of three to five adventurers can handle four elementals (CR 5 each), although the fight would be dangerous for only a trio of adventurers.

Horde. Sometimes a party finds itself wading through an army of lowly mooks. This kind of battle will be very easy for adventurers with access to area attack spells like *fireball*. On the other hand, it might overwhelm a party of rogues or other adventurers that specialize in damaging a single enemy.

Depending on its composition, a party might be able to deal with a force up to five times its size as long as the total CR of all enemies isn't higher than half the total character level (remember that for tier 1 adventurers, fractional CRs are doubled!)

For example, four 5th level adventurers are in good stead to defeat 20 hobgoblins (CR 1/2 each). If the party has two spellcasters, it's likely they wipe the floor with the hobgoblins. If the party has only melee combatants like rogues or fighters however, they might have a tough time or even be overwhelmed.

Combat Encounter Complications

There are many ways to vary combat encounters other than altering the number of combatants. Unique details of terrain, goals, and enemy strategies create story, add vividness, and unlock tactical options.

Alternate Goals. When an encounter isn't a battle of attrition, the outcome is determined more by story and circumstance than by encounter guidelines and challenge rating. In a fight featuring a complex trap or other goal, the party is trying to perform some noncombat task while surviving an enemy onslaught.

For example, half of a party might be trying to protect the other half as they disarm a trap, or the party might be trying to survive long enough to convince their attackers that they come in peace. Two sides might be racing to reach the same objective—perhaps a magic jewel across the room, or an NPC on the other side of a city—while attacking and sabotaging each other. The party might be trying to steal something from their enemy, or guard an object from theft: a well-executed plan might avoid bloodshed altogether. Plenty of adventurers might desire a dragon's treasure but have no stomach to fight the dragon itself!

Ranged Attackers. Ranged attackers, like archers and spellcasters, do best when they're difficult to reach. Intelligent ranged attackers will arrange to fight behind a barrier, such as a wall or a melee bodyguard. If behind a wall or on a high ledge, bow-armed goblins can fight well above their weight class. The success of ranged opponents depends on party composition. Kobold slingers give melee fighters fits, but aren't much good against bow-wielding rangers and spellcasting wizards.

Shifting Alliances. Instead of two, a battle might be composed of three or more factions. The two weakest sides might form a temporary alliance in order to prevent the stronger side from reaching victory—but betrayal is likely. For example, the party and one of their old adversaries might band together to battle a demonic invasion, finishing their vendetta afterward.

Terrain and Hazards. Every conflict is set somewhere, and a vividly described location enhances a scene on a visceral and tactical level. A battlefield with high ground, obstacles, and difficult terrain allows both sides to seek advantage. Usable objects beg adventurers to interact with them. A boiling cauldron will inevitably be spilled, and a feasting table will probably be climbed on or tipped over.

Choke points like doors are tactically useful—so much so that they can come to dominate a battle, causing gridlock. When there's a strategically important choke point like a door, it can be good to add an alternate route so that clever attackers can outflank defenders. As choke points go, bridges can be more fun than doors (creatures can be pushed off bridges).

Hazards like steep cliffs and lava pools can be treated like a combatant, boosting the encounter CR of the fight. See Encounter Elements on page 46 for common combat hazards like frigid water, lava, and yellow mold.

Waves. When reinforcements appear halfway through a fight the overall combat is easier than if both groups had appeared together, but harder than two successive battles with a chance to rest in between. This technique can be used to calibrate the difficulty of a battle and to increase tension as the fight goes on. A second group might notice and respond to a conflict, or it might be scheduled to arrive as part of a regular patrol. Possibly an enemy rings an alarm bell or runs to call for reinforcements, and the second wave doesn't arrive if the messenger is stopped.

Failure in a Combat Encounter

When preparing a combat encounter—especially a challenging one—it helps to consider what failure might look like. Not every battle is a fight to the death with no quarter given, and while failure may lead to consequences and further difficulties for the *adventurers*, it doesn't need to be bad news for the *players*. They're playing *Level Up* because they want to overcome difficulties.

The Narrator probably has an idea of what will occur if the adventurers are triumphant in a battle. But if the adventurers lose, what happens next?

- **Do the adventurers escape but suffer a plot setback?** What does that look like? If the party is pursuing an important item, it might mean that their enemies obtain it instead. A mission to retrieve it—perhaps a heist—could be a fun followup adventure.
- **Does the plot change course?** Perhaps a party's ship is attacked by pirates. On a failure, the adventurers might find themselves chained to oars in the pirate galley, and the next session's mission is to escape and recover their equipment from the captain's cabin.
- **Are the stakes heightened?** A failure may advance a villain's plans, bringing the world one step closer to a cataclysmic event. Perhaps it results in danger to a valued NPC ally. A combat failure might give the adventurers a glimpse at what's at risk, propelling the campaign towards a more dramatic finale.
- **Are the adventurers killed?** Death does happen. If the plot demands it, failure might result in death for an adventurer or even a dreaded total party kill. However, if a battle will be difficult and failure will result in death, make sure the players are aware of the stakes beforehand. Give them a choice about whether and when to engage in the battle. Unless everyone is on board, it's unwise to stake the future of a campaign on a battle that's unavoidable, deadly, and difficult to win.

Elite Monsters and Failure

A battle against an elite monster can be one of the riskiest and most taxing combat challenges in *Level Up*. In such a battle, consider alternatives to total victory or crushing defeat.

If a party manages to reduce an elite monster to half its hit points, they've already done very well. They've dealt enough damage to defeat a normal monster of its type. Their reward, of course, is that the monster starts hitting twice as hard. The battle becomes more dangerous just when the party may have used up its best resources—which heightens the tension, and not coincidentally, the danger of the encounter.

Challenge Rating Increase

The challenge rating of a combat encounter or exploration challenge can be increased when an encounter element is included so long as it poses an active threat—a cage match near a volcanic pit is more dramatic, but no more dangerous than usual.

TABLE: ENCOUNTER ELEMENT CHALLENGE RATINGS

ENCOUNTER ELEMENT	CR INCREASE
Acid	+2
Brown mold	+2
Crowd	+1
Darkness	+1/2
Dense smoke	+1
Extreme cold	+1
Extreme heat	+1
Falling	+1 per 30 feet (maximum +4)
Fire	+2
Frigid water	+1
Green slime	+1
Heavy precipitation	+1/2
High gravity	+2
Lava	+4
Low gravity	–1
Magnetized ore	+1/2
Memory crystals	+1/2
Miring Ground	+3
Poisonous plants	+1
Rushing liquid	+2
Strong winds	+1/2
Underwater	+1
Vacuum	+3
Webs	+1/2
Yellow mold	+2

When adventurers are down to their last few hit points and spells, and an elite monster is bloodied but not beaten, consider whether the monster really wants to fight to the death. An intelligent creature may be ready to retreat or be amenable to a truce, perhaps even offering treasure if the party will leave it alone. After all, it's been beaten half to death itself and it could probably use a rest! The adventurers may have earned its grudging respect, and it might want them alive as captives or even allies. There are many ways that a valiant but unsuccessful battle against an elite monster can lead to a partial victory.

Encounter Elements

The world can be a dangerous place and the environment might pose a deadly threat all by itself. In addition to their inherent danger, encounter elements offer ways to enhance the perils of exploration challenges or combat to make both more satisfying. A duel atop a bridge or traversing a narrow crossing is all the more exciting when deadly lava runs below rather than rushing water, and a hallway fight or dungeon trap with a plethora of green slime is a different kind of challenge altogether!

Acid

A creature that touches acid takes 5 (2d4) acid damage. When a creature first enters into an area of acid or starts its turn there, it takes 10 (4d4) ongoing acid damage. A creature submerged in acid takes 25 (10d4) ongoing acid damage. This damage persists for 3 rounds after the creature leaves the acid. A creature ends all ongoing damage from mundane acid by using its action to wipe away the corrosive liquid.

Brown Mold

Brown mold subsists on heat, drawing away warmth from the environment and creatures around it. Most patches of brown mold have only a 10-foot radius, but the temperature in a 30-foot radius around it is unnaturally cold.

When a creature moves within 5 feet of the brown mold for the first time on a turn or starts its turn there, it makes a DC 12 Constitution saving throw,

taking 22 (4d10) cold damage on a failure, or half damage on a success.

Brown mold is not only immune to fire damage but rapidly grows when exposed to flames. When any source of fire—the effects of a spell like *fire bolt*, a lit torch, and so on—happens within 5 feet of a patch of brown mold, the brown mold rapidly expands to surround it in a 10-foot radius. However, any amount of cold damage instantly destroys a patch of brown mold.

Crowd

Throngs of humanoids are difficult terrain, and a creature surrounded by a crowd has disadvantage on hearing- and sight-based checks to perceive outside of it.

In addition, making attacks in a crowd risks collateral damage and the wrath of the throng. When a creature attacks from within a crowd or attacks a target within a crowd, on a miss by 10 or more the attack hits a crowd member and the creature makes a Deception, Intimidation, or Persuasion check (DC 13 + 2 per previous check) to convince the crowd not to attack it. On a failure, the crowd transforms into a **commoner mob** and attacks, fighting until the creature is reduced to 0 hit points or the commoner mob is bloodied.

Darkness

Darkness comes in two varieties: magical and nonmagical. In nonmagical darkness, creatures with darkvision can see out to the range specified by that trait as if it were dim light. In magical darkness, all vision is blocked. Creatures without darkvision cannot see in mundane or magical darkness. In addition, a frightened creature unable to see because of magical darkness is rattled.

Dense Smoke

Creatures and objects in an area of dense smoke are heavily obscured. When a creature that needs to breathe starts its turn in an area of dense smoke, if it is not holding its breath it makes a Constitution



saving throw (DC 10 + 1 per round previous turn in the dense smoke, maximum DC 20) or it begins to suffocate (see Chapter 7: Adventuring, in the *Adventurer's Handbook*). A creature that covers its mouth and nose with a damp cloth has advantage on this save. Finally, smell-based checks to perceive or track creatures that have spent more than 1 round in an area of dense smoke have advantage until the creature finishes a long rest or takes at least 10 minutes to clean the smoke from itself.

Extreme Cold

At the end of every hour a creature is exposed to temperatures at or below 0° Fahrenheit (–18° Celsius), it makes a DC 10 Constitution saving throw or suffers a level of fatigue. Resistance to cold damage, immunity to cold damage, or wearing cold weather gear grants an automatic success on this save. Creatures native to an extreme cold environment also automatically succeed on their saving throw.

Saving throws made against effects or spells that deal cold damage have disadvantage.

Extreme Heat

At the end of every hour a creature is exposed to temperatures at or above 100° Fahrenheit (38° Celsius), it makes a Constitution saving throw (DC 4 + 1 per hour spent in extreme heat) or suffers a level of fatigue. Resistance to fire damage, immunity to fire damage, or keeping a light pack (less than half carrying capacity) grants an automatic success on this save, whereas a creature wearing medium armor, heavy armor, or heavy clothing has disadvantage. Creatures native to an extreme heat environment also automatically succeed on their saving throw.

Saving throws made against effects or spells that deal fire damage have disadvantage.

Falling

The quickest way to severe harm (or even death) is from falling. Whether from a rooftop, cliff's edge, treetop, or flying mount, falling can deal a devastating amount of damage. When a creature falls, it takes 1d6 bludgeoning damage for every 10 feet it falls (maximum 20d6) and lands prone.

A creature that falls into water takes half damage, or no damage if it dives with a successful Athletics check (DC equal to the distance it falls divided by 5).

Fire

An area of fire sheds bright light to 10 feet beyond its edges and dim light an additional 10 feet. A creature that touches fire takes 7 (2d6) ongoing fire damage. A creature may end ongoing damage from mundane fire by spending an action to extinguish the flames. Smoke and heat shimmer lightly obscure anything within or on the other side of an area of fire.

Frigid Water

After being in frigid water for a number of minutes equal to its Constitution score, a creature makes a DC 10 Constitution saving throw at the end of each minute or it suffers a level of fatigue. Resistance or immunity to cold damage grants an automatic success on this save. Creatures native to an extreme cold environment also automatically succeed on their saving throw.

Green Slime

This sticky, vibrantly green, slopping slime clings to and mercilessly eats away at flesh, plants, and even metal.

Green slime covers a 5-foot square area or larger, though rarely greater in size than a 20-foot radius. Although it is alive and able to sense with blindsight to a range of 30 feet, green slime has no Intelligence or other ability scores. When green slime senses movement underneath it, it drops towards the ground. A creature in the green slime's area makes a DC 10 Dexterity saving throw, becoming slimed on a failure.

A slimed creature takes 5 (1d10) ongoing acid damage until the green slime is scraped off with an action. Green slime is destroyed by sunlight, any feature, spell, or trait that cures disease, or any amount of cold, fire, or radiant damage. Wood or metal exposed to green slime instead takes 11 (2d10) acid damage.

Heavy Precipitation

Heavy snowfall makes an area lightly obscured, and Perception checks relying on sight are made with disadvantage. Heavy rain has the same effects, also affecting Perception checks that rely on hearing and extinguishing any open flames.

High Gravity

The ranges of ranged weapons are halved, as are all jump distances. When a creature makes its first attack in a round using a weapon that does not have the dual-wielding property, it makes a DC 12 Athletics check or subtracts 1d4 from its attack rolls for 1 round. Falling damage is treated as twice the distance in the area and there is no maximum amount of damage that can be taken from a fall. For every hour spent in the area, a creature not acclimated to it makes a Constitution saving throw (DC 8 + the number of hours spent in the area) or gain a level of fatigue (maximum 4 levels of fatigue).



Lava

A creature that touches lava takes 16 (3d10) ongoing fire damage. When a creature first enters into an area of lava or starts its turn there, it takes 33 (6d10) ongoing fire damage. A creature submerged in lava takes 55 (10d10) ongoing fire damage. This damage persists for 4 rounds after the creature leaves the lava. A creature ends all ongoing damage from lava by using its action to wipe away the molten rock.

Low Gravity

The ranges of ranged weapons are doubled, as are all jump distances. Falling damage is treated as half the distance in the area. In addition, damage from bludgeoning weapons is reduced by half.

Magnetized Ore

Magnetized ore wreaks havoc on the use of compasses or any natural sense of direction, making both useless within 500 feet.

While within 50 feet of magnetized ore, a creature wearing heavy armor made from metal or attacking with a metal weapon has disadvantage on its attack rolls, Strength and Dexterity checks, and saving throws made against fatigue.

Memory Crystals

Recognizing a memory crystal for what it is requires a DC 20 Arcana check. When a creature with prepared spells is within 30 feet of a memory crystal, at the start of its turn it must make a DC 15 spellcasting ability check or lose one randomly determined prepared spell.

When destroyed (DC 17 Strength check, AC 7, 2 hit points) a memory crystal explodes with dangerous magic in a 10-foot radius. Each creature in the area makes a DC 20 Charisma saving throw, taking 14 (4d6) psychic damage on a failed save, or half as much damage on a successful one.

An area filled with memory crystals requires a creature to succeed on a DC 8 Acrobatics check at the end of each of its turns to avoid breaking any of the dangerous gemstones.

Miring Ground

Sludge, tar, or sufficiently deep and sticky mud can provide real danger to creatures caught in them.

Miring ground is difficult terrain. In addition, when a creature starts its turn in miring ground, it begins to sink and makes an Athletics check (DC 12 + 2 per round spent in the area) to continue moving. On a failure, its Speed is reduced by 10 feet. When this reduces a creature's Speed to 5 feet or less it begins sinking 1 foot deeper into the miring ground at the end of each of its turns. A sinking creature can be freed with an Athletics check equal to the DC of its last failed check against the miring ground. A sinking creature that becomes submerged begins suffocating if it is unable to hold its breath. Any creature trying to aid a sinking creature must have a solid surface to stand on or a fly speed, but can use ropes or similar means to do so at a distance.

Poisonous Plants

Spotting the telltale signs of vegetation dangerous to touch requires a DC 15 Nature check. Poisonous plants can be as sparse as a few shrubs or as pervasive as fields of harmful groundcover.

When a creature starts its turn within the area or enters the area for the first time on a turn, it makes a DC 10 Constitution saving throw, taking 3 (1d6) poison damage on a failure, or half damage on a success.

Rushing Liquid

Standing in rushing liquid halves the speed of a creature moving against the current and doubles the speed of creatures moving with it. At the start of each of its turns, a creature in knee-high rushing liquid makes an Acrobatics or Athletics check to keep its footing. On a failure, it is knocked prone and moves a number of feet in the direction of the current equal to the amount it failed the check by (rounded up to the nearest 5 feet). The check is DC 11 if the rushing liquid is knee-high, DC 14 if waist-high, DC 17 if chest-high, and DC 20 if the creature's feet cannot touch the bottom. A creature moving with the current has disadvantage on this check. A creature driven into a solid object by the current (such as a rock) takes damage as if it had fallen a number of feet equal to the distance it was moved by the current (minimum 1d6 bludgeoning, piercing, or slashing damage). Standing up from prone in rushing liquid requires an Acrobatics or Athletics check with a DC equal to the DC to keep footing. A creature that loses its footing is considered underwater (see below) until it regains its footing.

Strong Winds

Ranged weapon attacks and Perception checks that rely on hearing have disadvantage in high winds. In addition, it extinguishes any open flames, disperses fogs and smoke, and forces any flying creature to land before the end of its turn or fall.

Underwater

A creature that cannot breathe water begins to suffocate underwater once it cannot hold its breath. In addition, creatures without swim speeds have disadvantage on attacks made using any weapon other than a dagger, dueling dagger, javelin, shortsword, spear, or trident. Ranged weapon attacks automatically miss beyond their normal range underwater, and bludgeoning and fire damage are halved. A creature that takes damage while holding its breath underwater must succeed on a concentration check or immediately begin suffocating as if its breath had run out.

Vacuum

An area of vacuum has no air, so creatures that need to breathe must use another source of air or begin to suffocate once they cannot hold their breath. In addition, the area carries no sound, so hearing-based checks made to perceive automatically fail and spells with vocalized components cannot be cast. A creature with its own air supply may cast spells with vocalized components, but still cannot hear. Vacuum is also utterly chilling, dealing 11 (3d6) cold damage to a creature at the start of each of its turns in the area.

Webs

Whether created by massive insects or swarms of smaller creatures, these sticky strands ensnare and capture creatures that fall afoul of them. An area of webs is difficult terrain, and when a creature starts its turn within the area or enters the area for the first time on a turn, it makes a DC 12 Dexterity saving throw or becomes restrained. Restrained creatures can use an action to make a DC 12 Acrobatics or Athletics check, escaping on a success.

A 10-foot cube of webs has AC 10, 15 hit points, vulnerability to fire, and immunity to bludgeoning, piercing, and psychic damage.

Yellow Mold

This sickeningly yellow mold only grows in dark places and is extremely sensitive to movement nearby.

Yellow mold covers a 10-foot radius area. When a creature moves within 30 feet of a patch of yellow mold, at the start of its turn spores are released and it makes a DC 15 Constitution saving throw. On a failure, the creature takes 11 (2d10) ongoing poison damage and becomes poisoned for 1 minute, continuing to take ongoing damage until it is no longer poisoned. At the end of each of its turns, the poisoned creature can repeat the saving throw, ending the effect on itself on a success.

Yellow mold is destroyed by sunlight or any amount of fire damage.



CHAPTER 4

Exploration

- *A band of passing nobles are overwhelmed by the bard's roadside performance, so thrilled with the melodies he plucks out that they reward him with a tincture they claim will protect him should his lute's strings fail while entertaining the dragon said to be lurking nearby.*
- *While the rest of the adventurers hurry across the dunes the ranger tarries behind, slowed by the careful sweeping of her saber. The party learns days later that her caution saved them all, their pursuers slowed by tracks lost to the sands.*
- *The marshal makes some quick calculations and swears as she realizes there's no time to waste. To reach the Dread Sage's keep before the ritual can be completed, they have to make the dangerous trek directly across the Clawpeak Mountains.*

Sometimes hitting things takes a back seat. Exploration is far more than just travel or filler between encounters, or a way for Narrator and adventurers to use their skills and develop creative problem solving—it is the inclusion of the world as a character that is dynamic and influential. More than a pretty backdrop, the environment can be a significant element in storytelling and exploration makes it an eminent part of the game.

Diamond fiddles with the chain decorating her curved horns, looking at the yawning canyon in front of the adventurers. "Please tell me I don't have to climb down that."

"Not necessarily," the gnome next to her says. "I talked to a guy a few villages back who said there was still a bridge. However, uh, he passed on a decade ago so I'm not sure if it's still around."

She sighs, casually checking to make sure her gear is secure. "Nox, what have we said about asking questions of the dead?"

"What?" they ask, scratching their head. "He was very nice. How do you think I knew to order the amber ale rather than the mead at that inn?"

"Focus, please." Maika cuts the two of them off with a thump of her staff against the ground. "So we could try and climb down, or we could go look for a bridge that may or may not exist anymore."

"I vote bridge," Diamond immediately replies. "I will fall."

"If we spend a day looking for the bridge and can't find it, though," Maika asks as she reaches into a pouch and absentmindedly feeds the sparrow perched on her shoulder, "can we afford to lose the time?"

The two women look at Nox, who simply shrugs their shoulders. "I don't do flying magic. It's gotta be one of the two."

Diamond groans. "You're right, we're in a hurry — but someone other than me is tying the knots." Retrieving a coil of rope from her back, she goes in search of a tree to tie it to, startling lizards from the spiky underbrush as she walks. A gnarled juniper serves her purpose just fine and she beckons her companions over to assist.

Familiarity

Every player can relate to the weather in their hometown and we all feel sympathy for those who are beset by inclement weather in places around the world. Narrators can use relatable conditions to enhance roleplay, making a group feel a greater sense of realism and investment in the setting.

Foreshadowing

While surprises can be exciting, they might also feel like punishment. Instead the Narrator should use the environment to leave clues for adventurers, placing obstacles and challenges in the setting as needed for the campaign. For example, dark clouds on the horizon might presage torrential rain, high winds, and lightning strikes. Rapidly dropping temperatures are a warning of coming snowfall, frostbite, and freezing rain.



Memorable Locations

Using unique locations to have confrontations and explore the setting can leave an indelible mark on a campaign—a boring conflict changes if the location is dynamic. A bell tower, cliffside nest, cloud city, massive foundry, frozen lake, or expanse of black sand all make for strange locations, especially if battle begins and the environment has significant effects on the combat.

New Solutions

When the adventurers and enemies clash, the environment can create a new goal, a focal point in which damage dealing isn't the best course of action. Another swing of a sword or blast of eldritch energy may not be the best choice if the chamber is flooding, a ceiling is collapsing, or a wall of water sweeps over the docks.

Tension

Many groups fall into the trap of 'analysis paralysis', overthinking and underacting, but the dangers posed by the environment can escalate to force adventurers into action! For example, flooding, mudslides, snowstorms, and hurricanes could all be mitigated if the PCs push forward. Angry mobs, gathering patrols, burning buildings, and collapsing structures are also escalating dangers the party may want to escape. Even classic dungeon traps like tilting floors, flooding chambers, and portals disgorging hungry beasts can build tension—if the party does not move, the environment might move them instead.

Use and Abuse the Environment

You want to knock an opponent over, but where? How about over a balcony, into a pool of acid, down a muddy hill, or sliding across that frozen lake. A character could kill a single ogre in one strike, while an ally could be more effective by causing a landslide that crushes a dozen ogres —and an enemy could do the same. Both the adversaries and the adventurers should take advantage of their surroundings.

Winning At Exploration

When the environment plays its full part as the third entity in the triangle of conflict, winning means more than dealing damage.

A to B. The adventurers must get across a dangerous region. Crossing a raging river, frozen lake, crumbling cliff, narrow rope bridge, or getting to high ground become just as important as dodging a foe's blade. Fighting enemies may be involved but the goal is to get from origin to destination, not stay and fight.

Close the Gate. This is a catchall for sealing an entry, be that a door, magical portal, or an actual gate holding back a dire threat (for example monsters, flood waters, or gallons of slime). The solution might require brute force —moving a boulder, slamming a door shut, or sliding a giant stone cube —or a specific key such as reading a ritual, grasping magic rods, or disabling chanting cultists.

Survive. Sometimes it's just a matter of taking the hits. The environment can unleash brutal onslaughts upon both body and mind, offering no alternative but to hunker down and wait out the storm (literally or figuratively).

Win the Race. An enemy may want to get to a location before the adventurers and the game's eminent challenge becomes rapidly crossing a region, avoiding delays, and getting to the goal first. Examples include getting onto a rising drawbridge, rolling beneath a lowering portcullis, catching a drifting boat leaving shore, the first to snatch a magic item, finding shelter from a storm, or reclaiming panicked mounts before they disappear into the wilderness.

The Journey

At the heart of exploration is the journey, or the story that happens while the adventurers travel from origin to destination —surviving the elements, discovering new places, and overcoming the obstacles presented by the environment. This section provides the rules and resources for running a journey from start to finish.

Before a journey, the party sets their travel pace, or how fast they'd like to go. The Narrator determines the difficulty of the journey itself and the number of encounters the adventurers have on the journey. Some encounters might be a fight against one or more monsters or happening across other travelers, but they'll also have to contend with the world itself in exploration challenges.

Navigation

When the adventurers have a map (see Survival Gear, Chapter 4: Equipment in the *Adventurer's Guide*) there is little chance of them getting lost. The mystery lies in the time it takes them to reach their destination, and the challenges that they face along the way. Without a map, adventurers always know which region (see below) they are in, but are not usually aware of adjacent regions (unless one of them takes the Scout journey activity). They can journey from region to region, making choices along the way —for example, the party might be in Rolling Grasslands, and need to decide between hiking Lofty Mountains or chancing a Feywood as their next step before finally reaching some safe Open Roads leading to their destination.

Travel Pace

Adventurers can travel at a normal, fast, or slow pace, which determines the distance they cover in a day of travel (see Table: Travel Pace). While a fast pace might shorten the time required for a journey, moving so quickly makes travelers less aware of the dangers around them. Likewise, a steadier slow pace prolongs a journey but adventurers can stay alert, cover their tracks, and move more stealthily. The effects from traveling faster than a slow pace are cumulative.

TABLE: TRAVEL PACE

PACE	MINUTE	HOUR	DAY	EFFECT
Crawl	50 feet	1/2 mile	4 miles	Advantage on Survival checks to cover tracks
Slow/Wagon	200 feet	2 miles	16 miles	—
Normal	300 feet	3 miles	24 miles	Unable to use Stealth
Fast/Mounted	400 feet	4 miles	32 miles	–5 penalty to passive Perception and disadvantage on Perception checks
Gallop	800 feet	8 miles*	—	Disadvantage on Survival checks to track

** A mount can only travel at gallop speed for 1 hour each day. Otherwise it travels at the fast/mounted pace.*

Journey Checklist

When making a journey, follow these steps.

1. Based on the world map, the Narrator determines which Regions exist on the route.
2. For each Region determine the travel distance, travel pace, and resultant travel time.
   a. The Narrator determines the Region's traits and task DC, and rolls 1d20 to determine the prevailing weather.
   b. Each adventurer selects one or more journey activities and makes relevant checks.
   c. The Narrator rolls for one or more encounters using the appropriate tiered table for that Region. These may be monsters, exploration challenges, social encounters, or scenery.
   d. Determine Supply usage and apply fatigue if necessary.
3. Repeat step 2 for each Region.
4. Arrive at your destination!

The order in which journey activities are resolved and when encounters take place is up to the Narrator, although we suggest that you resolve journey activities, and then run any encounters.

Fatigue. Creatures suffering from two or more levels of fatigue cannot travel faster than at a normal pace. Creatures suffering from three or more levels of fatigue cannot travel faster than at a slow pace. Creatures suffering from four or more levels of fatigue cannot travel faster than a crawl.

Forced March

Adventurers on a journey can travel for up to 8 hours in a day before requiring a long rest to reinvigorate themselves and continue — any further and they may exhaust themselves. For every additional hour of travel past 8 hours, an adventurer makes a Constitution saving throw at the end of the hour (DC 10 + the number of additional hours of travel), suffering a level of fatigue on a failure. The party can set the pace, increasing the DC of the saving throw for a normal pace (+1) or fast/mounted pace (+2).

For example, after traveling for 8 hours a party decides to push themselves and continue the day's journey for 1 additional hour at a normal pace. At the end of the hour they've traveled another 3 miles, but each adventurer makes a DC 12 Constitution saving throw (10 + 1 additional hour + 1 for normal pace), suffering a level of fatigue on a failure.

Mounts and Pack Animals

Mounts such as riding horses can only travel for about an hour a day at the gallop pace listed in Table: Travel Pace. While mounts and pack animals may be useful on a journey, they are also a responsibility—each mount requires its own Supply, may have difficulty traveling in different kinds of environments, and can become a liability during certain exploration challenges. For example, it may be difficult to lead a mount through a swampy area or have it traverse a landslide.

Resting and Havens

While on a journey, adventurers are only able to recover from 2 or more levels of fatigue or strife on a long rest when they have access to a haven. A haven is a place to get a meal and a full night's sleep without the reasonable risk of attack or harm from the elements. For example, an inn is considered a haven, but a campsite where adventurers must take turns keeping watch through the night is not. Some spells and class features may create havens.

Tracking Supply

Mundane consumable items like food and water are simplified into a single item called Supply. When an adventurer gains access to food and water, they can add Supply to their inventory. Basic rations (dry food and water) usually costs 5 silver for 1 Supply, but finer foods may cost more.

- 1 Supply consists of enough combined food and water to sustain a Small- or Medium-sized creature for a day.
- Large-sized creatures require 2 Supply each day. Creatures of Huge size or larger require an amount of Supply determined by the Narrator.
- A creature can carry a number of Supply equal to its Strength score in addition to the rest of its gear. A Large-sized creature can carry Supply equal to twice its Strength score.
- Whenever a creature takes a long rest, it must consume Supply. If it does not, it gains a level of fatigue.
- At the Narrator's discretion a beast can hunt, forage, or graze before taking a long rest, only requiring Supply if the region is not plentiful enough for it to do so.
- Supply consumed while in another form (like while under the effects of a polymorphing spell or a druid's wild shape) is wasted and provides no nourishment when a creature returns to its normal form.

When adventurers run out of Supply while journeying, they can access more in a few ways. Some journey activities allow adventurers to forage for more food and water. Boons and discoveries, which are common rewards for exploration challenges, may lead to more Supply. As a last resort, the party may need to take a detour to the nearest town, find a wandering merchant, or even abandon the journey and head home.

In some campaigns the wilderness is just the gap between dungeons and plot points, and in others battling against the elements and nature is a major focus. Consider the following two alternate methods of supply tracking to better fit the campaign:

Casual Supplies. **These rules are best used in adventures where surviving the elements is not a major theme.**

- **A creature is assumed to eat and care for itself as needed and rations are not tracked.**
- **As long as a creature has access to its gear, it's assumed to have packed enough food and water to sustain itself during any journey.**

Desperate Supplies. **Adventures where wilderness survival is the primary theme are best served with these rules.**

- **All mundane consumable items must be tracked separately and must be stored in proper containers (see Containers, Chapter 4: Equipment in the *Adventurer's Guide*).**
- **Throughout the course of a day, Medium-sized creatures must consume at least 1 pound of food and 1 gallon (8 pounds) of water (or half as much if Small-sized, or twice as much if Large-sized). When a creature completes a long rest without having consumed its required food and water, it gains a level of fatigue.**

Weather Events

Roll 1d20 to determine the general weather in each region. That weather is primarily descriptive and used by the Narrator to set the scene. Occasionally, exploration challenges result in extreme weather events. These include the following.

- Blinding Blizzard (CR 1)
- Choking Smoke (CR 11)
- Dense Fog (CR 6)
- Flash Flood (CR 6)
- Flood (CR 3)
- Hail Deluge (CR 8)
- Hail Storm (CR 1)
- Haze (CR 1/4)
- Hoar Frost (CR 15)
- Killing Cloud (CR 18)
- Primordial Tornado (CR 12)
- Sandstorm (CR 7)
- Sunspots (CR 11)
- Thunderstorm (CR 3)
- Tornado (CR 10)
- Tsunami (CR 17)

Vehicles

Not all travel is done by foot or hoof. Vehicles are used by many adventurers to help travel the vast distances of the world.

Land Vehicles. Wagons and carts are unable to go faster than a slow pace, but some land vehicles can choose at which pace to move. Stealth cannot be used while journeying in a land vehicle, and they require a DC 13 land vehicle check every day spent traveling at a fast pace. On a failure, the vehicle suffers a malfunction (see Malfunctions, Chapter 4: Equipment in the *Adventurer's Guide*).

Water Vehicles. Water vehicles are restricted by the speed of the vehicle and gain no benefits from a slow pace, but have no penalties for moving at a fast pace. Depending on the vehicle and crew size, a ship can travel up to 24 hours a day.

Regions

A region is an area of the world, defined geographically by its physical features. It might be a vast forest or a sandy desert; or it might be a snow-tipped mountain range or a stretch of underground caverns. Regions are often —but not always —named areas on the map. Regions are important building blocks of the world, and each region has its own properties and encounter tables. Later in this chapter are some common regions for Narrators to use.

Combined Regions. Sometimes an area on the map might fit the description of more than one region. The Narrator may choose either region, combine both, or create a new region.

Terrains. A region can have more than one kind of terrain and those listed are general suggestions for the most common types to be found there. Ultimately the types of terrain in a region are at the Narrator's discretion and the needs of the campaign.

Regions and Tiers. Each region on the map is designated with a tier (from 0–4) which corresponds with the adventuring tiers of play introduced in Chapter 1: Character Creation, in the *Adventurer's Guide*. Any region can be any tier, but some regions lend themselves towards certain ends of the scale; for example, a tier 3 Country Shire would be highly unusual, but a tier 2 Feywood would not.

The combination of region and tier allows for a wide array of building blocks with which to build the game world. A tier 1 Feywood might be a small forest on the edge of a village where it is rumored that satyrs play in the moonlight, while a tier 4 Feywood could be home to powerful and capricious fey beings, or ruled by an ancient green dragon.

A region's tier determines the difficulty of the challenges encountered within. Exploration and monster encounter tables are all categorized by tier, making it easy to select tier-relevant encounters. Of course, exceptions can and do exist, and a powerful monster can wander into that tier 1 Country Shire, or a cruel necromancer might make their lair on the outskirts, but such an occurrence is not typical of that region and is usually used as the subject of an adventure rather than a random encounter.

It should be noted that it is possible for a low-level party to wander into a region too dangerous for them. The Narrator should provide clues to the danger level and —where appropriate —allow for some means of escape should the adventurers find themselves in over their heads.

Party-Appropriate Challenges. In some games the Narrator may prefer not to designate regions with a default tier, and instead present the adventurers with encounters and challenges appropriate for their level.

Weather

Each region contains a short list of randomly generated weather options. These are generally limited to non-extreme weather conditions, including clear, overcast, mist, rain, and snow, and are purely descriptive tools to help the Narrator set the scene —they do not affect the adventurers. More extreme weather events are treated as exploration challenges (see page 106) and include phenomena like blizzards, dense fogs, hail storms, sandstorms, tornados, thunderstorms, and more.

Roll a d20 for weather once for each region. In the winter season, add 5 to the roll, unless the region is in a notably warm or tropical clime.

Encounters

Each region the adventurers travel through will include one or more encounters. The Narrator decides how many encounters the party has.

Encounters include four categories: exploration challenges, monsters, social encounters, and scenery. It is important that the players do not know which type of encounter they've stumbled into —it should be introduced to them narratively. That chill feeling might be mere scenery, but it might be the sign of some kind of undead spirit, or it might foreshadow a weather event.

Each region presents encounter tables which include all four encounter types. The Narrator can roll on these tables, choose an option, or introduce something new.

Along a journey the Narrator should employ a mix of combat encounters, social encounters, exploration challenges, and scenery. Exploration challenges, which are detailed later in this chapter, have assigned tiers and challenge ratings that correspond to adventurers' levels. It is assumed that high-level adventurers are able to pass tier 1 exploration challenges without much effort, but a tier 4 exploration challenge poses a major threat.

Ultimately how many encounters adventurers have while traveling is at the discretion of the Narrator, but in general it's recommended that the party has at least one encounter (combat, exploration, or social) in every region they journey through to make it memorable. Some regions are going to have more encounters than other regions —either because they are tumultuous, the area plays an important part in the campaign, or they are large in size —and the types of encounters the party might have in a given region are listed in its Exploring table. Depending on the needs of the game and campaign setting, the types of encounters, frequency of encounters, and difficulty of certain journey activities might be different.





Journey Activities

Adventurers have the option to participate in activities while traveling in order to pick up some extra resources, improve the conditions of their journey, or learn more about the world around them.

Difficulty Class. The DC of a journey activity is based on the region's tier: tier 0 — DC 10, tier 1—DC 12, tier 2—DC 14, tier 3—DC 16, tier 4—DC 18. Depending on the region, some journey activities are made with either advantage or disadvantage. For example, the Scout journey activity in a tier 2 Blasted Badlands is DC 14 and the check is made with advantage.

Experienced Travelers. The Busk and Rob journey activities are most profitable for novice adventurers, but experienced travelers can sometimes pick out a mark carrying confidential materials instead of gold, and nobles seek out performers of note wherever they might be. Additionally, when an adventurer is attempting to gather a specific component of 100 gold or less with Gather Components, they can roll with disadvantage, finding it on a success.

Modifying DC. The Narrator can raise the DC on a journey activity based on extenuating circumstances. Here are some suggestions for modifying a journey activity's difficulty class:

- ***Inclement Weather (+2)*** may impede an adventurer's ability to search for things with the Scout activity, or lead to fewer people on the road (making the Busk and Rob activities more difficult).
- ***Multitasking (+3) such*** as attempting a journey activity while trying not to be discovered, may make it harder to attempt the check.
- ***Hostile Territory (+4)*** may make it difficult to interact with the locals, impeding a check made to Busk or Gossip. It may be dangerous to stop, so taking the Pray activity or using Scout is harder to do.

Adventurers choose how long (in days) to engage in an activity, making a single check for that duration, and many activities grant additional rewards based on the time spent doing them. For example,

when using the Busk activity, a PC gains gold for each day they perform that activity. An adventurer is free to divide their travel across a region into different activities, performing each for a number of days. When determining how many days the adventurer is undertaking an activity for, count the total number of days and roll once, even if those days are not consecutive. When to make a check for a journey activity is determined by what region it is made in and otherwise at the Narrator's discretion.

When making an ability check for a journey activity, an adventurer may achieve a success or a failure, or a critical success or a critical failure, each with a different outcome.

Befriend Animal

An adventurer can make friends with a wild animal (a beast with a challenge rating equal to or less than 1/3rd the party's total level) by succeeding on an Animal Handling check.

Critical Failure. The adventurer scares or angers the animal, which attacks them.

Failure. The adventurer is unable to befriend the animal.

Success. The adventurer befriends one animal. The animal follows the party through the region until it spots danger. Adventurers can assume that when the animal runs off that something dangerous is following them or hidden nearby. The adventurer who befriended the creature can then make a Perception check contested by the hidden creature's Stealth check in order to spot the danger.

Critical Success. As a success, but the animal also leads the adventurer to a Boon or Discovery. Additionally, the adventurer gains advantage on their Perception check to spot a hidden danger. Only one such boon can be gained per region.

Busk

Adventurers can entertain passersby with a successful Acrobatics, Athletics, or Performance check.

Note: To perform this journey activity, the party must be in a populated area such as a Country Shire, Open Roads, or an Urban Township.

Critical Failure. Passersby steal 3d4 gold from the adventurer.

Failure. The adventurer earns no money.

Success. The adventurer gains 1 gold per day of travel plus 1 gold for each point they beat the DC by.

Critical Success. The adventurer gains 2 gold per day of travel plus 1 gold for each point they beat the DC by, and one passerby gifts them with a random magical item worth 50 gold or less. Only one such gift can be earned per region.

Chronicle

An adventurer that spends their time writing down observations of local landmarks, recording various customs, or charting a map can make a History check. The adventurer must spend the entire region undertaking this activity.

Critical Failure. The adventurer slips, falls, or otherwise bumbles during the journey, destroying their journaling scrolls or the book they were writing in.

Failure. The adventurer fails to record anything of note or value.

Success. The adventurer gains an expertise die on future History or Survival checks made within or about the region.

Critical Success. As a success, and the adventurer discovers a Boon or Discovery about the region. Only one such boon can be gained per region.

Cook

By acting as the party's cook and quartermaster, with a cook's utensils or Survival check an adventurer can help ensure that everybody remains fed.

Critical Failure. For every two creatures being fed, the Supply requirement to feed them is increased by 1 Supply.

Failure. The cooking is adequate, but has no special effects.

Success. For each day spent doing this journey activity, the Supply requirement to feed 4 creatures eating the meal is reduced by 1 Supply (up to a maximum number of creatures equal to twice the adventurer's proficiency bonus).

Critical Success. As a success, and each creature being fed gains one additional hit die to spend on each day they are fed by the adventurer.

Cover Tracks

While moving at a slow pace, an adventurer can cover the party's tracks with a Survival check so that it is harder for pursuers to follow. The adventurer's Survival check result is the DC for any pursuer's Survival check to track them.

Critical Failure. The party leaves an obvious trail, and their pursuers gain a day's worth of travel covering the distance between them for each day spent doing this journey activity.

Failure. The party leaves a trail, and their pursuers continue to harass them.

Success. The party manages to put an extra day between themselves and their pursuers for each day spent doing this journey activity.

Critical Success. The party lose their pursuers.

Entertain

With a successful Performance check an adventurer can help keep the party's spirits high. Each party member can only benefit from this journey activity once per week.

Critical Failure. The adventurer's performance is so bad that the party gains a level of strife.

Failure. The party is not entertained.

Success. The next time the adventurer or an ally would suffer a level of strife, they do not. When this journey activity is performed for multiple days, the next time the adventurer or one of their allies makes a saving throw against strife, they gain an expertise die for each day spent carrying out this journey activity. When there is more than one member of the party that can benefit from this journey activity (like when the entire party makes saving throws against strife at the same time), the adventurer that performed it chooses who benefits.

Critical Success. The adventurer and any allies each recover one level of fatigue or strife. This benefit can only be gained by each adventurer once per week.

Gather Components

Adventurers that gather supplies useful for the material components of spellcasting can make an Arcana or Nature check.

Critical Failure. The adventurer accidentally picks components about to decay or rot, destroying 1d4 gold worth of their own material components before realizing it.

Failure. The adventurer finds no components.

Success. The adventurer finds 1d4 gold worth of components per day, plus 1 gold worth of components for each point they beat the DC by.

Critical Success. The adventurer finds 2d4 gold worth of components per day, plus 1 gold worth of components for each point they beat the DC by.

Gossip

Success on an Investigation or Persuasion check tells an adventurer the local news and rumors.

Critical Failure. The party learns a false rumor.

Failure. The party gains no rumor.

Success. For each day spent doing this journey activity, the Narrator reveals an engaging rumor or tidbit that could lead the party on a new side-quest or support the main plot of the campaign.

Critical Success. As a success, and local gossip leads the party to a Boon or Discovery.

Harvest

An adventurer that succeeds on a Medicine or Nature check finds plants to refill a healer's satchel.

Critical Failure. The adventurer accidentally picks plants about to decay or rot, destroying 1 use of their healer's satchel before realizing it.

Failure. The adventurer finds no plants.

Success. The adventurer finds plants to refill 1 use of a healer's satchel for each day spent doing this journey activity.

Critical Success. As a success, and the adventurer finds plants which duplicate the effects of a potion of healing. This benefit can only be gained once per week.

Alternatively, an adventurer can choose to make an herbalism kit check or poisoner's kit check (see Chapter 4: Equipment in the *Adventurer's Guide*).

Hunt and Gather

It's often fruitful for an adventurer to track and kill game, or forage for food and water, along the road with a Survival check.

Critical Failure. The adventurer gains toxic Supply, and the entire party suffers a level of fatigue.

Failure. The adventurer gains no Supply.

Success. The adventurer gains 1 Supply per day spent doing this journey activity.

Critical Success. The adventurer gains double the Supply.

Pray

While traveling many choose to connect with deities and spirits. An adventurer makes a Religion check.

Critical Failure. The gods are displeased. Each party member discovers that 1 Supply has spoiled.

Failure. The gods do not listen.

Success. The adventurer receives a blessing for each day spent doing this journey activity, gaining an expertise die on the next ability check they make in this region.

Critical Success. The entire party gains an expertise die on their next ability checks made in this region, and the gods lead the adventurer to a Boon or Discovery.

Rob

Adventurers can force others into handing over their coins with a successful Intimidation check, or pick-pocket travelers with a successful Sleight of Hand check. To perform this journey activity, the party must be in a populated area such as a Country Shire, Open Roads, or Urban Township. This journey activity usually takes a week to complete.

Critical Failure. A potential victim turns out to be a rival adventuring party of similar capabilities and a fight ensues.

Failure. No gold is gained.

Success. The adventurer gains 1d8 gold per week of travel. When this journey activity is done in fewer than 7 days, the adventurer instead gains half as much gold (minimum 1 gold).

Critical Success. As a success, and the adventurer gains a magic item worth 100 gold or less. This benefit can only be gained once per region.

Scout

An adventurer roams at a distance from the party, making a Perception check seeking vantage points to look ahead. This journey activity may only be performed once per region.

Note: This journey activity may only be performed once per region.

Critical Failure. The adventurer gets lost and suffers a level of fatigue before returning to the party.

Failure. The adventurer learns nothing useful.

Success. The party automatically learns one region which adjoins the current region for each day spent doing this journey activity. Additionally, the party gains advantage on Perception checks made against any attempts to surprise or ambush them during the period that the adventurer is scouting.

Critical Success. As a success, and the adventurer finds a handy path. The party gains half a day's travel for each day spent doing this journey activity.

Track

A designated tracker can ensure that the party remains on the trail of their prey with a Survival check. This check is opposed by the Survival check of the creature being tracked if it is attempting to hide its tracks, or the region's journey activity DC if it is not.

Critical Failure. The party loses their prey.

Failure. The party falls back an extra day between themselves and their prey for each day spent doing this journey activity.

Success. The party continues to follow their prey.

Critical Success. The adventurer finds an obvious trail, and the party gains a day's worth of travel covering the distance between them and their prey for each day spent doing this journey activity.

Regions

Blasted Badlands

These deserts are notorious for their many capricious ruins, the devastated landscape the biggest mark left upon the world by the forgotten civilizations that once flourished there. Monsters aplenty roam the wastes as well, so adventurers journeying through it encounter many creatures and constructed terrain exploration challenges.

Terrains. Desert, laboratory, mountains, ruins, subterranean, swamp, temple, tomb.

Tiers. Blasted Badlands tend to be tier 2 and above.

Weather. 1–10 clear, 11–25 overcast.

Journey Activities. Adventurers gain advantage on checks made to Scout, but disadvantage on checks made to Befriend Animal, Gossip, and Rob. It is not possible to Busk, Harvest, or Hunt and Gather.

TABLE: BLASTED BADLANDS EXPLORING TIER 0

D100	ENCOUNTER	TYPE	D100	ENCOUNTER	TYPE
1–3	Bandit	Mnst	52–54	Hyena[G]	Mnst
4–5	Cockatrice	Mnst	55–57	Jackal	Mnst
6–7	Cultist	Mnst	58–59	Hail Storm	Expl
8–9	Cutthroat	Mnst	60–61	Kobold	Mnst
10–19	Travel Scenery	pg 105	62–64	LizardG	Mnst
20–21	Ettercap	Mnst	65–66	Ochre Jelly	Mnst
22–23	Gargoyle	Mnst	67–69	Haze	Expl
24–25	Gelatinous Cube	Mnst	70–71	Ogrekin	Mnst
26–27	Ghoul	Mnst	72–74	Poisonous Snake[G]	Mnst
28–29	Bridge of Stones	Expl	75–77	Lost Item	Expl
30–31	Giant Centipede	Mnst	78–80	Rat[G]	Mnst
32–34	Giant Wolf Spider	Mnst	81–83	Skeleton	Mnst
35–37	Goblin	Mnst	84–86	Spider[G]	Mnst
38–42	Gray Ooze	Mnst	87–88	Zombie	Mnst
43–45	Enchanted Windmill	Expl	89–90	Sea of Sand	Expl
46–48	Grick	Mnst	91–99	Social Encounter	pg 103
49–51	Grimlock	Mnst	100	Labyrinthine Ravines	Expl

[G] *On an odd result, use the giant version of this creature instead.*

TABLE: BLASTED BADLANDS EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1–3	Bandit Captain	Mnst
4–5	Banshee	Mnst
6–7	Basilisk	Mnst
8–9	Black Pudding	Mnst
10–17	Travel Scenery	pg 105
18–19	Cult Fanatic	Mnst
20–21	Cutthroat	Mnst
22–23	Doppelganger	Mnst
24–25	Ettin	Mnst
26–27	Flood	Expl
28–29	Gargoyle	Mnst
30–31	Gelatinous Cube	Mnst
32–34	Ghast	Mnst
35–36	Ghost	Mnst
37–38	Labyrinthine Ravines	Expl
39–42	Ghoul	Mnst
43–45	Goblin Boss or Goblin Warlock	Mnst
46–48	Grimlock Technical	Mnst
49–51	Intellect Devourer	Mnst
52–54	Pests	Expl
55–56	Kobold Broodguard or Kobold Sorcerer	Mnst
57–59	Mimic	Mnst
60–61	Mummy	Mnst
62–63	Ogre	Mnst
64–66	Pit Trap	Expl
67–69	Ogre Zombie	Mnst
70–71	Shadow	Mnst
72–73	Skeletal Champion	Mnst
74–75	Skeleton Horde	Mnst
76–77	Quicksand	Expl
78–79	Specter	Mnst
80–81	Walking Statue	Mnst
82–83	Wererat	Mnst
84–85	Werewolf	Mnst
86–87	Thunderstorm	Expl
88–89	Zombie Horde	Mnst
90–91	Zombie Knight	Mnst
92–99	Social Encounter	pg 103
100	Rot Grubs	Expl

Encounter Types

Mnst	Monster encounter
Expl	Exploration encounter
pg 103, pg 105	Roll again on the Social Encounter or Travel Scenery table, as indicated.

TABLE: BLASTED BADLANDS EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1–3	Acid Field	Expl
4–5	Cursed Temple	Expl
6–8	Air Elemental[G]	Mnst
9–10	Black Pudding	Mnst
12–17	Travel Scenery	pg 105
18–19	Cambion	Mnst
20–21	Clay Guardian	Mnst
22–23	Dense Fog	Expl
24–25	Enchanted Statue	Expl
26–27	Cyclops	Mnst
28–30	Earth Elemental[G]	Mnst
31–32	Flash Flood	Expl
33–35	Ettin	Mnst
36–38	Fire Elementalg	Mnst
39–40	Flimsy Rope Bridge	Expl
41–42	Green Lake	Expl
43–44	Flesh Guardian	Mnst
45–46	Guardian Naga	Mnst
47–48	Hail Deluge	Expl
49–50	Half-Red Dragon Veteran	Mnst
51–52	Half-Shadow Dragon Assassin	Mnst
53–54	Lethal Outgassing	Expl
55–56	Rot Grubs	Expl
57–59	Mage	Mnst
60–61	Mummy	Mnst
62–63	Sandstorm	Expl
64–66	Night Hag	Mnst
67–69	Ogre Mage	Mnst
70–71	Shattered Earth	Expl
72–73	Tornado	Expl
74–75	Revenant	Mnst
76–77	Shield Guardian	Mnst
78–79	Voracious Pests	Expl
80–81	Skeletal Tyrannosaurus Rex	Mnst
82–83	Stone Guardian	Mnst
84–85	Wild Magic Zone	Expl
86–88	Water Elemental[G]	Mnst
89–91	Wraith	Mnst
92–99	Social Encounter	pg 103
100	Cursed Waterway	Expl

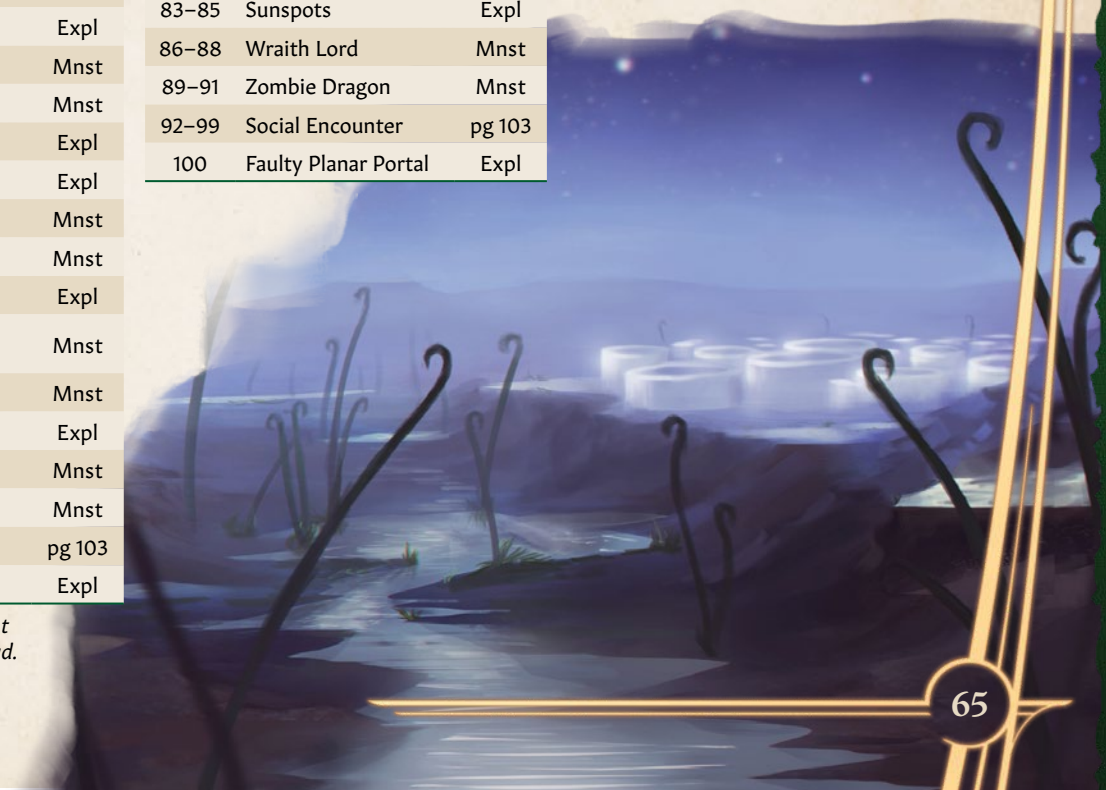
[G] *On an odd result, use the giant version of this creature instead.*

TABLE: BLASTED BADLANDS EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1–3	Adult Emerald Dragon	Mnst
4–6	Bridge of Sorrow	Expl
7–9	Banshee	Mnst
10–12	Behir	Mnst
13–18	Travel Scenery	pg 105
19–21	Blackguard	Mnst
22–24	Cambion	Mnst
25–27	Choking Smoke	Expl
28–30	Clay Guardian	Mnst
31–33	Cyclops Myrmidon	Mnst
34–36	Cursed Waterway	Expl
37–39	Forgotten God	Mnst
40–42	Iron Guardian	Mnst
43–45	Endless Plummet	Expl
46–48	Mummy Lord	Mnst
49–51	Night Hag	Mnst
52–54	Lifeless Desolation	Expl
55–57	Sphinx	Mnst
58–61	Spirit Naga	Mnst
62–64	Primordial Tornado	Expl
65–69	Stone Guardian	Mnst
70–73	Troll or Dread Troll	Mnst
74–76	Sphere of Annihi-lation	Expl
77–79	Vampire	Mnst
80–82	Werewolf	Mnst
83–85	Sunspots	Expl
86–88	Wraith Lord	Mnst
89–91	Zombie Dragon	Mnst
92–99	Social Encounter	pg 103
100	Faulty Planar Portal	Expl

TABLE: BLASTED BADLANDS EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–5	Corrupted Druid Grove	Expl
6–10	Adult Gold Dragon	Mnst
11–16	Travel Scenery	pg 105
17–21	Ancient Emerald Dragon	Mnst
22–26	Divine War	Expl
27–31	Demilich	Mnst
32–36	God Corpse	Expl
37–42	Dread Knight	Mnst
43–47	Hallowed Ground	Expl
48–53	Empyrean	Mnst
55–60	Hellscape	Expl
61–65	Lich	Mnst
66–71	Killing Cloud	Expl
72–76	Mummy Lord	Mnst
77–81	Malfunctioning planar portal	Expl
82–87	Troll or Dread Troll	Mnst
88–94	Vampire	Mnst
95–100	Social Encounter	pg 103



Country Shire

Small villages and rural communities, often surrounded by a patchwork of farms, make for a safe and cozy existence with the most threatening events involving an angry bear harassing livestock. Adventurers journeying through this region can expect little danger, and a high number of social encounters.

Terrains. Forest, grassland, hills, settlement, subterranean, swamp, temple.

Tiers. Country Shires are usually tier 0 or tier 1 regions. Often used as the starting area in a campaign, it would be unusual to find tier 3 or 4 country shires.

Weather. 1–8 clear, 9–12 overcast, 13–16 rain, 17–19 mist, 20–25 snow.

Friendly Locals. Adventurers gain an expertise die on Charisma checks made against people local to the region.

Haven. The whole of this area counts as a haven. Travelers can always recover from fatigue and strife when taking a long rest, even when camping.

Journey Activities. Adventurers gain advantage on checks made to Busk, Chronicle, Gossip, Harvest, and Rob.

TABLE: COUNTRY SHIRE EXPLORING TIER 0

D100	ENCOUNTER	TYPE
1	Axe Beak	Mnst
2–3	Badger	Mnst
4–5	Bridge Of Stones	Expl
6–7	Bandit	Mnst
8–9	Blink Dog	Mnst
10–31	Travel Scenery	pg 105
32–33	Blood Hawk	Mnst
34–35	Centaur	Mnst
36–37	Deer	Mnst
38–39	Enchanted Windmill	Expl
40–41	Druid	Mnst
42	Faerie Dragon	Mnst
43–44	Giant Badger	Mnst
45–46	End of Hibernation	Expl
47–48	Giant Poisonous Snake	Mnst
49–50	Goblin	Mnst
51–52	Hawk	Mnst
53–54	Forested Hills	Expl
55–56	Lizard	Mnst
57–58	Noble	Mnst
59–60	Hail Storm	Expl
61–63	Poisonous Snake	Mnst
64–65	River Dragon Wyrmling	Mnst
66–67	Haze	Expl
68–70	Scarecrow	Mnst
71–72	Scout	Mnst
73–74	Lost Item	Expl
75–76	Soldier	Mnst
77–80	Public Ceremony	Expl
81–82	Warrior	Mnst
83–84	Wolf	Mnst
85–99	Social Encounter	pg 103
100	Mushroom Ring	Expl

TABLE: COUNTRY SHIRE EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1	Ankheg	Mnst
2–3	Bandit Captain	Mnst
4–5	Bridge Of Stones	Expl
6–7	Bugbear	Mnst
8–9	Doppelganger	Mnst
10–27	Travel Scenery	pg 105
28–29	Druid	Mnst
30–31	Ettin	Mnst
32–33	Counterfeit Goods	Expl
34–35	Ghast	Mnst
36–37	Ghost	Mnst
38–39	Enchanted Windmill	Expl
40–41	Ghoul	Mnst
42	Goblin Boss or Goblin Warlock	Mnst
43–44	End of Hibernation	Expl
45–46	Griffon	Mnst
47–48	Guard Squad	Mnst
49–51	Stampede	Expl
52–54	Harpy	Mnst
55–57	Hobgoblin Captain	Mnst
58–59	Flood	Expl
60–61	Jackalope	Mnst
62–63	Jackalwere	Mnst
64–65	Labyrinthine Ravines	Expl
66–67	Knight	Mnst
68–69	Kobold Broodguard or Kobold Sorcerer	Mnst
70–71	Mushroom Ring	Expl
72–73	Lamia	Mnst
74–75	Manticore	Mnst
76–77	Pests	Expl
78–79	Ogre	Mnst
80–81	Phase Spider	Mnst
82–83	Private Property	Expl
84–85	Veteran	Mnst
86–87	Warrior Band	Mnst
88–89	Thunderstorm	Expl
90–99	Social Encounter	pg 103
100	Green Lake	Expl

TABLE: COUNTRY SHIRE EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1–3	Alchemist	Mnst
4–5	Dense Fog	Expl
6–7	Ankheg Queen	Mnst
8–9	Bandit Captain	Mnst
10–17	Travel Scenery	pg 105
18–19	Berserker	Mnst
20–21	Blackguard	Mnst
22–23	Faerie Ring	Expl
24–25	Bugbear Chief	Mnst
26–27	Bulette	Mnst
28–29	Flash Flood	Expl
30–31	Champion Warrior	Mnst
32–34	Cyclops	Mnst
35–36	Green Lake	Expl
37–38	Doppelganger	Mnst
39–42	Flying Lion	Mnst
43–45	Hail Deluge	Expl
46–47	Griffon	Mnst
48–49	Half-Red Dragon Veteran	Mnst
50–51	Living Land	Expl
52–54	High Priest	Mnst
55–56	Hill Giant	Mnst
57–59	Magical Overgrowth	Expl
60–61	Manticore	Mnst
62–63	Owlbear	Mnst
64–65	Rot Grubs	Expl
66–67	Pegasus	Mnst
68–69	Revenant	Mnst
70–71	Sinkhole	Expl
72–73	Scarecrow Harvester	Mnst
74–75	Soldier Squad	Mnst
76–77	Voracious Pests	Expl
78–79	Stone Giant	Mnst
80–81	Strider	Mnst
82–83	White Elk	Expl
84–85	Warrior Band	Mnst
86–87	Werebear	Mnst
88–89	Wild Magic Zone	Expl
90–91	Wyvern	Mnst
92–99	Social Encounter	pg 103
100	Fey Glade	Expl

TABLE: COUNTRY SHIRE EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1–4	Adult Copper Dragon	Mnst
5–7	Blackguard	Mnst
8–10	Cambion	Mnst
11–16	Travel Scenery	pg 105
17–19	Champion Warrior	Mnst
20–22	Cyclops	Mnst
23–25	Gorgon	Mnst
26–28	Caught in the Crossfire	Expl
29–31	Harpy	Mnst
32–34	High Priest	Mnst
35–37	Hill Giant	Mnst
38–39	Choking Smoke	Expl
40–42	Hobgoblin Warlord	Mnst
43–45	Holy Knight	Mnst
46–48	Knight Captain	Mnst
49–51	Cursed Waterway	Expl
52–54	Ogre Mage	Mnst
55–57	Rakshasa	Mnst
58–61	Roc	Mnst
62–64	Endless Plummet	Expl
65–69	Soldier Squad	Mnst
70–73	Stone Giant Stonetalker	Mnst
74–76	Troll or Dread Troll	Mnst
77–79	Fey Glade	Expl
80–82	Vampire	Mnst
83–85	Werebear	Mnst
86–88	Wraith	Mnst
89–90	Perilous Cliff Path	Expl
91–92	Wyvern	Mnst
93–99	Social Encounter	pg 103
100	Hallowed Ground	Expl

TABLE: COUNTRY SHIRE EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–5	Ancient Copper Dragon	Mnst
6–10	Hill Giant	Mnst
11–16	Travel Scenery	pg 105
17–21	Hill Giant Chief	Mnst
22–26	Hobgoblin Warlord	Mnst
27–31	Corrupted Druid Grove	Expl
32–36	Holy Knight	Mnst
37–42	Knight Captain	Mnst
43–47	Forest Fire	Expl
48–53	Rakshasa	Mnst
55–60	Stone Giant Stone-talker	Mnst
61–65	Hallowed Ground	Expl
66–71	Troll or Dread Troll	Mnst
72–76	Vampire	Mnst
77–81	Malfunctioning Planar Portal	Expl
82–87	Wraith	Mnst
88–94	Wraith Lord	Mnst
95–100	Social Encounter	pg 103



Feywood

Home to faeries, sprites, dryads, nymphs, satyrs, and other fey, the animals in this forest are bold and only foolish travelers fail to respect nature as they go along their way. Adventurers journeying through regions like this contend with frequent combat encounters, social encounters, and natural terrain and supernatural exploration challenges.

Terrains. Forest, grassland, hills, jungle, mountains, ruins, settlement, subterranean, swamp, temple, tomb.

Tiers. Feywoods often range from tier 1 through tier 4. While a tier 1 Feywood presents little danger other than from wildlife and the occasional faeries, a tier 4 Feywood might be a dangerous plane like the Dreaming, or the domain of an ancient green dragon.

Weather. 1–15 clear, 16–19 mist, 20–25 rain.

Fey Promises. When an adventurer breaks a promise made in a Feywood they suffer a level of strife.

Natural Camouflage. Adventurers gain an expertise die on Stealth checks.

Journey Activities. When making a check to Harvest or to Hunt and Gather, an adventurer rolls with advantage.

TABLE: FEYWOOD EXPLORING TIER 0

D100	ENCOUNTER	TYPE
1	Awakened Shrub	Mnst
2–3	Awakened Tree	Mnst
4–5	Bridge of Stones	Expl
6–7	Badger	Mnst
8–17	Travel Scenery	pg 105
18–19	Black Bear	Mnst
20–21	Blink Dog	Mnst
22–23	End of Hibernation	Expl
24–25	Boar	Mnst
26–27	Brown Bear	Mnst
28–29	Falling Net	Expl
30–31	Bugbear	Mnst
32–34	Centaur	Mnst
35–36	Forested Hills	Expl
37–38	Deer	Mnst
39–41	Dire Wolf	Mnst
42	Hail Storm	Expl
43–45	Druid	Mnst
46–48	Dryad	Mnst
49–51	Haze	Expl
52–54	Elk	Mnst
55–56	Faerie Dragon	Mnst
57–59	Landslide	Expl
60–61	Giant Boar	Mnst
62–63	Giant Owl	Mnst
64–66	Giant Weasel	Mnst
67–69	Lost Item	Expl
70–71	Gnoll	Mnst
72–73	Ogrekin	Mnst
74–75	Peryton	Mnst
76–77	Stampede	Expl
78–79	Pixie	Mnst
80–81	Pseudodragon	Mnst
82–83	Satyr	Mnst
84–85	Sprite	Mnst
86–87	Swarm of Ravens	Mnst
88–99	Social Encounter	pg 103
100	Quicksand	Expl

TABLE: FEYWOOD EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1	Awakened Tree	Mnst
2–3	Bandit Captain	Mnst
4–5	Bridge of Stones	Expl
6–7	Berserker	Mnst
8–9	Bugbear Chief	Mnst
10–17	Travel Scenery	pg 105
18–19	Doppelganger	Mnst
20–21	Druid	Mnst
22–23	Dryad	Mnst
24–25	End of Hibernation	Expl
26–27	Ettercap	Mnst
28–29	Fey Knight	Mnst
30–31	Goblin Boss or Goblin Warlock	Mnst
32–34	Stampede	Expl
35–36	Green Hag	Mnst
37–38	Hippogriff	Mnst
39–41	Flood	Expl
42	Hobgoblin Captain	Mnst
43–45	Knight	Mnst
46–48	Kobold Broodguard or Kobold Sorcerer	Mnst
49–51	Labyrinthine Ravines	Expl
52–54	Manticore	Mnst
55–56	Minstrel	Mnst
57–58	Ogre	Mnst
59–61	Mushroom Ring	Expl
62–63	Owlbear	Mnst
64–66	Peryton	Mnst
67–69	Pixie	Mnst
70–71	Pests	Expl
72–73	Satyr	Mnst
74–75	Sprite	Mnst
76–77	Pit Trap	Expl
78–79	Veteran	Mnst
80–82	Warrior Band	Mnst
83–84	Quicksand	Expl
85–86	Werewolf	Mnst
87–88	Thunderstorm	Expl
89–99	Social Encounter	pg 103
100	Faerie Ring	Expl

TABLE: FEYWOOD EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1–3	Cursed Temple	Expl
4–5	Alchemist	Mnst
6–7	Assassin	Mnst
8–9	Berserker	Mnst
10–17	Travel Scenery	pg 105
18–19	Bugbear Chief	Mnst
20–21	Centaur	Mnst
22–23	Chimera	Mnst
24–25	Dense Fog	Expl
26–27	Doppelganger	Mnst
28–29	Druid	Mnst
30–31	Ettercap	Mnst
32–33	Faerie Ring	Expl
34–35	Ettin	Mnst
36–37	Fey Knight	Mnst
38–39	Giant Ape	Mnst
40–42	Living Land	Expl
43–44	Gnoll Demonfang	Mnst
45–46	Gorgon	Mnst
47–48	Green Hag	Mnst
49–51	Magical Overgrowth	Expl
52–54	Mage	Mnst
55–56	Night Hag	Mnst
57–58	Ogre Mage	Mnst
59–61	Rot Grubs	Expl
62–63	Owlbear	Mnst
64–65	Pegasus	Mnst
66–67	Revenant	Mnst
68–69	Voracious Pests	Expl
70–71	Shambling Mound	Mnst
72–73	Strider	Mnst
74–75	Treant	Mnst
76–77	White Elk	Expl
78–79	Troll	Mnst
80–82	Unicorn	Mnst
83–84	Warrior Band	Mnst
85–86	Wild Magic Zone	Expl
87–88	Wereboar	Mnst
89–91	Wyvern	Mnst
92–99	Social Encounter	pg 103
100	Fey Glade	Expl

TABLE: FEYWOOD EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1–4	Adult Green Dragon	Mnst
5–7	Archmage	Mnst
8–10	Banshee	Mnst
11–16	Travel Scenery	pg 105
17–19	Faerie Noble	Mnst
20–22	Gorgon	Mnst
23–25	Guardian Naga	Mnst
26–28	Caught in the Crossfire	Expl
29–31	Hill Giant Chief	Mnst
32–34	Hobgoblin Warlord	Mnst
35–37	Medusa	Mnst
38–39	Choking Smoke	Expl
40–42	Night Hag	Mnst
43–45	Ogre Mage	Mnst
46–48	Rakshasa	Mnst
49–51	Cursed Waterway	Expl
52–54	Soldier Squad	Mnst
55–57	Treant	Mnst
58–61	Troll or Dread Troll	Mnst
62–64	Endless Plummet	Expl
65–69	Unicorn	Mnst
70–73	Vampire	Mnst
74–76	Werebear	Mnst
77–79	Fey Glade	Expl
80–82	Wereboar	Mnst
83–85	Werewolf	Mnst
86–88	Wraith Lord	Mnst
89–90	Sunspots	Expl
91–92	Wyvern	Mnst
93–99	Social Encounter	pg 103
100	Malfunctioning Planar Portal	Expl

TABLE: FEYWOOD EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–5	Ancient Green Dragon	Mnst
6–10	Archmage	Mnst
11–16	Travel Scenery	pg 105
17–21	Faerie Noble	Mnst
22–26	Hill Giant Chief	Mnst
27–31	Corrupted Druid Grove	Expl
32–36	Hobgoblin Warlord	Mnst
37–42	Master Assassin	Mnst
43–47	Forest Fire	Expl
48–53	Rakshasa	Mnst
55–60	Treant	Mnst
61–65	Killing Cloud	Expl
66–71	Troll or Dread Troll	Mnst
72–76	Vampire	Mnst
77–81	Malfunctioning Planar Portal	Expl
82–87	Wraith	Mnst
88–94	Wraith Lord	Mnst
95–100	Social Encounter	pg 103



Fiery Hellscape

From active volcanoes to the hottest layers of Hell, these regions are dominated by red-hot lava flows and flaming geysers. Adventurers journeying through these regions can expect to encounter many natural terrain challenges and dangerous creatures.

Terrains. Desert, laboratory, mountains, ruins, subterranean, temple, tomb.

Tiers. These regions lend themselves towards danger and are usually tier 3 or tier 4. A higher tier Fiery Hellscape might be found on a plane of elemental fire or the volcanic domain of a red dragon. Lower tier versions of these regions are rare, but might be found naturally occurring in some places.

Weather. Uncomfortably warm.

Hot. Traveling at faster than a slow pace is dangerous in the region's hot temperatures, and adventurers that do so suffer a level of fatigue when taking a long rest (even if they have Supply). The use of appropriate mounts (such as camels) and keeping a light pack (less than half carrying capacity) allow for adventurers to travel as fast as a normal pace without suffering fatigue during a long rest.

Unquenchable Thirst. Twice the usual amount of Supply is required when taking a long rest.

Journey Activities. Checks to Harvest or Hunt and Gather are made at disadvantage. It is not possible to Busk.

TABLE: FIERY HELLSCAPE EXPLORING TIER 0

D100	ENCOUNTER	TYP
1–3	Ankheg Spawn	Mnst
4–5	Axe Beak	Mnst
6–8	Bat[G]	Mnst
9–10	Cockatrice	Mnst
11–12	Cutthroat	Mnst
13–26	Travel Scenery	pg 105
27–29	Death Dog	Mnst
30–32	Dretch	Mnst
33–35	Dust Mephit	Mnst
36–38	Giant Fire Beetle	Mnst
39–40	Ghoul	Mnst
41–43	Haze	Expl
44–46	Giant Wasp	Mnst
47–48	Gnoll	Mnst
49–50	Goblin	Mnst
51–53	Harpy	Mnst
54–56	Hyena[G]	Mnst
57–59	Imp	Mnst
60–62	Lost Item	Expl
63–64	Jackal	Mnst
66–67	Kobold	Mnst
68–69	Lemure	Mnst
70–72	Lizard[G]	Mnst
73–75	Ogrekin	Mnst
76–78	Poisonous Snake[G]	Mnst
79–81	Sea of Sand	Expl
82–83	Pteranodon	Mnst
84–85	Skeleton	Mnst
86–88	Spider[G]	Mnst
89–90	Zombie	Mnst
91–99	Social Encounter	pg 103
100	Labyrinthine Ravines	Mnst

[G] *On an odd result, use the giant version of this creature instead.*

TABLE: FIERY HELLSCAPE EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1–2	Ankheg	Mnst
3–4	Banshee	Mnst
5–6	Bearded Devil	Mnst
7–8	Darkmantle	Mnst
9–10	Dretch	Mnst
11–12	Ghast	Mnst
13–21	Travel Scenery	pg 105
22–23	Ghost	Mnst
24–25	Ghoul	Mnst
26–27	Giant Scorpion	Mnst
28–29	Gnoll	Mnst
30–31	Goblin Boss or Goblin Warlock	Mnst
32–34	Hell Hound	Mnst
35–36	Imp	Mnst
37–38	Kobold Broodguard or Kobold Sorcerer	Mnst
39–41	Labyrinthine Ravines	Expl
42–43	Lemure	Mnst
44–46	Lemure Band	Mnst
47–48	Malcubus	Mnst
49–51	Minotaur	Mnst
52–54	Nightmare	Mnst
55–56	Ogre	Mnst
57–58	Ogre Zombie	Mnst
60–61	Pests	Expl
62–63	Phase Spider	Mnst
64–66	Quasit	Mnst
67–69	Shadow	Mnst
70–71	Shadow Demon	Mnst
72–73	Thunderstorm	Expl
74–75	Skeletal Champion	Mnst
76–77	Skeleton Horde	Mnst
78–79	Specter	Mnst
80–81	Wight	Mnst
82–83	Zombie Horde	Mnst
84–85	Zombie Knight	Mnst
86–90	Quicksand	Expl
91–99	Social Encounter	pg 103
100	Cursed Temple	Expl

TABLE: FIERY HELLSCAPE EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1–3	Ankheg Queen	Mnst
4–5	Acid Field	Expl
6–7	Cursed Temple	Expl
8–9	Barbed Devil	Mnst
10–17	Travel Scenery	pg 105
18–19	Bearded Devil	Mnst
20–21	Blackguard	Mnst
22–23	Dense Fog	Expl
24–25	Enchanted Statue	Expl
26–27	Bone Devil	Mnst
28–29	Cambion	Mnst
30–31	Flimsy Rope Bridge	Expl
32–34	Chain Devil	Mnst
35–36	Glabrezu	Mnst
37–38	Green Lake	Expl
39–42	Hail Deluge	Expl
43–45	Gnoll Demonfang	Mnst
46–48	Hell Hound	Mnst
49–51	Lethal Outgassing	Expl
52–54	Hezrou	Mnst
55–56	Khalkos	Mnst
57–58	Marsh Gas	Expl
59–61	Rot Grubs	Expl
62–63	Khalkos Spawn	Mnst
64–66	Malcubus	Mnst
67–69	Sandstorm	Expl
70–71	Minotaur	Mnst
72–73	Night Hag	Mnst
74–75	Shattered Earth	Expl
76–77	Tornado	Expl
78–79	Nightmare	Mnst
80–81	Shadow Demon	Mnst
82–83	Voracious Pests	Expl
84–85	Swarm of Khalkos Spawn	Mnst
86–87	Vrock	Mnst
88–93	Wild Magic Zone	Expl
94–99	Social Encounter	pg 103
100	Choking Smoke	Expl

TABLE: FIERY HELLSCAPE EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1–3	Bridge of Sorrow	Expl
4–6	Barbed Devil	Mnst
7–10	Blackguard	Mnst
11–18	Travel Scenery	pg 105
19–21	Bone Devil	Mnst
22–23	Cambion	Mnst
24–26	Caught in the Crossfire	Expl
27–29	Chain Devil	Mnst
30–32	Erinyes	Mnst
33–35	Choking Smoke	Expl
36–38	Glabrezu	Mnst
39–40	Hell Hound	Mnst
41–43	Cursed Waterway	Expl
44–46	Hezrou	Mnst
47–49	Horned Devil	Mnst
50–52	Endless Plummet	Expl
53–55	Fire Giant	Mnst
56–58	Ice Devil	Mnst
59–61	Lifeless Desolation	Expl
62–64	Khalkos	Mnst
65–69	Malcubus	Mnst
70–73	Primordial Tornado	Expl
74–76	Minotaur	Mnst
77–79	Minotaur Champion	Mnst
80–82	Sphere of Annihilation	Expl
83–85	Nalfeshnee	Mnst
86–88	Night Hag	Mnst
89–90	Sunspots	Expl
91–92	Rakshasa	Mnst
93–94	Vrock	Mnst
95–99	Social Encounter	pg 103
100	Malfunctioning Planar Portal	Expl

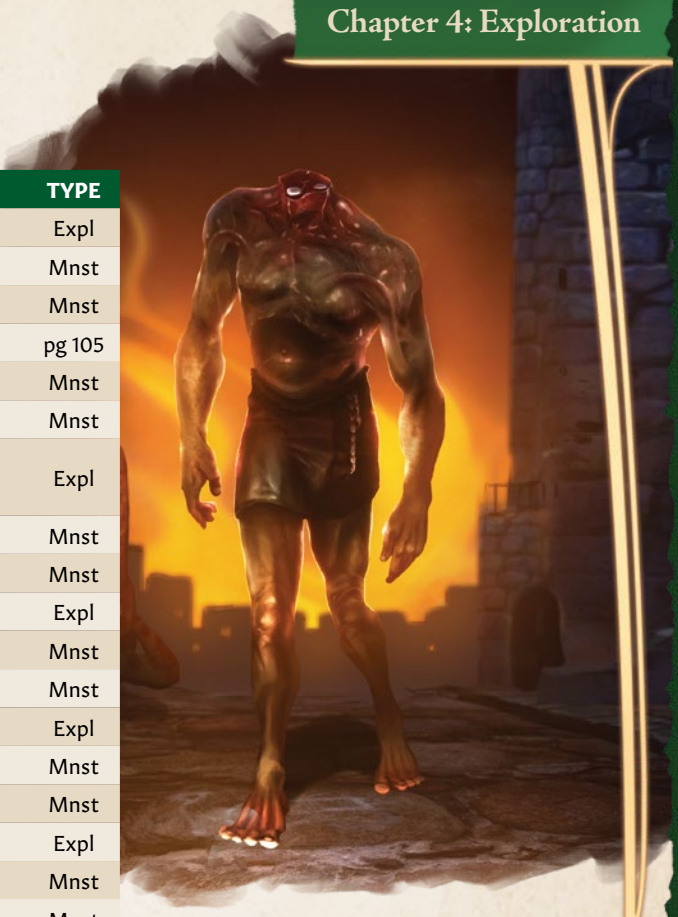


TABLE: FIERY HELLSCAPE EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–5	Balor	Mnst
6–10	Chained One (Chain Devil Variant)	Mnst
11–16	Travel Scenery	pg 105
17–21	Erinyes	Mnst
22–26	Horned Devil	Mnst
27–31	Divine War	Expl
32–36	Ice Devil	Mnst
37–42	Khalkos	Mnst
43–47	God Corpse	Expl
48–54	Khalkos Spawn	Mnst
55–60	Lich	Mnst
61–65	Hellscape	Expl
66–71	Marilith	Mnst
72–76	Nelfashnee	Mnst
77–81	Killing Cloud	Expl
82–87	Pit Fiend	Mnst
88–94	Rakshasa	Mnst
95–98	Malfunctioning Planar Portal	Expl
99–100	Social Encounter	pg 103

Flowing River

Rivers can provide a convenient and fast way to travel. Encounters are less frequent, and the journey is less arduous.

Terrains. Any; most river regions extend from at least one region into one or more other regions.

Tiers. It's unusual (although not impossible) for rivers to be above tier 2.

Weather. 1–8 clear, 9–12 overcast, 13–16 rain, 17–19 mist, 20–25 snow.

Vehicles. Adventurers move at the speed of their water vehicles.

Journey Activities. Adventurers gain advantage on Survival checks made to Hunt and Gather due to abundant fishing opportunities. Checks made to Hide Tracks automatically succeed, and those made to Track automatically fail. It is not possible to Busk.



TABLE: FLOWING RIVER EXPLORING TIER 0

D100	ENCOUNTER	TYPE
1–3	Aboleth Thrall	Mnst
4–6	Crab[G]	Mnst
7–10	Crocodile	Mnst
11–22	Travel Scenery	pg 105
23–25	Flumph	Mnst
26–28	Giant Frog	Mnst
29–31	Giant Toad	Mnst
32–34	Counterfeit Goods	Expl
35–37	Gray Ooze	Mnst
38–39	Kobold	Mnst
40–42	Merfolk	Mnst
43–45	Hail Storm	Expl
46–48	Ochre Jelly	Mnst
49–51	Pirate (Bandit Variant)	Mnst
52–54	Poisonous Snake[G]	Mnst
55–57	Haze	Expl
58–61	Quipper	Mnst
62–64	Sahuagin	Mnst
65–69	Spark Mephit	Mnst
70–73	Lost Item	Expl
74–76	Swarm Of Poisonous Snakes	Mnst
77–79	Swarm Of Quippers	Mnst
80–82	Will-O-Wisp	Mnst
83–85	Public Ceremony	Expl
86–99	Social Encounter	pg 103
100	Labyrinthine Ravines	Expl

[G] *On an odd result, use the giant version of this creature instead.*

TABLE: FLOWING RIVER EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1–5	Aboleth Thrall	Mnst
6–10	Black Pudding	Mnst
11–20	Travel Scenery	pg 105
21–25	Gelatinous Cube	Mnst
26–30	Ghost	Mnst
31–35	Labyrinthine Ravines	Expl
36–40	Kobold Broodguard or Kobold Sorcerer	Mnst
41–45	Merfolk	Mnst
46–50	Pests	Expl
51–55	Merfolk Knight	Mnst
56–60	Merrow	Mnst
61–65	Private Property	Expl
66–70	Ochre Jelly	Mnst
71–75	Pirate Captain (Bandit Captain Variant)	Mnst
76–80	Thunderstorm	Expl
81–85	Sahuagin	Mnst
86–90	Will-O-Wisp	Mnst
91–99	Social Encounter	pg 103
100	River Rapids	Expl

TABLE: FLOWING RIVER EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1–4	Bunyip	Mnst
5–7	Chuul	Mnst
8–17	Travel Scenery	pg 105
18–20	Ghost	Mnst
21–24	Giant Crocodile	Mnst
25–28	Cursed Temple	Expl
29–31	Giant Water Elemental	Mnst
32–34	Hydra	Mnst
35–37	Dense Fog	Expl
38–39	Merfolk Knight	Mnst
40–42	Merrow Mage	Mnst
43–45	Green Lake	Expl
46–48	Revenant	Mnst
49–51	Sahuagin Champion	Mnst
52–54	Hail Deluge	Expl
55–57	Scrag (Troll Variant)	Mnst
58–61	Spell-Wared Chuul (Chuul Variant)	Mnst
62–64	Marsh Gas	Expl
65–69	Vengeful Ghost (Ghost Variant)	Mnst
70–72	Water Elemental	Mnst
73–76	River Rapids	Expl
77–79	Will-O-Wisp	Mnst
80–82	Young River Dragon	Mnst
83–85	Voracious Pests	Expl
86–99	Social Encounter	pg 103
100	Sunspots	Expl

TABLE: FLOWING RIVER EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1–5	Aboleth	Mnst
6–10	Adult Bronze Dragon	Mnst
11–19	Travel Scenery	pg 105
20–24	Adult River Dragon	Mnst
25–29	Champion Warrior	Mnst
30–34	Chuul	Mnst
35–39	Caught in the Crossfire	Expl
40–44	Marid	Mnst
45–49	Merclops (Cyclops Variant)	Mnst
50–54	Merfolk Knight	Mnst
55–59	Cursed Waterway	Expl
60–64	Pyrohydra (Hydra Variant)	Mnst
65–69	Roc	Mnst
70–74	Sahuagin Champion	Mnst
75–79	Sunspots	Expl
80–84	Scrag (Troll Variant)	Mnst
85–89	Storm Giant	Mnst
90–99	Social Encounter	pg 103
100	Malfunctioning Planar Portal	Expl

TABLE: FLOWING RIVER EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–5	Aboleth	Mnst
6–14	Travel Scenery	pg 105
15–18	Adult Gold Dragon	Mnst
19–22	Ancient Bronze Dragon	Mnst
23–29	Divine War	Expl
30–36	Ancient River Dragon	Mnst
37–43	Ancient Aboleth (Aboleth Elite)	Mnst
44–52	God Corpse	Expl
53–59	Dragon Turtle	Mnst
60–66	Marid	Mnst
67–73	Killing Cloud	Expl
74–80	Marid Noble (Elite)	Mnst
81–87	Storm Giant	Mnst
88–94	Malfunctioning Planar Portal	Expl
95–100	Social Encounter	pg 103



Frozen Wastes

Endless fields of white and imposing mountains stretching towards the sky fill this icy land, and though it is rather devoid of life it is a place of great peril. Adventurers journeying through this region have to overcome many natural terrain and weather event exploration challenges, and perhaps a few combat or social encounters.

Terrains. Arctic, hills, mountains, ruins, subterranean, temple, tomb, water.

Tiers. Arctic-like tundra can range from tier 2 to tier 4 depending on the severity of its climate.

Weather. 1–6 clear, 7–12 overcast, 13–25 snow.

Chilly. Without the proper gear or magic to survive the cold temperatures (see Survival Gear in Chapter 4: Equipment, in the *Adventurer's Guide*), an adventurer suffers a level of fatigue when taking a long rest in this environment (even if it has Supply).

Journey Activities. Adventurers gain advantage on Survival checks made to find a target using tracks left in the snow. Checks made to hide tracks have disadvantage. It is not possible to Busk.

TABLE: FROZEN WASTES EXPLORING TIER 0

D100	ENCOUNTER	TYPE	D100	ENCOUNTER	TYPE
1–3	Bandit	Mnst	53–55	Hail Storm	Expl
4–6	Berserker	Mnst	56–58	Ogrekin	Mnst
7–9	Blood Hawk	Mnst	59–61	Polar Bear	Mnst
10–18	Travel Scenery	pg 105	62–64	Saber-Toothed Tiger	Mnst
19–21	Dire Wolf	Mnst	65–67	Haze	Expl
22–24	Druid	Mnst	68–70	Scout	Mnst
25–27	Elk	Mnst	71–73	Snowman (Scarecrow Variant)	Mnst
28–30	Blinding Blizzard	Expl			
31–33	Ghoul	Mnst	74–76	Warrior	Mnst
34–36	Giant Elk	Mnst	77–79	Landslide	Expl
37–39	Goblin	Mnst	80–82	Wolf	Mnst
40–42	Bridge Of Stones	Expl	83–85	Worg	Mnst
43–45	Harpy	Mnst	86–88	Lost Item	Expl
46–48	Ice Mephit	Mnst	89–99	Social Encounter	pg 103
49–52	Kobold	Mnst	100	Labyrinthine Ravines	Expl

TABLE: FROZEN WASTES EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1–4	Bandit Captain	Mnst
5–8	Berserker	Mnst
9–12	Druid	Mnst
13–20	Travel Scenery	pg 105
21–24	Ghast	Mnst
25–28	Ghost	Mnst
29–32	Ghoul	Mnst
33–36	Labyrinthine Ravines	Expl
37–40	Goblin Boss or Goblin Warlock	Mnst
41–44	Harpy	Mnst
45–48	Kobold Broodguard or Kobold Sorcerer	Mnst
49–52	Pests	Expl
53–56	Manticore	Mnst
57–60	Ogrekin	Mnst
61–64	Scout	Mnst
65–68	Pit Trap	Expl
69–72	Snowman (Scarecrow Variant)	Mnst
73–76	Warrior Band	Mnst
77–80	Wight	Mnst
81–84	Thunderstorm	Expl
85–86	Winter Wolf	Mnst
87–90	Yeti	Mnst
91–99	Social Encounter	pg 103
100	Dense Fog	Expl



TABLE: FROZEN WASTES EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1–3	Cursed Temple	Expl
4–5	Blackguard	Mnst
6–7	Champion Warrior	Mnst
8–15	Travel Scenery	pg 105
16–17	Frost Giant	Mnst
18–19	Elktaur (Centaur Variant)	Mnst
20–21	Dense Fog	Expl
22–23	Frost Giant	Mnst
24–25	Ghast	Mnst
26–27	Flimsy Rope Bridge	Expl
28–29	Ghost	Mnst
30–31	Ghoul	Mnst
32–34	Green Lake	Expl
35–36	Mammoth	Mnst
37–38	Manticore	Mnst
39–42	Hail Deluge	Expl
43–45	Medusa	Mnst
46–48	Ogre	Mnst
49–51	Magical Overgrowth	Expl
52–54	Remorhaz Spawn	Mnst
55–56	Revenant	Mnst
57–59	Rot Grubs	Expl
60–61	Scout	Mnst
62–63	Strider	Mnst
64–66	Shattered Earth	Expl
67–69	Tundra Chimera (Chimera Variant)	Mnst
70–71	Warrior Band	Mnst
72–73	Sinkhole	Expl
74–75	Werebear	Mnst
76–77	Wight	Mnst
78–79	Treacherous Tundra	Expl
80–81	Winter Hag	Mnst
82–83	Wyvern	Mnst
84–85	Voracious Pests	Expl
86–87	Yeti	Mnst
88–89	Young White Dragon	Mnst
90–91	White Elk	Expl
92–99	Social Encounter	pg 103
100	Cursed Waterway	Expl

TABLE: FROZEN WASTES EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1–4	Abonimable Snowman (Yeti Elite)	Mnst
5–7	Adult White Dragon	Mnst
8–13	Travel Scenery	pg 105
14–17	Blackguard	Mnst
18–21	Champion Warrior	Mnst
22–25	Bridge Of Sorrow	Expl
26–29	Frost Giant	Mnst
30–33	Frost Giant Jarl	Mnst
34–37	Cursed Waterway	Expl
38–41	Harpy	Mnst
42–45	Medusa	Mnst
46–49	Endless Plummet	Expl
50–53	Medusa Queen	Mnst
54–57	Ogre Mage	Mnst
58–61	Hoar Frost	Expl
62–65	Remorhaz	Mnst
66–69	Remorhaz Spawn	Mnst
70–73	Lifeless Desolation	Expl
74–77	Werebear	Mnst
78–81	Winter Hag	Mnst
82–85	Perilous Cliff Path	Expl
86–89	Wyvern	Mnst
90–92	Yeti	Mnst
93–99	Social Encounter	pg 103
100	Hallowed Ground	Expl

TABLE: FROZEN WASTES EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–4	Corrupted Druid Grove	Expl
5–12	Ancient White Dragon	Mnst
13–18	Travel Scenery	pg 105
19–26	Frost Giant	Mnst
27–31	Divine War	Expl
32–42	Frost Giant Jarl	Mnst
43–47	God Corpse	Expl
48–60	Remorhaz	Mnst
61–65	Hallowed Ground	Expl
66–76	Remorhaz Spawn	Mnst
77–81	Malfunctioning Planar Portal	Expl
82–94	Winter Hag	Mnst
95–100	Social Encounter	pg 103

Haunted Lands

Settlements that have suffered a curse, or areas which are home to powerful undead beings, typically have effects that spread far from the source bringing woe to the people living nearby and attracting prowling monsters and ominous signs. Adventurers journeying through regions like this have plenty of combat encounters, some social encounters, and many circumstance or supernatural exploration challenges.

Terrains. Any.

Tiers. Haunted lands are often higher tier areas. The corrupted realm surrounding a dread knight's castle or a county ruled over by a sinister vampire would likely be tier 3 or higher.

Weather. 1–5 clear, 6–10 overcast, 11–15 foggy, 16–25 rain.

Bleak Light. All light sources illuminate only half the area they would normally cover.

Night Terrors. It is difficult to get a restful night's sleep in this area. Adventurers make a Wisdom saving throw against the region's journey activity DC when taking a long rest or suffer a level of strife.

Suspicious Minds. The people who inhabit this area are wary and suspicious of strangers. Adventurers have disadvantage on Charisma checks made against people local to the region.

Journey Activities. The Entertain activity is made with disadvantage. The Pray activity is made with disadvantage if your deity has the Good alignment.

TABLE: HAUNTED LANDS EXPLORING TIER 0

D100	ENCOUNTER	TYPE
1–3	Bandit	Mnst
4–5	Cockatrice	Mnst
6–7	Cultist	Mnst
8–9	Cutthroat	Mnst
10–19	Travel Scenery	pg 105
20–21	Ettercap	Mnst
22–23	Gelatinous Cube	Mnst
24–25	Ghoul	Mnst
26–27	Giant Centipede	Mnst
28–29	Counterfeit Goods	Expl
30–31	Giant Wolf Spider	Mnst
32–33	Goblin	Mnst
34–35	Gray Ooze	Mnst
36–37	Grick	Mnst
38–42	Grimlock	Mnst
43–45	Enchanted Windmill	Expl
46–48	Hyena[G]	Mnst
49–50	Jackal	Mnst
51–53	Kobold	Mnst
54–56	Lizard[G]	Mnst
57–59	Haze	Expl
60–61	Mimic	Mnst
62–63	Ochre Jelly	Mnst
64–65	Ogrekin	Mnst
66–68	Poisonous Snake[G]	Mnst
67–69	Lost Item	Expl
70–72	Ratg	Mnst
73–74	Shadow	Mnst
75–77	Skeleton	Mnst
78–80	Spider[G]	Mnst
79–81	Public Ceremony	Expl
82–84	Swarm of Poisonous Snakes	Mnst
85–86	Swarm of Rats	Mnst
87–89	Wererat	Mnst
90–92	Zombie	Mnst
92–99	Social encounter	pg 103
100	Thunderstorm	Expl

[G] *On an odd result, use the giant version of this creature instead.*

TABLE: HAUNTED LANDS EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1–3	Animated Armor	Mnst
4–5	Bandit Captain	Mnst
6–7	Banshee	Mnst
8–9	Basilisk	Mnst
10–11	Black Pudding	Mnst
12–19	Travel Scenery	pg 105
18–19	Cult Fanatic	Mnst
20–21	Cutthroat	Mnst
22–23	Doppelganger	Mnst
24–25	Ettercap	Mnst
26–27	Ettin	Mnst
28–29	Mushroom Ring	Expl
30–31	Gargoyle	Mnst
32–33	Gelatinous Cube	Mnst
34–35	Ghast	Mnst
36–37	Ghost	Mnst
38–39	Ghoul	Mnst
40–41	Goblin Boss or Goblin Warlock	Mnst
42–43	Green Hag	Mnst
44–46	Pests	Expl
47–48	Grick	Mnst
49–50	Grimlock	Mnst
51–52	Intellect Devourer	Mnst
53–54	Kobold Broodguard or Kobold Sorcerer	Mnst
55–56	Mimic	Mnst
57–58	Mummy	Mnst
59–61	Pit Trap	Expl
62–63	Ochre Jelly	Mnst
64–66	Ogre	Mnst
67–68	Ogre Zombie	Mnst
69–70	Phase Spider	Mnst
71–72	Shadow	Mnst
73–74	Skeletal Champion	Mnst
75–76	Private Property	Expl
77–78	Skeleton Horde	Mnst
79–80	Specter	Mnst
81–82	Walking Statue	Mnst
83–84	Wererat	Mnst
85–86	Thunderstorm	Expl
87–88	Zombie Horde	Mnst
89–91	Zombie Knight	Mnst
92–99	Social Encounter	pg 103
100	Cursed Temple	Expl

TABLE: HAUNTED LANDS EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1–4	Air Elemental[G]	Mnst
5–7	Bandit Captain	Mnst
8–13	Travel Scenery	pg 105
14–15	Blackguard	Mnst
16–17	Black Pudding	Mnst
18–19	Cambion	Mnst
20–21	Cursed Temple	Expl
22–23	Clay Guardian	Mnst
24–25	Cyclops	Mnst
26–27	Drider	Mnst
28–29	Enchanted Statue	Expl
30–32	Earth Elemental[G]	Mnst
33–35	Ettin	Mnst
36–38	Fire Elemental[G]	Mnst
39–40	Faerie Ring	Expl
41–42	Flesh Guardian	Mnst
43–44	Ghast	Mnst
45–46	Ghost	Mnst
47–48	Living Land	Expl
49–51	Ghoul	Mnst
52–54	Grick[G]	Mnst
55–56	Grimlock	Mnst
57–59	Magical Overgrowth	Expl
60–61	Intellect Devourer	Mnst
62–63	Mage	Mnst
64–65	Mummy	Mnst
66–67	Rot Grubs	Expl
68–69	Night Hag	Mnst
70–71	Ogre Mage	Mnst
72–73	Revenant	Mnst
74–75	Voracious Pests	Expl
76–77	Shield Guardian	Mnst
78–79	Skeletal Warhorse	Mnst
80–81	Spirit Naga	Mnst
82–83	White Elk	Expl
84–85	Stone Guardian	Mnst
86–88	Water Elemental[G]	Mnst
89–90	Werewolf	Mnst
91–92	Wild Magic Zone	Expl
93–99	Social Encounter	pg 103
100	Sphere Of Annihilation	Expl

[G] *On an odd result, use the giant version of this creature instead.*

TABLE: HAUNTED LANDS EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1–3	Bridge of Sorrow	Expl
4–6	Banshee	Mnst
5–7	Blackguard	Mnst
8–10	Cambion	Mnst
11–16	Travel Scenery	pg 105
17–19	Clay Guardian	Mnst
20–22	Cyclops Myrmidon	Mnst
23–25	Drider	Mnst
26–28	Choking Smoke	Expl
29–31	Forgotten God	Mnst
32–34	Guardian Naga	Mnst
35–37	Iron Guardian	Mnst
38–39	Cursed Waterway	Expl
40–42	Mummy Lord	Mnst
43–45	Night Hag	Mnst
46–48	Ogre Mage	Mnst
49–51	Endless Plummet	Expl
52–54	Sphinx	Mnst
55–57	Spirit Naga	Mnst
58–61	Stone Guardian	Mnst
62–64	Fey Glade	Expl
65–68	Troll or Dread Troll	Mnst
69–71	Ur-Otyugh (Otyugh Variant)	Mnst
72–73	Vampire	Mnst
74–76	Lifeless Desolation	Expl
77–79	Vampire Spawn	Mnst
80–82	Werewolf	Mnst
83–85	Wraith	Mnst
86–88	Sphere of Annihilation	Expl
89–90	Wraith Lord	Mnst
91–92	Zombie Dragon	Mnst
93–95	Sunspots	Expl
93–99	Social Encounter	pg 103
100	Malfunctioning Planar Portal	Expl

TABLE: HAUNTED LANDS EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–4	Adult Gold Dragon	Mnst
5–10	Travel Scenery	pg 105
11–14	Ancient Emerald Dragon	Mnst
15–18	Clay Guardian	Mnst
19–21	Corrupted Druid Grove	Expl
22–25	Demilich	Mnst
26–29	Dread Knight	Mnst
30–33	Divine War	Expl
34–37	Elder Vampire (Vampire Elite)	Mnst
38–41	Empyrean	Mnst
42–45	God Corpse	Expl
46–49	Lich	Mnst
50–53	Mummy Lord	Mnst
54–57	Hallowed Ground	Expl
58–61	Stone Guardian	Mnst
62–65	Troll or Dread Troll	Mnst
66–69	Hellscape	Expl
70–73	Vampire	Mnst
76–79	Vampire Spawn	Mnst
80–83	Killing Cloud	Expl
84–87	Wraith	Mnst
88–91	Wraith Lord	Mnst
92–95	Malfunctioning Planar Portal	Expl
96–100	Social Encounter	pg 103



Lofty Mountains

Legends from all over the realm speak of remote passes, cataclysmic conflicts and relics of fell power within the ancient ruins of temples to defeated evils, the graves of terrible warlords, and sites of unspeakable rituals. Adventurers journeying through this region have few social encounters, a moderate amount of combat encounters, and many constructed terrain, natural terrain, and supernatural exploration challenges.

Terrains. Arctic, hills, jungle, mountains, ruins, settlement, subterranean, temple, tomb.

Tiers. Idyllic mountain ranges might be tier 1, while cliffs and crags ruled over by an ancient dragon would be tier 4.

Weather. 1–8 clear, 9–12 overcast, 13–16 mist, 17–18 rain, 19–25 snow.

Climbable. The terrain offers numerous footholds and pitted surfaces. Adventurers gain an expertise die on checks made to climb.

High Altitude. Breathing air gets harder at altitudes of 10,000 feet or higher above sea level, and adventurers not used to the reduced oxygen tire easily. Every hour spent traveling at high altitude counts as 2 hours of travel for the purposes of travel pace. For example, after 4 hours of travel a creature makes forced march checks every half hour.

After spending 30 days or longer at high altitude an adventurer becomes acclimated to it and can travel normally. Altitudes above 20,000 feet can only be acclimated to by creatures native to the environment.

Mountsbane. Travel time is doubled for mounts and pack animals.

TABLE: LOFTY MOUNTAINS EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1–2	Allosaurus	Mnst
3–4	Azer	Mnst
5–6	Bandit Captain	Mnst
7–8	Basilisk	Mnst
9–10	Bugbear	Mnst
11–17	Travel Scenery	pg 105
18–19	Ettin	Mnst
20–21	Flying Lion	Mnst
22–23	Gargoyle	Mnst
24–25	Ghast	Mnst
26–27	Ghost	Mnst
28–29	Poorly-Repaired Tunnel	Expl
30–31	Ghoul	Mnst
32–33	Gnoll	Mnst
34–35	Goblin Boss or Goblin Warlock	Mnst
36–37	Grick	Mnst

TABLE: LOFTY MOUNTAINS EXPLORING TIER 0

D100	ENCOUNTER	TYPE
1–3	Blinding Blizzard	Expl
4–5	Bandit	Mnst
6–7	Berserker	Mnst
8–9	Black Bear	Mnst
10–19	Travel Scenery	pg 105
20–21	Blood Hawk	Mnst
22–23	Brown Bear	Mnst
24–26	Eagleg	Mnst
27–28	Bridge of Stones	Expl
29–31	Gnoll	Mnst
32–34	Goat[G]	Mnst
35–37	End of Hibernation	Expl
38–42	Goblin	Mnst
43–45	Gray Ooze	Mnst
46–48	Grick	Mnst
49–51	Hail Storm	Expl
52–54	Harpy	Mnst
55–57	Hawk	Mnst
58–60	Kobold	Mnst
61–63	Haze	Expl
64–66	Pegasus	Mnst
67–69	Peryton	Mnst
70–72	Poisonous Snake[G]	Mnst
73–74	Landslide	Expl
75–76	Pseudodragon	Mnst
77–78	Pteranodon	Mnst
79–80	Swarm Of Bats	Mnst
81–82	Lost Item	Expl
83–84	Swarm Of Poisonous Snakes	Mnst
84–86	Wolf[G]	Mnst
87–88	Poorly-Repaired Tunnel	Expl
89–90	Worg	Mnst
91–99	Social Encounter	pg 103
100	Thunderstorm	Expl

[G] *On an odd result, use the giant version of this creature instead.*

TABLE: LOFTY MOUNTAINS EXPLORING TIER 1 (CONTINUED)

D100	ENCOUNTER	TYPE	D100	ENCOUNTER	TYPE
38–39	Griffon	Mnst	64–65	Pit Trap	Expl
40–41	Labyrinthine Ravines	Expl	66–67	Ogrekin	Mnst
42–43	Guard	Mnst	68–69	Owlbear	Mnst
44–45	Half-Red Dragon Veteran	Mnst	70–71	Peryton	Mnst
			72–73	Phase Spider	Mnst
46–47	Harpy	Mnst	74–75	Pugilist	Mnst
48–49	Hell Hound	Mnst	76–79	Thunderstorm	Expl
50–51	Hippogriff	Mnst	80–81	Scout	Mnst
52–53	Pests	Expl	82–83	Soldier	Mnst
54–55	Hobgoblin	Mnst	84–85	Veteran	Mnst
56–57	Knight	Mnst	86–87	Warrior	Mnst
58–59	Kobold Broodguard or Kobold Sorcerer	Mnst	88–89	Warrior Band	Mnst
			90–91	Werewolf	Mnst
60–61	Magmin	Mnst	92–99	Social Encounter	pg 103
62–63	Manticore	Mnst	100	Rockfall	Expl

TABLE: LOFTY MOUNTAINS EXPLORING TIER 2

D100	ENCOUNTER	TYPE	D100	ENCOUNTER	TYPE
1–2	Air Elemental[G]	Mnst	52–53	Rockfall	Expl
3–4	Allosaurus	Mnst	54–55	Hobgoblin Captain	Mnst
5–6	Cursed Temple	Expl	56–57	Manticore	Mnst
7–8	Azer Forgemaster	Mnst	58–59	Rot Grubs	Expl
9–10	Bandit Captain	Mnst	60–61	Medusa	Mnst
11–17	Travel Scenery	pg 105	62–63	Ogre	Mnst
18–19	Blackguard	Mnst	64–65	Shattered Earth	Expl
20–21	Bugbear Chief	Mnst	66–67	Owlbear Recluse (Elite)	Mnst
22–23	Dense Fog	Expl			
24–25	Bulette	Mnst	68–69	Remorhaz Spawn	Mnst
26–27	Chimera	Mnst	70–71	Treacherous Tundra	Expl
28–29	Flimsy Rope Bridge	Expl	72–73	Roc Juvenile	Mnst
30–31	Cloud Giant	Mnst	74–75	Soldier Squad	Mnst
32–33	Cyclops	Mnst	76–79	Voracious Pests	Expl
34–35	Green Lake	Expl	80–81	Stone Giant	Mnst
36–37	Fire Elemental[G]	Mnst	82–83	Troll	Mnst
38–39	Frost Giant	Mnst	84–85	White Elk	Expl
40–41	Hail Deluge	Expl	86–87	Warrior Band	Mnst
42–43	Gnoll Demonfang	Mnst	88–89	Wyvern	Mnst
44–45	Grick[G]	Mnst	90–91	Wild Magic Zone	Expl
46–47	Lethal Outgassing	Expl	92–99	Social Encounter	pg 103
48–49	Guard Squad	Mnst	100	Choking Smoke	Expl
50–51	Hill Giant	Mnst			

[G] *On an odd result, use the giant version of this creature instead.*

TABLE: LOFTY MOUNTAINS EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1–4	Bridge of Sorrow	Expl
5–7	Adult Copper Dragon	Mnst
8–10	Adult Earth Dragon	Mnst
11–16	Travel Scenery	pg 105
17–19	Adult Silver Dragon	Mnst
20–22	Ascetic Grandmaster	Mnst
23–25	Caught in th Crossfire	Expl
26–28	Cloud Giant Noble	Mnst
29–31	Cyclops Myrmidon	Mnst
32–34	Choking Smoke	Expl
35–37	Dread Troll (Troll Variant)	Mnst
38–40	Efreeti	Mnst
41–43	Cursed Waterway	Expl
44–46	Fire Giant	Mnst
47–49	Frost Giant	Mnst
50–52	Endless Plummet	Expl
53–55	Hill Giant Chief	Mnst
56–58	Hobgoblin Warlord	Mnst
59–61	Lifeless Desolation	Expl
62–64	Medusa Queen	Mnst
65–69	Ogre Mage	Mnst
70–73	Perilous Cliff Path	Expl
74–76	Purple Worm	Mnst
77–79	Remorhaz	Mnst
80–82	Sphere of Annihilation	Expl
83–85	Roc	Mnst
86–88	Stone Giant Stonetalker	Mnst
89–90	Sunspots	Expl
91–92	Wraith	Mnst
93–99	Social Encounter	pg 103
100	Malfunctioning Planar Portal	Expl

TABLE: LOFTY MOUNTAINS EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–4	Adult Red Dragon	Mnst
5–7	Ancient Copper Dragon	Mnst
8–10	Ancient Earth Dragon	Mnst
11–16	Travel Scenery	pg 105
17–19	Arcane Blademaster	Mnst
20–22	Ascetic Grandmaster	Mnst
23–25	Cloud Giant	Mnst
26–28	Divine War	Expl
29–31	Cloud Giant Noble	Mnst
32–34	Dread Knight	Mnst
35–37	Efreeti	Mnst
38–40	God Corpse	Expl
41–43	Efreeti Noble	Mnst
44–46	Fire Giant	Mnst
47–49	Frost Giant	Mnst
50–52	Hallowed Ground	Expl
53–55	Frost Giant Jarl	Mnst
56–58	Hill Giant Chief	Mnst
59–61	Remorhaz	Mnst
62–64	Hellscape	Expl
65–69	Stone Giant Stonetalker	Mnst
70–73	Storm Giant	Mnst
74–76	Troll or Dread Troll	Mnst
77–79	Killing Cloud	Expl
80–82	Vampire	Mnst
83–85	Vampire Spawn	Mnst
86–88	Wraith	Mnst
89–91	Malfunctioning Planar Portal	Expl
92–94	Wraith Lord	Mnst
95–100	Social Encounter	pg 103



Open Roads

Well-traveled roads with wide tracks, and plentiful inns, villages, and other stopping points along the way make some journeys less arduous than others. Adventurers journeying along country roads have many social encounters, combat encounters with NPCs or the occasional wild beast, and circumstance and constructed terrain exploration challenges.

Terrains. Any; most road regions extend from at least one region into one or more other regions.

Tiers. It's unusual (although not impossible) for open roads to be above tier 2.

Weather. 1–8 clear, 9–12 overcast, 13–16 rain, 17–19 mist, 20–25 snow.

Fast Travel. Adventurers move one mile per hour faster when traveling along open roads.

TABLE: OPEN ROADS EXPLORING TIER 0

D100	ENCOUNTER	TYPE	D100	ENCOUNTER	TYPE
1	Awakened Shrub	Mnst	43–45	Lizard	Mnst
2–3	Bandit	Mnst	46–48	Hail Storm	Expl
4–5	Counterfeit Goods	Expl	49–51	Ogre Zombie	Mnst
6–7	Cockatrice	Mnst	52–54	Poisonous Snake	Mnst
8–9	Cult Fanatic	Mnst	55–57	Haze	Expl
10–19	Travel Scenery	pg 105	58–60	Rat	Mnst
20–21	Cultist	Mnst	61–63	Skeleton	Mnst
22–23	Ettercap	Mnst	64–66	Landslide	Expl
24–25	Enchanted Windmill	Expl	67–69	Specter	Mnst
26–27	Ghoul	Mnst	70–71	Swarm Of Rats	Mnst
28–29	Giant Spider	Mnst	72–73	Lost Item	Expl
30–31	End of Hibernation	Expl	74–75	Wererat	Mnst
32–34	Giant Wolf Spider	Mnst	76–77	Zombie	Mnst
35–37	Goblin	Mnst	78–79	Public Ceremony	Expl
38–41	Falling Net	Expl	80–99	Social Encounter	pg 103
42	Kobold	Mnst	100	Pests	Expl

TABLE: OPEN ROADS EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1	Awakened Tree	Mnst
2–3	Bandit Captain	Mnst
4–5	Counterfeit Goods	Expl
6–7	Banshee	Mnst
8–9	Basilisk	Mnst
10–19	Travel Scenery	pg 105
20–21	Cult Fanatic	Mnst
22–23	Cutthroat	Mnst
24–25	Enchanted Windmill	Expl
26–27	Doppelganger	Mnst
28–29	Ettercap	Mnst
30–31	End of Hibernation	Expl
32–34	Ettin	Mnst
35–37	Ghast	Mnst
38–41	Stampede	Expl
42	Ghost	Mnst
43–45	Ghoul	Mnst
46–48	Flood	Expl
49–51	Goblin Boss or Goblin Warlock	Mnst
52–54	Green Hag	Mnst
55–57	Mushroom Ring	Expl
58–60	Half-Red Dragon Veteran	Mnst
61–63	Kobold Broodguard or Kobold Sorcerer	Mnst
64–66	Pests	Expl
67–68	Ogrekin	Mnst
69–70	Ogre	Mnst
71–72	Pit Trap	Expl
73–74	Phase Spider	Mnst
75–76	Shadow	Mnst
77–78	Quicksand	Expl
79–80	Skeletal Champion	Mnst
81–82	Specter	Mnst
83–84	Thunderstorm	Expl
85–86	Werewolf	Mnst
87–88	Zombie Knight	Mnst
89–99	Social Encounter	pg 103
100	Sinkhole	Expl

TABLE: OPEN ROADS EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1–3	Cursed Temple	Expl
4–5	Bandit Captain	Mnst
6–7	Blackguard	Mnst
8–9	Bulette	Mnst
10–17	Travel Scenery	pg 105
18–19	Cambion	Mnst
20–21	Cyclops	Mnst
22–23	Doppelganger	Mnst
24–25	Dense Fog	Expl
26–27	Ettercap	Mnst
28–29	Ettin	Mnst
30–31	Ghast	Mnst
32–34	Flash Flood	Expl
35–36	Ghost	Mnst
37–38	Ghoul	Mnst
39–41	Goblin Boss or Goblin Warlock	Mnst
42–45	Flimsy Rope Bridge	Expl
46–48	Half-Red Dragon Veteran	Mnst
49–51	Half-Shadow Dragon Assassin	Mnst
52–54	Hill Giant	Mnst
55–56	Hail Deluge	Expl
57–58	Kobold Broodguard or Kobold Sorcerer	Mnst
59–61	Mage	Mnst
62–63	Ogre Mage	Mnst
64–66	Lethal Outgassing	Expl
67–68	Ogre Zombie	Mnst
69–70	Revenant	Mnst
71–72	Skeletal Warhorse	Mnst
73–74	Rot Grubs	Expl
75–76	Skeleton Horde	Mnst
77–78	Troll	Mnst
79–80	Werewolf	Mnst
81–82	Sinkhole	Expl
83–84	Wraith	Mnst
85–86	Zombie Horde	Mnst
87–88	Voracious Pests	Expl
89–90	Zombie Knight	Mnst
91–99	Social Encounter	pg 103
100	Caught in the Crossfire	Expl

TABLE: OPEN ROADS EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1–5	Archpriest	Mnst
6–10	Blackguard	Mnst
11–15	Travel Scenery	pg 105
16–20	Champion Warrior	Mnst
21–25	Cyclops	Mnst
26–30	Forgotten God	Mnst
31–35	Caught in the Crossfire	Expl
36–40	High Priest	Mnst
41–45	Hill Giant	Mnst
46–50	Knight Captain	Mnst
51–55	Choking Smoke	Expl
56–60	Malcubus	Mnst
61–65	Soldier Squad	Mnst
66–70	Vampire	Mnst
71–75	Endless Plummet	Expl
76–80	Wereboar	Mnst
81–85	Werewolf	Mnst
86–90	Wraith Lord	Mnst
91–99	Social Encounter	pg 103
100	Divine War	Expl

TABLE: OPEN ROADS EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–5	Arcane Blademaster	Mnst
6–10	Archpriest	Mnst
11–16	Travel Scenery	pg 105
17–21	Ascetic Grandmaster	Mnst
22–26	Dread Knight	Mnst
27–31	Divine War	Expl
32–36	Empyrean	Mnst
37–42	Hill Giant	Mnst
43–47	God Corpse	Expl
48–53	Holy Knight	Mnst
55–60	Knight Captain	Mnst
61–65	Hallowed Ground	Expl
66–71	Master Assassin	Mnst
72–76	Troll or Dread Troll	Mnst
77–81	Killing Cloud	Expl
82–87	Vampire	Mnst
88–94	Wraith Lord	Mnst
95–100	Social Encounter	pg 103

Parched Sands

Endless dunes and the baking sun make these deserts difficult and dangerous places in which to survive. Adventurers journeying through this region have very few social encounters.

Terrains. Desert, grassland, hills, mountains, ruins, settlement, subterranean, temple, tomb.

Tiers. A desert region with numerous oases might be tier 1, but most are tier 2 or higher.

Weather. 1–25 clear.

Hot. Traveling at faster than a slow pace is dangerous in the region's hot temperatures, and adventurers that do so suffer a level of fatigue when taking a long rest (even if they have Supply). The use of appropriate mounts (such as camels) and keeping a light pack (less than half carrying capacity) allow for adventurers to travel as fast as a normal pace without suffering fatigue during a long rest.

Unquenchable Thirst. Twice the usual amount of Supply is required when taking a long rest.

Journey Activities. It is not possible to Busk. Checks to Harvest or Hunt and Gather are made at disadvantage.

TABLE: PARCHED SANDS EXPLORING TIER 0

D100	ENCOUNTER	TYPE
1–3	Acolyte	Mnst
4–6	Ankheg Spawn	Mnst
7–9	Bandit	Mnst
10–12	Berserker	Mnst
13–21	Travel Scenery	pg 105
22–24	Blood Hawk	Mnst
25–27	Camel	Mnst
28–30	Cockatrice	Mnst
31–33	Cultist	Mnst
34–36	Counterfeit Goods	Expl
39–41	Death Dog	Mnst
42–44	Flying Snake	Mnst
45–47	Gnoll	Mnst
48–50	Hyena[G]	Mnst
51–53	Landslide	Expl
54–56	Jackal	Mnst
57–59	Kobold	Mnst
60–62	Lizard[G]	Mnst
63–65	Mimic	Mnst
66–67	Lost Item	Expl
68–70	Poisonous Snake[G]	Mnst
71–73	Pseudodragon	Mnst
74–76	Scorpion	Mnst
77–79	Scout	Mnst
80–84	Sea of Sand	Expl
85–87	Swarm of Poisonous Snakes	Mnst
88–90	Vulture[G]	Mnst
91–92	Warrior	Mnst
93–99	Social Encounter	pg 103
100	Labyrinthine ravines	Expl

[G] *On an odd result, use the giant version of this creature instead.*

TABLE: PARCHED SANDS EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1–2	Sea of Sand	Expl
3–4	Acolyte	Mnst
5–6	Ankheg	Mnst
7–8	Bandit Captain	Mnst
9–10	Basilisk	Mnst
11–12	Bugbear	Mnst
13–19	Travel Scenery	pg 105
20–21	Couatl	Mnst
22–23	Cult Fanatic	Mnst
24–25	Doppelganger	Mnst
26–27	Druid	Mnst
28–29	Flying Lion	Mnst
30–31	Labyrinthine Ravines	Expl
32–33	Ghast	Mnst
34–35	Ghost	Mnst
36–37	Ghoul	Mnst
38–39	Giant Scorpion	Mnst
40–41	Pests	Expl
42–43	Gnoll	Mnst
44–45	Goblin Boss	Mnst
46–47	Griffon	Mnst
48–49	Guard Squad	Mnst
50–51	Half-Red Dragon Veteran	Mnst
52–53	Pit Trap	Expl
54–55	Harpy	Mnst
56–57	Hell Hound	Mnst
58–59	Jackalwere	Mnst
60–61	Knight	Mnst
62–63	Lamia	Mnst
64–65	Private Property	Expl
66–67	Magmin	Mnst
68–69	Manticore	Mnst
70–71	Mimic	Mnst
72–73	Mummy	Mnst
74–75	Ogrekin	Mnst
76–77	Quicksand	Expl
78–79	Priest	Mnst
80–82	Scorpionfolk	Mnst
83–85	Soldier	Mnst
86–89	Warrior Band	Mnst
90–92	Veteran	Mnst
93–99	Social Encounter	pg 103
100	Lethal Outgassing	Expl

TABLE: PARCHED SANDS EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1–3	Alchemist	Mnst
4–5	Acid Field	Expl
6–7	Ankheg Queen	Mnst
8–9	Assassin	Mnst
10–17	Travel Scenery	pg 105
18–19	Blackguard	Mnst
20–21	Bugbear Chief	Mnst
22–23	Cursed Temple	Expl
24–25	Bulette	Mnst
26–27	Cambion	Mnst
28–29	Flash Flood	Expl
30–31	Chimera	Mnst
32–34	Cyclops	Mnst
35–36	Flimsy Rope Bridge	Expl
37–38	Doppelganger	Mnst
39–41	Gnoll Demonfang	Mnst
42–44	Lethal Outgassing	Expl
45–47	Gorgon	Mnst
48–50	Guardian Naga	Mnst
51–53	Rot Grubs	Expl
54–56	High Priest	Mnst
57–58	Hobgoblin Captain	Mnst
59–61	Sandstorm	Expl
62–63	Jackalwere Pack Leader	Mnst
64–65	Kobold Broodguard or Kobold Sorcerer	Mnst
66–68	Shattered Earth	Expl
69–70	Medusa	Mnst
71–72	Ogre	Mnst
73–74	Tornado	Expl
75–76	Revenant	Mnst
77–78	Scorpionfolk	Mnst
79–80	Voracious Pests	Expl
81–82	Soldier Squad	Mnst
83–84	Strider	Mnst
85–86	Wild Magic Zone	Expl
87–88	Warrior Band	Mnst
89–92	Wyvern	Mnst
93–99	Social Encounter	pg 103
100	Sunspots	Expl

TABLE: PARCHED SANDS EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1–3	Adult Blue Dragon	Mnst
4–6	Adult Brass Dragon	Mnst
7–9	Ascetic Grandmaster	Mnst
10–16	Travel Scenery	pg 105
17–19	Assassin	Mnst
20–22	Champion Warrior	Mnst
23–25	Djinni	Mnst
26–28	Caught in the Crossfire	Expl
29–31	Efreeti	Mnst
32–34	Fire Giant	Mnst
35–37	Forgotten God	Mnst
38–39	Choking Smoke	Expl
40–42	Gorgon	Mnst
43–45	Guardian Naga	Mnst
46–48	Harpy	Mnst
49–51	Endless Plummet	Expl
52–54	Hobgoblin Warlord	Mnst
55–57	Medusa Queen	Mnst
58–61	Mummy Lord	Mnst
62–64	Lifeless Desolation	Expl
65–69	Ogre Mage	Mnst
70–73	Rakshasa	Mnst
74–76	Sand Ray (Cloaker Variant)	Mnst
77–79	Primordial Tornado	Expl
80–82	Sand Worm (Purple Worm Variant)	Mnst
83–85	Scorpionfolk Imperator	Mnst
86–88	Sphinx	Mnst
89–90	Sunspots	Expl
91–92	Stone Colossus (Stone Guardian Variant)	Mnst
93–99	Social Encounter	pg 103
100	Malfunctioning Planar Portal	Expl

TABLE: PARCHED SANDS EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–5	Divine War	Expl
6–10	Ancient Brass Dragon	Mnst
11–12	Ascetic Grandmaster	Mnst
13–16	Travel Scenery	pg 105
17–21	Djinni	Mnst
22–26	Djinni Noble	Mnst
27–31	God Corpse	Expl
32–36	Efreeti	Mnst
37–42	Efreeti Noble	Mnst
43–47	Hellscape	Expl
48–53	Fire Giant	Mnst
54–60	Hobgoblin Warlord	Mnst
61–65	Killing Cloud	Expl
66–71	Master Assassin	Mnst
72–76	Mummy Lord	Mnst
77–81	Malfunctioning Planar Portal	Expl
82–87	Rakshasa	Mnst
88–94	Sphinx (Greater)	Mnst
95–100	Social Encounter	pg 103



Restless Sea

Rapid currents and quick trade routes make these waters popular with merchants, but only the bravest and most skilled sailors are willing to chance the frequent, dangerous, and unpredictable waves. Adventurers journeying through this region or along its coast have to overcome an unusually high number of weather event exploration challenges, as well as some combat encounters and social encounters.

Terrains. Coast, water.

Tiers. Regions with calm waters might be tier 1, but most adventurous seas are tier 2 or tier 3.

Weather. 1–7 clear, 8–11 overcast, 12–16 rain, 17–25 mist.

Rolling Mists. Adventurers gain an expertise die on Stealth checks if the weather is not clear.

Thick Fog. Without the sight of natural landmarks to guide them, adventurers have disadvantage on checks made to navigate the area if the weather is not clear.

Journey Activities. Adventurers have disadvantage on checks made to Scout. Busking is possible on coastlines, but not the open sea. Checks made to Hide Tracks on the open sea automatically succeed, and those made to Track automatically fail. Checks to Hunt and Gather are made with advantage.

TABLE: RESTLESS SEA EXPLORING TIER 0

D100	ENCOUNTER	TYPE
1	Aboleth Thrall	Mnst
2–3	Crocodile	Mnst
4–5	Flumph	Mnst
6–7	Gelatinous Cube	Mnst
8–9	Giant Crab	Mnst
10–19	Travel Scenery	pg 105
20–21	Giant Octopus	Mnst
22–23	Giant Poisonous Snake	Mnst
24–25	Giant Seahorse	Mnst
26–27	Gray Ooze	Mnst
28–29	Hunter Shark	Mnst
30–31	Hail Storm	Expl
32–34	Kobold	Mnst
35–37	Merfolk	Mnst
38–42	Merrow	Mnst
43–45	Ochre Jelly	Mnst
46–48	Octopus	Mnst
49–51	Haze	Expl
52–54	Pirate (Bandit Variant)	Mnst
55–57	Plesiosaurus	Mnst
58–60	Poisonous Snake	Mnst
61–63	Quipper	Mnst
64–66	Reef Shark	Mnst
67–69	Lost Item	
70–71	Sahuagin	Mnst
72–73	Sea Hag	Mnst
74–75	Seahorse	Mnst
76–77	Siren (Harpy Variant)	Mnst
78–79	Spark Mephit	Mnst
80–81	Stampede	Expl
82–83	Swarm Of Poisonous Snakes	Mnst
84–85	Swarm Of Quippers	Mnst
86–87	Will-O-Wisp	Mnst
88–99	Social Encounter	pg 103
100	Thunderstorm	Expl

TABLE: RESTLESS SEA EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1–4	Aboleth Thrall	Mnst
5–8	Black Pudding	Mnst
9–12	Gelatinous Cube	Mnst
13–18	Travel Scenery	pg 105
19–22	Ghost	Mnst
23–26	Giant Lanternfish (Lamia Variant)	Mnst
27–30	Killer Whale	Mnst
31–34	Kobold Broodguard or Kobold Sorcerer	Mnst
35–38	Lacedon Ghast (Ghast Variant)	Mnst
39–42	Lacedon Ghoul (Ghoul Variant)	Mnst
43–46	Pests	Expl
47–50	Merfolk Knight	Mnst
51–54	Merrow	Mnst
55–58	Merrow Mage	Mnst
59–62	Ochre Jelly	Mnst
63–66	Pirate Captain (Bandit Captain Variant)	Mnst
67–70	Private Property	Expl
71–74	Sahuagin	Mnst
75–78	Sea Hag	Mnst
79–82	Siren (Harpy Variant)	Mnst
83–86	Will-O-Wisp	Mnst
87–90	Thunderstorm	Expl
91–99	Social Encounter	pg 103
100	River Rapids	Expl

TABLE: RESTLESS SEA EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1–4	Aboleth Thrall	Mnst
5–8	Black Pudding	Mnst
9–13	Travel Scenery	pg 105
14–17	Bunyip	Mnst
18–21	Chuul	Mnst
22–25	Cursed Temple	Expl
26–29	Ghost	Mnst
30–33	Giant Crocodile	Mnst
34–37	Dense Fog	Expl
38–41	Giant Shark	Mnst
42–45	Giant Water Elemental	Mnst
46–49	Hail Deluge	Expl
50–53	Hydra	Mnst
54–57	Merfolk Knight	Mnst
58–61	River Rapids	Expl
62–65	Pirate Captain (Bandit Captain Variant)	Mnst
66–69	Sahuagin Champion	Mnst
70–73	Tornado	Expl
74–77	Sea Hag	Mnst
78–80	Sea Serpent	Mnst
81–84	Voracious Pests	Expl
85–88	Water Elemental	Mnst
89–92	Wild Magic Zone	Expl
93–99	Social Encounter	pg 103
100	Sunspots	Expl

TABLE: RESTLESS SEA EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1–5	Caught in the Crossfire	Expl
6–10	Aboleth	Mnst
11–12	Adult Bronze Dragon	Mnst
13–16	Travel Scenery	pg 105
17–22	Chuul	Mnst
23–28	Marid	Mnst
29–34	Choking Smoke	Expl
35–39	Merclops (Cyclops Variant)	Mnst
40–45	Pyrohydra (Hydra Variant)	Mnst
46–51	Cursed Waterway	Expl
52–57	Roc	Mnst
58–63	Sahuagin Champion	Mnst
64–69	Lifeless Desolation	Expl
70–75	Scrag (Troll Variant)	Mnst
76–81	Sea Serpent	Mnst
82–87	Sunspots	Expl
88–92	Storm Giant	Mnst
93–99	Social Encounter	pg 103
100	Hallowed Waters (as Hallowed Ground)	Expl

TABLE: RESTLESS SEA EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–8	Divine War	Expl
9–16	Aboleth	Mnst
17–21	Travel Scenery	pg 105
22–30	Adult Gold Dragon	Mnst
31–38	Ancient Bronze Dragon	Mnst
39–46	Hallowed Waters (as Hallowed Ground)	Expl
47–54	Ancient Aboleth (Elite Aboleth Variant)	Mnst
55–63	Dragon Turtle	Mnst
64–72	Hellscape	Expl
73–80	Marid Noble	Mnst
81–88	Killing Cloud	Expl
89–91	Storm Giant	Mnst
92–94	Tsunami	Expl
95–100	Social Encounter	pg 103



Rolling Grasslands

There is great prosperity among the people that call these fields and rolling hills home. Adventurers journeying through this region have frequent social encounters, few combat encounters, and several circumstance exploration challenges.

Terrains. Grassland, hills, ruins, settlement, subterranean, temple, tomb.

Tiers. These plains and hills tend to be tier 1 and 2 regions, with threats from bandits, goblin tribes, or wild animals.

Weather. 1–8 clear, 9–12 overcast, 13–16 rain, 17–19 mist, 20–25 snow.

Journey Activities. Adventurers gain advantage on checks made to Chronicle, Gossip, Harvest, and Rob.

TABLE: ROLLING GRASSLANDS EXPLORING TIER 0

D100	ENCOUNTER	TYPE
1	Ankheg	Mnst
2	Ankheg Spawn	Mnst
3–4	Bridge Of Stones	Expl
5	Bandit	Mnst
6–7	Bloodhawk	Mnst
8–22	Travel Scenery	pg 105
23	Bugbear	Mnst
24	Druid	Mnst
25	Counterfeit Goods	Expl
26–27	Eagle	Mnst
28–29	Ettercap	Mnst
30–31	Enchanted Windmill	Expl
32–34	Gnoll	Mnst
35–37	Goat	Mnst
38–41	End Of Hibernation	Expl
42	Goblin	Mnst
43–45	Harpy	Mnst
46–48	Falling Net	Expl
49–51	Hippogriff	Mnst
52–54	Hobgoblin	Mnst
55–57	Forested Hills	Expl
58–60	Kobold	Mnst
61–63	Ogrekin	Mnst
64–66	Hail Storm	Expl
67–69	Pegasus	Mnst
70–71	Peryton	Mnst
72–73	Haze	Expl
74–75	Poisonous Snake	Mnst
76–77	Satyr	Mnst
78–79	Landslide	Expl
80	Scarecrow	Mnst
81	Stirge	Mnst
82	Lost Item	Expl
83–84	Wolf	Mnst
85	Stampede	Mnst
86–99	Social Encounter	pg 103
100	Thunderstorm	Expl

TABLE: ROLLING GRASSLANDS EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1	Ankheg Queen	Mnst
2–3	Bandit Captain	Mnst
4–5	Bridge Of Stones	Expl
6–7	Basilisk	Mnst
8–21	Travel Scenery	pg 105
22–23	Bugbear Chief	Mnst
24–25	Doppelganger	Mnst
26–27	End Of Hibernation	Expl
28–29	Druid	Mnst
30–31	Ettercap	Mnst
32–34	Ettin	Mnst
35–36	Stampede	Expl
37–38	Flying Lion	Mnst
39–41	Ghast	Mnst
42	Goblin Boss or Goblin Warlock	Mnst
43–44	Flood	Expl
45–46	Griffon	Mnst
47–48	Guard Squad	Mnst
49–51	Labyrinthine Ravines	Expl
52–54	Half-Red Dragon Veteran	Mnst
55–56	Hobgoblin Captain	Mnst
57–58	Jackalwere	Mnst
59–61	Mushroom Ring	Expl
62–63	Knight	Mnst
64–66	Kobold Broodguard or Sorcerer	Mnst
67–68	Lamia	Mnst
69–70	Pests	Expl
71–72	Manticore	Mnst
73–74	Ogre	Mnst
75–76	Private Property	Expl
77–78	Owlbear	Mnst
79–80	Priest	Mnst
81–82	Thunderstorm	Expl
83–84	Scout	Mnst
85–86	Veteran	Mnst
87–88	Warrior Band	Mnst
89–99	Social Encounter	pg 103
100	Rot Grubs	Expl

TABLE: ROLLING GRASSLANDS EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1	Ankheg Queen	Mnst
2–3	Cursed Temple	Expl
4–5	Allosaurus	Mnst
6–7	Ankylosaurus	Mnst
8–17	Travel Scenery	pg 105
18–19	Blackguard	Mnst
20–21	Bugbear Chief	Mnst
22–23	Dense Fog	Expl
24–25	Chimera	Mnst
26–27	Cyclops	Mnst
28–29	Flash Flood	Expl
30–31	Ettin	Mnst
32–34	Flying Lion	Mnst
35–36	Flimsy Rope Bridge	Expl
37–38	Gnoll Demonfang	Mnst
39–41	Gorgon	Mnst
42	Green Lake	Expl
43–45	Griffon	Mnst
46–48	Guard Squad	Mnst
49–51	Hail Deluge	Expl
52–54	Jackalwere	Mnst
55–56	Lamia	Mnst
57–59	Magical Overgrowth	Expl
60–61	Manticore	Mnst
62–63	Ogre Mage	Mnst
64–65	Rot Grubs	Expl
66–67	Roc Juvenile	Mnst
68–69	Scarecrow Harvester	Mnst
70–71	Shattered Earth	Expl
72–73	Soldier Squad	Mnst
74–75	Strider	Mnst
76–77	Thundering Stampede	Expl
78–79	Triceratops	Mnst
80–81	Troll	Mnst
82–83	Voracious Pests	Expl
84–85	Warrior Band	Mnst
86–87	Wyvern	Mnst
88–89	Wild Magic Zone	Expl
90–99	Social Encounter	pg 103
100	Fey Glade	Expl

TABLE: ROLLING GRASSLANDS EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1–3	Bridge Of Sorrow	Expl
4–6	Adult River Dragon	Mnst
7–9	Ankylosaurus	Mnst
10–12	Blackguard	Mnst
13–16	Travel Scenery	pg 105
17–19	Champion Warrior	Mnst
20–22	Cyclops	Mnst
23–25	Diplodocus	Mnst
26–28	Caught in the Crossfire	Expl
29–31	Gorgon	Mnst
32–34	Harpy	Mnst
35–37	Hobgoblin Warlord	Mnst
38–39	Choking Smoke	Expl
40–45	Holy Knight	Mnst
46–48	Invisible Stalker	Mnst
49–51	Knight Captain	Mnst
52–54	Cursed Waterway	Expl
55–57	Ogre Mage	Mnst
58–61	Rakshasa	Mnst
62–64	Roc	Mnst
65–69	Endless Plummet	Expl
70–73	Soldier Squad	Mnst
74–76	Triceratops	Mnst
77–79	Troll or Dread Troll	Mnst
80–82	Fey Glade	Expl
83–85	Tyrannosaurus Rex	Mnst
86–88	Weretiger	Mnst
89–90	Wyvern	Mnst
91–92	Sunspots	Expl
93–99	Social Encounter	pg 103
100	Malfunctioning Planar Portal	Expl

TABLE: ROLLING GRASSLANDS EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–12	Adult Gold Dragon	Mnst
13–16	Travel Scenery	pg 105
17–26	Ancient River Dragon	Mnst
27–31	Divine War	Expl
32–42	Hobgoblin Warlord	Mnst
43–47	God Corpse	Expl
48–60	Holy Knight	Mnst
61–65	Hallowed Ground	Expl
66–76	Rakshasa	Mnst
77–81	Malfunctioning Planar Portal	Expl
82–94	Troll or Dread Troll	Mnst
95–100	Social Encounter	pg 103



Tangled Forest

From temperate forests and woodlands which harbor bandit encampments to lush tropical jungles home to giant apes and mighty dinosaurs, these regions are covered with trees and undergrowth. Adventurers journeying through regions like this contend with frequent monster encounters and natural terrain and supernatural exploration challenges.

Terrains. Forest, jungle, mountains, ruins, settlement, subterranean, swamp, temple, tomb.

Tiers. Tangled forests often range from tier 1 through tier 4. At tier 1, a Tangled Forest might be the forest home of a band of outlaws or bandits, while higher tiers might feature dinosaurs, dragons, giant insects, and ancient traps.

Weather. 1–6 clear, 7–14 mist, 15–20 rain, 21–25 snow.

Heavy Undergrowth. Ranged attacks beyond 15 feet are made with disadvantage.

Natural Camouflage. Adventurers gain an expertise die on Stealth checks.

Journey Activities. Adventurers gain advantage on checks made to Harvest or to Hunt and Gather.

TABLE: TANGLED FOREST EXPLORING TIER 0

D100	ENCOUNTER	TYPE
1	Ape	Mnst
2–3	Awakened Tree	Mnst
4–5	Awakened Shrub	Mnst
6–7	Baboon	Mnst
8–15	Travel Scenery	pg 105
16–17	Blood Hawk	Mnst
18–19	Bugbear	Mnst
20–21	Cockatrice	Mnst
22–23	Constrictor Snake	Mnst
24–25	Cult Fanatic	Mnst
26–27	Cultist	
28–29	Dropbear	Mnst
30–31	Druid	Mnst
32–33	Bridge Of Stones	Expl
34–35	Dryad	
36–37	Flying Snake	Mnst
38–40	Frog	
41–43	Giant Frog	Mnst
44–48	Giant Lizard	Mnst
49–51	Giant Poisonous Snake	Mnst
52–53	Giant Spider	Mnst
54–55	Giant Toad	Mnst
56–57	Falling Net	Expl
58–59	Harpy	Mnst
60–61	Lizard	Mnst
62–63	Lizardfolk	Mnst
64–65	Lizardfolk Druid	Mnst
66–70	Forested Hills	Expl
71–72	Ogrekin	Mnst
73–74	Panther	Mnst
75–76	Poisonous Snake	Mnst
77–78	Haze	Expl
79–80	Pteranodon	Mnst
81–82	Swarm of Insects	Mnst
83–84	Swarm of Poisonous Snakes	Mnst
85–86	Tiger	Mnst
87–88	Stampede	Expl
89–91	Warrior	Mnst
92–99	Social Encounter	pg 103
100	Quicksand	Expl

TABLE: TANGLED FOREST EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1–3	Allosaurus	Mnst
4–6	Ankylosaurus	Mnst
7–9	Bandit Captain	Mnst
10–13	Basilisk	Mnst
14–21	Travel Scenery	pg 105
22–24	Boggard	Mnst
25–28	Bugbear Chief	Mnst
29–31	Couatl	Mnst
32–34	Flood	Expl
35–37	Green Dragon Wyrmling Mnst	Mnst
38–41	Elephant	Mnst
42–46	Pests	Expl
47–49	Green Hag	Mnst
50–54	Pit Trap	Expl
55–58	Lizardfolk	Mnst
59–62	Lizardfolk Druid	Mnst
63–66	Manticore	Mnst
67–70	Ogre	Mnst
71–74	Owlbear	Mnst
75–77	Scout	Mnst
78–80	Quicksand	Expl
81–83	Warrior Band	Mnst
84–86	Weretiger	Mnst
87–92	Thunderstorm	Expl
93–99	Social Encounter	pg 103
100	Cursed Temple	Expl



TABLE: TANGLED FOREST EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1–3	Acid Field	Expl
4–6	Alchemist	Mnst
7–9	Boggard Sovereign	Mnst
10–13	Travel Scenery	pg 105
14–15	Champion	Mnst
16–17	Diplodocus	Mnst
18–22	Cursed Temple	Expl
23–25	Giant Ape	Mnst
26–28	Guardian Naga	Mnst
29–33	Dense Fog	Expl
34–35	Mage	Mnst
36–37	Medusa	Mnst
38–40	Enchanted Statue	Expl
41–42	Necromancer (Mage Variant)	Mnst
43–45	Owlbear Recluse (Elite)	Mnst
46–48	Flash Flood	Expl
49–52	Shambling Mound	Mnst
53–56	Treant	Mnst
57–60	Flimsy Rope Bridge	Expl
61–63	Triceratops	Mnst
64–66	Troll	Mnst
67–68	Lethal Outgassing	Expl
69–71	Tyrannosaurus Rex	Mnst
72–74	Lizardfolk Chosen One	Mnst
75–76	Wood Elf Sharpshooter (Strider Variant)	Mnst
77–79	Marsh Gas	Expl
80–82	Poison Darts	Expl
83–85	Wyvern	Mnst
86–88	Young Green Dragon	Mnst
89–91	Rot Grubs	Expl
92–94	Voracious Pests	Expl
95–99	Social Encounter	pg 103
100	Cursed Waterway	Expl

TABLE: TANGLED FOREST EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1–5	Cursed Waterway	Expl
6–10	Travel Scenery	pg 105
11–16	Ankylosaurus	Mnst
17–22	Adult Green Dragon	Mnst
23–28	Endless Plummet	Expl
29–35	Boggard Sovereign	Mnst
36–42	Corrupted Unicorn (Unicorn Variant)	Mnst
43–48	Poison Needle	Expl
49–54	Dire Tyrannosaurus Rex (Elite)	Mnst
55–59	Dread Troll	Mnst
60–64	Primordial Tornado	Expl
65–70	Guardian Naga	Mnst
71–76	Medusa Queen	Mnst
77–81	Sphere of Annihilation	Expl
82–87	Rakshasa	Mnst
88–94	Ogre Mage	Mnst
95–99	Social Encounter	pg 103
100	Corrupted Druid Grove	Expl

TABLE: TANGLED FOREST EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–8	Ancient Green Dragon	Mnst
9–15	Travel Scenery	pg 105
16–23	Dread Troll (Troll Variant)	Mnst
24–31	Corrupted Druid Grove	Expl
32–39	Faerie Noble	Mnst
40–47	God Corpse	Expl
48–55	Rakshasa	Mnst
56–63	Forest Fire	Expl
64–71	Treant	Mnst
72–79	Hallowed Ground	Expl
80–87	Troll	Mnst
88–95	Killing Cloud	Expl
96–100	Social Encounter	pg 103

Underland Realm

There is no map—even among the subterranean cultures that dwell within—that accurately depicts all of these enormous tunnels, which range from natural caverns and dwarven mines to shadow elf cities. Adventurers journeying through this region have combat encounters, some social encounters, and many constructed terrain, natural terrain, and supernatural exploration challenges.

Terrains. Forest, jungle, laboratory, ruins, settlement, subterranean, swamp, temple, tomb, water.

Tiers. It's unusual for these regions to be less than tier 2.

Weather. 1–16 clear, 17–25 mist.

Resonant. Adventurers gain an expertise die on sound-based Perception checks.

Unstable. When an adventurer creates a force that would disturb a non-stoneworked area (an explosion, loud sound, or shaping the structure of the cave through magic), roll 1d20. On a result of 20 the activity causes a cave-in. One passageway in the cave is filled with fallen rocks 20 feet wide.

TABLE: UNDERLAND REALM EXPLORING TIER 0

D100	ENCOUNTER	TYPE	D100	ENCOUNTER	TYPE
1	Bridge of Stones	Expl	52–54	Grimlock	Mnst
2–3	Aboleth Thrall	Mnst	55–57	Magmin	Mnst
4–5	Ankheg Spawn	Mnst	58–60	Mimic	Mnst
6–7	Azer	Mnst	61–63	Ochre Jelly	Mnst
8–9	Darkmantle	Mnst	64–66	Lost Item	Expl
10–11	Ettercap	Mnst	67–68	Piercer	Mnst
12–19	Travel Scenery	pg 105	69–70	Rust Mnst	Mnst
20–21	Flumph	Mnst	71–72	Shadow	Mnst
22–23	Gelatinous Cube	Mnst	73–74	Shrieker	Mnst
24–25	Giant Bat	Mnst	75–76	Stirge	Mnst
26–27	Giant Centipede	Mnst	77–78	Poorly-Repaired Tunnel	Expl
28–29	Giant Fire Beetle	Mnst			
30–31	Falling Net	Expl	79–80	Swarm of Bats	Mnst
32–34	Giant Poisonous Snake	Mnst	81–82	Swarm of Poisonous Snakes	Mnst
35–37	Giant Rat	Mnst	83–84	Swarm Oof Rats	Mnst
38–41	Giant Spider	Mnst	85–86	Troglodyte	Mnst
42–43	Gibbering Mouther	Mnst	87–88	Violet Fungus	Mnst
44–45	Gray Ooze	Mnst	89–90	Stampede	Expl
46–48	Haze	Expl	91–99	Social Encounter	pg 103
49–51	Grick	Mnst	100	Pit Trap	Expl

TABLE: UNDERLAND REALM EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1	Poorly-Repaired Tunnel	Expl
2–3	Aboleth Thrall	Mnst
4–5	Ankheg	Mnst
6–7	Azer	Mnst
8–9	Basilisk	Mnst
10–17	Travel Scenery	pg 105
18–19	Black Pudding	Mnst
20–21	Darkmantle	Mnst
22–23	Doppelganger	Mnst
24–25	Ettercap	Mnst
26–27	Flood	Expl
28–29	Ettin	Mnst
30–31	Gelatinous Cube	Mnst
32–34	Gibbering Mouther	Mnst
35–36	Goblin	Mnst
37–38	Labyrinthine Ravines	Expl
39–41	Green Hag	Mnst
42	Grick	Mnst
43–45	Grimlock	Mnst
46–48	Intellect Devourer	Mnst
49–51	Mushroom Ring	Expl
52–54	Kobold	Mnst
55–56	Magmin	Mnst
57–58	Mimic	Mnst
60–61	Minotaur	Mnst
62–63	Pests	Expl
64–66	Ochre Jelly	Mnst
67–69	Ogrekin	Mnst
70–72	Phase Spider	Mnst
73–75	Piercer	Mnst
76–78	Pit Trap	Expl
79–81	Shadow	Mnst
82–84	Troglodyte	Mnst
85–86	Warrior Band	Mnst
87–88	Wererat	Mnst
89–90	Quicksand	Expl
91–92	Wight	Mnst
93–99	Social Encounter	pg 103
100	Lethal Outgassing	Expl

TABLE: UNDERLAND REALM EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1–2	Ankheg Queen	Mnst
3–4	Azer Forgemaster	Mnst
5–6	Acid Field	Expl
7–8	Black Pudding	Mnst
9–10	Cloaker	Mnst
11–16	Travel Scenery	pg 105
17–18	Dead Man's Fingers	Mnst
19–20	Doppelganger	Mnst
21–22	Cursed Temple	Expl
23–24	Drider	Mnst
25–26	Earth Elemental	Mnst
27–28	Dense Fog	Expl
29–30	Fomorian	Mnst
31–32	Giant Earth Elemental	Mnst
33–34	Enchanted Statue	Expl
35–36	Giant Grick	Mnst
37–38	Green Hag	Mnst
39–41	Flash Flood	Expl
42	Guardian Naga	Mnst
43–45	Hydra	Mnst
46–48	Lethal Outgassing	Expl
49–51	Intellect Devourer	Mnst
52–54	Medusa	Mnst
55–57	Magical Overgrowth	Expl
58–59	Night Hag	Mnst
60–61	Ogre	Mnst
62–63	Marsh Gas	Expl
64–66	Ogre Mage	Mnst
67–68	Otyugh	Mnst
69–70	Rockfall	Expl
71–72	Piercer	Mnst
73–74	Revenant	Mnst
75–76	Rolling Sphere	Expl
77–78	Roper	Mnst
79–80	Salamander	Mnst
81–82	Rot Grubs	Expl
83–84	Salamander Nymph	Mnst
85–86	Spirit Naga	Mnst
87–88	Sinkhole	Expl
89–90	Warrior Band	Mnst
91–92	Xorn	Mnst
93–94	Thundering Stampede	Expl
95–99	Social Encounter	pg 103
100	Spinning Walls	Expl

TABLE: UNDERLAND REALM EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1	Bridge of Sorrow	Expl
2–4	Aboleth	Mnst
5–7	Adult Amethyst Dragon	Mnst
8–10	Adult Emerald Dragon	Mnst
11–16	Travel Scenery	pg 105
17–19	Adult Sapphire Dragon	Mnst
20–22	Adult Shadow Dragon	Mnst
23–25	Behir	Mnst
26–28	Caught In The Crossfire	Expl
29–31	Cloaker	Mnst
32–34	Divi	Mnst
35–37	Drider	Mnst
38–39	Choking Smoke	Expl
40–41	Fomorian	Mnst
42	Forgotten God	Mnst
43–45	Guardian Naga	Mnst
46–48	Cursed Waterway	Expl
49–51	Medusa Queen	Mnst
52–54	Minotaur Champion	Mnst
55–57	Murmuring Worm	Mnst
58–61	Endless Plummet	Expl
62–64	Night Hag	Mnst
65–69	Ogre Mage	Mnst
70–73	Otyugh	Mnst
74–76	Perilous Cliff Path	Expl
77–79	Purple Worm	Mnst
80–82	Salamander	Mnst
83–84	Spirit Naga	Mnst
85–86	Sphere of Annihilation	Expl
87–88	Troll or Dread Troll	Mnst
89–90	Ur-Otyugh (Otyugh Variant)	Mnst
91–92	Xorn	Mnst
93–94	Spinning Walls	Expl
95–99	Social Encounter	pg 103
100	Malfunctioning Planar Portal	Expl

TABLE: UNDERLAND REALM EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1	Sphere of Annihilation	Expl
2–8	Aboleth	Mnst
9–16	Ancient Amethyst Dragon	Mnst
17–21	Travel Scenery	pg 105
22–30	Ancient Emerald Dragon	Mnst
31–38	Adult Black Dragon Lich	Mnst
39–47	God Corpse	Expl
48–55	Divi	Mnst
56–63	Empyrean	Mnst
64–71	Killing Cloud	Expl
72–79	Hobgoblin Warlord	Mnst
80–88	Salamander Noble	Mnst
89–95	Malfunctioning Planar Portal	Expl
96–100	Social Encounter	pg 103

Unrelenting Marsh

So named because time seems to slow to a crawl while traversing its swamps, this area is rife with dangerous predators, lethal fauna, and ground best left untrusted. Adventurers journeying through this region have frequent combat encounters, a few social encounters, and many natural terrain exploration challenges.

Terrains. Forest, grassland, hills, jungle, ruins, settlement, swamp, temple, tomb, water.

Tiers. Swamp regions with friendly inhabitants might be tier 1, but more hostile places (oft ruled over by ancient dragons or worse) can easily be tier 4.

Weather. 1–5 clear, 6–8 overcast, 9–15 rain, 16–25 mist.

Hard to Hoof. Mounts and pack animals are unable to travel at a fast pace or gallop pace. Additionally, wheeled vehicles cannot travel faster than a crawl.

Journey Activities. Plants harvested during a journey activity are typically very rare. Adventurers gain an expertise die on checks made to Harvest, but on a critical failure the plants are carnivorous, and the adventurer suffers one level of fatigue.

TABLE: UNRELENTING MARSH EXPLORING TIER 0

D100	ENCOUNTER	TYPE
1	Awakened Shrub	Mnst
2–3	Bandit	Mnst
4–5	Berserker	Mnst
6–7	Blood Hawk	Mnst
8–17	Travel Scenery	pg 105
18–19	Boggard	Mnst
20–21	Bugbear	Mnst
22–23	Cockatrice	Mnst
24–25	Constrictor Snake	Mnst
26–27	Bridge of Stones	Expl
28–29	Crocodile	Mnst
30–31	Druid	Mnst
32–34	Dryad	Mnst
35–37	Ettercap	Mnst
38–41	Counterfeit Goods	Expl
42	Flying Snake	Mnst
43–45	Ghoul	Mnst
46–48	Giant Constrictor Snake	Mnst
49–51	Giant Frog	Mnst
52–54	End of Hibernation	Expl
55–57	Giant Lizard	Mnst
58–60	Giant Rat	Mnst
61–63	Giant Spider	Mnst
64–65	Lizardfolk	Mnst
66–68	Falling Net	Expl
69–70	Merrow	Mnst
71–72	Poisonous Snake	Mnst
73–74	Pteranodon	Mnst
75–76	Shrieker	Mnst
77–78	Haze	Expl
79–80	Stirge	Mnst
81–82	Swarm of Insects	Mnst
83–84	Swarm of Poisonous Snakes	Mnst
85–86	Swarm Of Rats	Mnst
87–88	Lost Item	Expl
89–91	Violet Fungus	Mnst
92–93	Will-O-Wisp	Mnst
94–99	Social Encounter	pg 103
100	Pests	Expl

TABLE: UNRELENTING MARSH EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1–4	Allosaurus	Mnst
5–8	Ankylosaurus	Mnst
9–12	Bandit Captain	Mnst
13–16	Banshee	Mnst
17–21	Travel Scenery	pg 105
22–25	Boggard	Mnst
26–29	Bugbear Chief	Mnst
30–33	Ettercap	Mnst
34–37	Bridge Of Stones	Expl
38–41	Ettin	Mnst
42–45	Fey Knight	Mnst
46–49	Ghast	Mnst
51–54	Flood	Expl
55–58	Goblin Boss or Goblin Warlock	Mnst
59–62	Green Hag	Mnst
63–66	Kobold Broodguard or Kobold Sorcerer	Mnst
67–70	Pests	Expl
71–74	Lizardfolk	Mnst
75–78	Merrow	Mnst
79–82	Ogre	Mnst
83–85	Quicksand	Expl
86–88	Warrior Band	Mnst
89–91	Weretiger	Mnst
92–94	Thunderstorm	Expl
95–99	Social Encounter	pg 103
100	Dense Fog	Expl

TABLE: UNRELENTING MARSH EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1–3	Acid Field	Expl
4–6	Alchemist	Mnst
7–9	Blackguard	Mnst
10–12	Boggard Sovereign	Mnst
13–15	Travel Scenery	pg 105
16–18	Champion Warrior	Mnst
19–21	Cyclops	Mnst
22–24	Dead Man's Fingers	Mnst
25–27	Dense Fog	Expl
28–30	Diplodocus	Mnst
31–33	Giant Crocodile	Mnst
34–36	Half-Shadow Dragon Assassin	Mnst
37–39	Lethal Outgassing	Expl
40–42	Hydra	Mnst
43–45	Lizardfolk Chosen One	Mnst
46–48	Mage	Mnst
49–51	Marsh Gas	Expl
52–54	Night Hag	Mnst
55–57	Ogre Mage	Mnst
58–60	Otyugh	Mnst
61–63	Rot Grubs	Expl
64–66	Revenant	Mnst
67–69	Scarecrow Harvester	Mnst
70–72	Shambling Mound	Mnst
73–75	Sinkhole	Expl
76–78	Strider	Mnst
79–81	Treant	Mnst
82–84	Triceratops	Mnst
85–87	Tornado	Expl
88–90	Troll	Mnst
91–92	Tyrannosaurus Rex	Mnst
93–94	Voracious Pests	Expl
95–99	Social Encounter	pg 103
100	Sunspots	Expl



TABLE: UNRELENTING MARSH EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1–4	Tornado	Expl
5–9	Adult Black Dragon	Mnst
10–13	Banshee	Mnst
14–18	Travel Scenery	pg 105
19–21	Boggard Sovereign	Mnst
22–26	Cyclops	Mnst
27–31	Choking Smoke	Expl
32–36	Diplodocus	Mnst
37–41	Forgotten God	Mnst
42	Cursed Waterway	Expl
43–47	Night Hag	Mnst
48–53	Ogre Mage	Mnst
55–60	Fey Glade	Expl
61–65	Rakshasa	Mnst
66–71	Treant	Mnst
72–76	Primordial Tornado	Expl
77–81	Troll or Dread Troll	Mnst
82–87	Tyrannosaurus Rex	Mnst
88–92	Sunspots	Expl
93–99	Social Encounter	pg 103
100	Corrupted Druid Grove	Expl

TABLE: UNRELENTING MARSH EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–10	Ancient Black Dragon	Mnst
11–20	Adult Black Dragon Lich	Mnst
21–25	Travel Scenery	pg 105
26–36	Faerie Noble	Mnst
37–47	Corrupted Druid Grove	Expl
48–58	Rakshasa	Mnst
59–69	God Corpse	Expl
70–80	Treant	Mnst
81–90	Troll or Dread Troll	Mnst
91–94	Killing Cloud	Expl
95–100	Social Encounter	pg 103

Urban Township

From mighty sprawling cities to smaller bustling towns, these areas are full of people—and more people means more accidents, more conflict, and more action. Adventurers journeying through urban areas have many social encounters, combat encounters against NPCs, and both circumstance and constructed terrain exploration challenges.

Terrains. Settlement, sewer, temple.

Tiers. Metropolises can be as high as tier 4 and small towns as low as tier 1.

Weather. 1–8 clear, 9–12 overcast, 13–16 rain, 17–19 mist, 20–25 snow.

Breakable Surroundings. A critical failure on a Strength or Dexterity check results in destruction of property, angering the owner of said property.

Journey Activities. Adventurers gain an expertise die on checks made to Busk or Rob.

TABLE: URBAN TOWNSHIP EXPLORING TIER 0

D100	ENCOUNTER	TYPE	D100	ENCOUNTER	TYPE
1	Aboleth Thrall	Mnst	43–44	Imp	Mnst
2	Acolyte	Mnst	45–46	Mastiff	Mnst
3–4	Apprentice Mage	Mnst	47–48	Minstrel	Mnst
5–6	Counterfeit Goods	Expl	49–50	Haze	Expl
7–8	Bandit	Mnst	51–52	Noble	Mnst
9–10	Cat	Mnst	53–54	Soldier	Mnst
11–12	Commoner	Mnst	55–56	Spy (Cutthroat Variant)	Mnst
13–25	Travel Scenery	pg 105			
26	Cult Fanatic	Mnst	57–58	Lost Item	Expl
27–28	Cultist	Mnst	59–60	Steam Mephit	Mnst
29–30	Cutthroat	Mnst	61–62	Swarm of Rats	Mnst
31–32	Falling Net	Expl	63–64	Thug	Mnst
33–34	Gargoyle	Mnst	65–66	Public Ceremony	Expl
35–36	Giant Rat	Mnst	67–68	Wererat	Mnst
37–40	Guard	Mnst	69–99	Social Encounter	pg 103
41–42	Hail Storm	Expl	100	Dark Alleys	Expl

TABLE: URBAN TOWNSHIP EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1	Aboleth Thrall	Mnst
2–3	Bandit Captain	Mnst
4–5	Commoner Mob	Mnst
6–7	Counterfeit Goods	Expl
8–9	Cutthroat	Mnst
10–11	Doppelganger	Mnst
12–19	Travel Scenery	pg 105
20–21	Gargoyle	Mnst
22–23	Ghost	Mnst
24–25	Goblin Boss or Goblin Warlock	Mnst
26–27	Collapsing Roof	Expl
28–29	Guard Squad	Mnst
30–31	Half-Red Dragon Veteran	Mnst
32–34	Knight	Mnst
35–36	Dark Alleys	Expl
37–38	Kobold Broodguard or Kobold Sorcerer	Mnst
39–41	Malcubus	Mnst
42	Flood	Expl
43–45	Minstrel	Mnst
46–48	Noble	Mnst
49–51	Pests	Expl
52–54	Priest	Mnst
55–56	Pugilist	Mnst
57–59	Private Property	Expl
60–61	Soldier	Mnst
62–63	Thug	Mnst
64–66	Rooftop Run	Expl
67–69	Veteran	Mnst
70–71	Wereboar	Mnst
72–73	Urban Blaze	Expl
74–75	Wererat	Mnst
76–77	Werewolf	Mnst
78–79	Urban Quake	Expl
80–99	Social Encounter	pg 103
100	Forge, Foundry, and Factory	Expl

TABLE: URBAN TOWNSHIP EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1	Alchemist	Mnst
2–3	Collapsing Roof	Expl
4–5	Assassin	Mnst
6–7	Bandit Captain	Mnst
8–9	Bulette	Mnst
10–17	Travel Scenery	pg 105
18–19	Cambion	Mnst
20–21	Champion Warrior	Mnst
22–23	Crime Boss	Mnst
24–25	Cursed Temple	Expl
26–27	Doppelganger	Mnst
28–29	Gargoyle	Mnst
30–31	Ghost	Mnst
32–34	Dense Fog	Expl
35–36	Gladiator	Mnst
37–38	Guard Squad	Mnst
39–41	Half-Red Dragon Veteran	Mnst
42–43	Forge, Foundry, and Factory	Expl
44–45	Half-Shadow Dragon Assassin	Mnst
46–48	High Priest	Mnst
49–51	Holy Knight	Mnst
52–54	Rot Grubs	Expl
55–56	Khalkos Spawn	Mnst
57–58	Malcubus	Mnst
59–61	Pugilist	Mnst
62–63	Sinkhole	Expl
64–66	Revenant	Mnst
67–69	Soldier Squad	Mnst
70–71	Veteran	Mnst
72–73	Tornado	Expl
74–75	Werebear	Mnst
76–77	Wereboar	Mnst
78–79	Wraith	Mnst
80–81	Voracious Pests	Expl
82–99	Social Encounter	pg 103
100	Choking Smoke	Expl

TABLE: URBAN TOWNSHIP REALM EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1	Archmage	Mnst
2–4	Archpriest	Mnst
5–7	Ascetic Grandmaster	Mnst
8–10	Assassin	Mnst
11–16	Travel Scenery	pg 105
17–19	Cambion	Mnst
20–22	Champion Warrior	Mnst
23–25	Crime Boss	Mnst
26–28	High Priest	Mnst
29–31	Caught In The Crossfire	Expl
32–34	Holy Knight	Mnst
35–37	Khalkos	Mnst
38–39	Knight Captain	Mnst
40–43	Malcubus	Mnst
43–45	Choking Smoke	Expl
46–48	Ogre Mage	Mnst
49–51	Rakshasa	Mnst
52–54	Soldier Squad	Mnst
55–57	Vampire	Mnst
58–61	Primordial Tornado	Expl
62–64	Veteran	Mnst
65–69	Werebear	Mnst
70–73	Wereboar	Mnst
74–76	Werewolf	Mnst
77–79	Sunspots	Expl
80–81	Wraith	Mnst
82–99	Social Encounter	pg 103
100	Killing Cloud	Expl

TABLE: URBAN TOWNSHIP EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–6	Travel scenery	pg 105
6–12	Arcane blademaster	Mnst
13–19	Archmage	Mnst
20–24	Archpriest	Mnst
25–31	Ascetic grandmaster	Mnst
32–38	Holy knight	Mnst
39–45	Khalkos	Mnst
46–51	Killing cloud	Expl
52–57	Knight captain	Mnst
58–63	Master assassin	Mnst
64–69	Rakshasa	Mnst
70–75	Vampire	Mnst
76–81	Wraith	Mnst
82–85	Wraith lord	Mnst
86–100	Social encounter	pg 103



Wartorn Kingdom

An occupied nation, or one amidst a civil war, is a dubious place populated with aggressive soldiers, desperate commoners, and merciless opportunists. Adventurers journeying through this region have many social encounters, combat encounters against NPCs, and both circumstance and natural terrain exploration challenges as they navigate the country in conflict.

Terrains. Any.

Tiers. Nascent counties skirmishing against one another might merit tier 1, but when larger nations take umbrage against one another they usually merit being tier 2 or even tier 3.

Weather. 1–8 clear, 9–12 overcast, 13–16 rain, 17–19 mist, 20–25 snow. The Narrator may substitute a weather roll based on the terrain (like rolling a Lofty Mountains weather roll in a Wartorn Kingdom in a mountain range).

Journey Activities. The Busk journey activity is made with disadvantage due to the wary and suspicious nature of other travelers.

TABLE: WARTORN KINGDOM EXPLORING TIER 0

D100	ENCOUNTER	TYPE	D100	ENCOUNTER	TYPE
1	Apprentice Mage	Mnst	52–54	Noble	Mnst
2–3	Blinding Blizzard	Expl	55–57	Ogrekin	Mnst
4–5	Bandit	Mnst	58–60	Forested Hills	Expl
6–7	Commoner	Mnst	61–63	Pony	Mnst
8–9	Cultist	Mnst	64–66	Priest	Mnst
10–19	Travel Scenery	pg 105	67–68	Rat	Mnst
20–21	Cutthroat	Mnst	69–70	Hail Storm	Expl
22–23	Draft Horse	Mnst	71–72	Riding Horse	Mnst
24–25	Giant Rat	Mnst	73–74	Scarecrow	Mnst
26–27	Bridge of Stones	Expl	75–76	Soldier	Mnst
28–29	Gnoll	Mnst	77–78	Haze	Expl
30–31	Goat	Mnst	79–80	Spy (Cutthroat Variant)	Mnst
32–34	Goblin	Mnst			
35–37	Counterfeit Goods	Expl	81–82	Swarm of Rats	Mnst
38–41	Guard	Mnst	83–84	Lost Item	Expl
42	Kobold	Mnst	85–86	Thug	Mnst
43–45	Mastiff	Mnst	87–88	Warhorse	Mnst
46–48	End Of Hibernation	Expl	89–99	Social Encounter	pg 103
49–51	Minstrel	Mnst	100	Pests	Expl

TABLE: WARTORN KINGDOM EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1	Counterfeit Goods	Expl
2–3	Aboleth Thrall	Mnst
4–5	Acolyte	Mnst
6–7	Ankheg	Mnst
8–17	Travel Scenery	pg 105
18–19	Bandit Captain	Mnst
20–21	Commoner Mob	Mnst
22–23	Cult Fanatic	Mnst
24–25	End of Hibernation	Expl
26–27	Doppelganger	Mnst
28–29	Ghost	Mnst
30–31	Goblin Boss or Goblin Warlock	Mnst
32–34	Stampede	Expl
35–36	Green Hag	Mnst
37–38	Guard Squad	Mnst
39–41	Half-Red Dragon Veteran	Mnst
42	Flood	Expl
43–45	Knight	Mnst
46–48	Kobold Broodguard or Kobold Sorcerer	Mnst
49–51	Malcubus	Mnst
52–54	Labyrinthine Ravines	Expl
55–56	Ogrekin	Mnst
57–58	Peryton	Mnst
59–61	Priest	Mnst
62–63	Mushroom Ring	Expl
64–66	Pugilist	Mnst
67–68	Scarecrow	Mnst
69–70	Soldier	Mnst
71–72	Pests	Expl
73–74	Spy (Cutthroat Variant)	Mnst
75–76	Thug	Mnst
77–78	Veteran	Mnst
79–80	Private Property	Expl
81–82	Wereboar	Mnst
83–84	Wererat	Mnst
85–86	Werewolf	Mnst
87–88	Thunderstorm	Expl
89–99	Social Encounter	pg 103
100	Dense Fog	Expl

TABLE: WARTORN KINGDOM EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1	Aboleth Thrall	Mnst
2–3	Alchemist	Mnst
4–5	Cursed Temple	Expl
6–7	Ankheg Queen	Mnst
8–9	Assassin	Mnst
10–15	Travel Scenery	pg 105
16–17	Bandit Captain	Mnst
18–19	Cambion	Mnst
20–21	Dense Fog	Expl
22–23	Champion Warrior	Mnst
24–25	Crime Boss	Mnst
26–27	Flimsy Rope Bridge	Expl
28–29	Doppelganger	Mnst
30–31	Ghost	Mnst
32–34	Hail Deluge	Expl
35–36	Gladiator	Mnst
37–38	Guard Squad	Mnst
39–41	Lethal Outgassing	Expl
42	Half-Shadow Dragon Assassin	Mnst
43–45	High Priest	Mnst
46–48	Rot Grubs	Mnst
49–51	Holy Knight	Mnst
52–54	Shattered Earth	Expl
55–56	Invisible Stalker	Mnst
57–58	Khalkos Spawn	Mnst
59–61	Mage	Mnst
62–63	Thundering Stampede	Expl
64–66	Malcubus	Mnst
67–68	Medusa	Mnst
69–70	Tornado	Expl
71–72	Night Hag	Mnst
73–74	Ogre Mage	Mnst
75–76	Voracious Pests	Expl
77–78	Revanant	Mnst
79–80	Soldier Squad	Mnst
81–82	White Elk	Expl
83–84	Spymaster (Assassin Variant)	Mnst
85–86	Wraith	Mnst
87–88	Wild Magic Zone	Expl
89–99	Social Encounter	pg 103
100	Caught in the Crossfire	Expl

TABLE: WARTORN KINGDOM EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1	Archmage	Mnst
2–4	Archpriest	Mnst
5–7	Ascetic Grandmaster	Mnst
8–10	Bridge of Sorrow	Expl
11–13	Assassin	Mnst
16–19	Champion Warrior	Mnst
20–25	Crime Boss	Mnst
26–28	Travel Scenery	pg 105
29–31	Fire Giant	Mnst
32–34	High Priest	Mnst
35–37	Caught in the Crossfire	Expl
38–39	Holy Knight	Mnst
40–41	Invisible Stalker	Mnst
42	Khalkos	Mnst
43–45	Choking Smoke	Expl
46–48	Knight Captain	Mnst
49–51	Night Hag	Mnst
52–54	Malcubus	Mnst
55–57	Cursed Waterway	Expl
58–61	Ogre Mage	Mnst
62–64	Soldier Squad	Mnst
65–69	Rakshasa	Mnst
70–73	Perilous Cliff Path	Expl
74–76	Soldier Squad	Mnst
77–79	Vampire	Mnst
80–82	Werebear	Mnst
83–85	Primordial Tornado	Expl
86–87	Wereboar	Mnst
88–89	Werewolf	Mnst
90–91	Wraith	Mnst
92–99	Social Encounter	pg 103
100	Divine War	Expl

TABLE: WARTORN KINGDOM EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–5	Perilous Cliff Path	Expl
6–10	Arcane Blademaster	Mnst
11–16	Travel Scenery	pg 105
17–22	Archmage	Mnst
23–28	Divine War	Expl
29–34	Archpriest	Mnst
35–39	Forest Fire	Expl
40–45	Ascetic Grandmaster	Mnst
46–51	God Corpse	Expl
52–57	Khalkos	Mnst
58–63	Hallowed Ground	Expl
64–69	Master Assassin	Mnst
70–75	Hellscape	Expl
76–81	Vampire	Mnst
82–87	Killing Cloud	Expl
88–92	Wraith Lord	Mnst
93–100	Social Encounter	pg 103



Creating A Region

While this book provides a selection of regions to be used in any world, Narrators may sometimes need to create new regions of their own making. When creating a region, consider the following things.

Terrains. Determine the types of terrains most common in the region. For example, the crypts of a few dead nobles might be appropriate for tombs terrain in a hamlet urban region, but for a major metropolitan urban region to have tombs among its terrains it would need a proper necropolis.

Tiers. What tiers does this region type typically accommodate? Remember, that a region can be used with any tier of play, but some regions will tend towards higher or lower tiers.

Weather. On a 1–25 scale (representing a d20 roll, with an additional +5 during the winter season), note what the weather might be like on a given day. Remember that the weather entry only includes milder descriptive weather (clear, overcast, rain, mist, snow) which do not affect the adventurers. More extreme weather events are exploration challenges and should be included in the region's Exploring table.

Traits. The region should have one or more environmental traits. You can borrow traits from other regions, or create new traits.

Encounters. You will need to devise encounter tables for all five tiers of play. These should include a mix of monsters, exploration challenges, social encounters, and travel scenery.

Dungeons

Desolate crypts, ancient temples, horrifying tombs, and cursed pyramids are often filled with traps and monsters. Unlike the natural caverns of most of the underland realm, a dungeon is usually constructed and can be above or below ground. Although dungeons aren't regions (so there is no weather or travel scenery, and adventurers don't undertake journey activities in a dungeon) they are filled with random encounters against both traps and monsters, and these areas are ripe with opportunities for exploration!

Terrains. Dungeons can be found everywhere, and depending on their size and location they may have a wide variety of terrains within (though laboratory, ruins, sewer, temple, and tomb are the most common).

Tier. Dungeons range from tier 0 crypts in small villages all the way up to the deadliest tier 4 labyrinths of terror constructed by ancient evils.

TABLE: DUNGEON EXPLORING TIER 0

D100	ENCOUNTER	TYPE
1–2	Aboleth Thrall	Mnst
3–4	Animated Armor	Mnst
5–6	Apprentice Mage	Mnst
7–8	Bandit	Mnst
9–10	Bolt-Thrower	Mnst
11–12	Cultist	Mnst
13–14	Cutthroat	Mnst
15–16	Ettercap	Mnst
17–18	Flumph	Mnst
19–20	Flying Sword	Mnst
21–26	Falling Net	Expl
27–28	Gargoyle	Mnst
29–30	Gear Spider	Mnst
31–32	Gelatinous Cube	Mnst
33–34	Gibbering Mouther	Mnst
35–36	Ghoul	Mnst
37–38	Goblin	Mnst
39–40	Gray Ooze	Mnst
41–42	Homunculus	Mnst
43–44	Kobold	Mnst
45–46	Mimic	Mnst
46–47	Ochre Jelly	Mnst
48–49	Ogrekin	Mnst
50–52	Poisonous Snake[G]	Mnst
53–59	Haze	Expl
60–62	Ratg	Mnst
63–64	Rug of Smothering	Mnst
65–66	Shadow	Mnst
67–68	Shrieker	Mnst
69–70	Skeleton	Mnst
71–72	Specter	Mnst
73–79	Lost Item	Expl
80–82	Spiderg	Mnst
83–84	Swarm of Poisonous Snakes	Mnst
85–86	Swarm Of Rats	Mnst
87–88	Violet Fungus	Mnst
89–90	Wererat	Mnst
91–92	Zombie	Mnst
93–100	Poorly-Repaired Tunnel	Expl

[G] *On an odd result, use the giant version of this creature instead.*

TABLE: DUNGEON EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1–6	Collapsing roof	Expl
7–8	Aboleth Thrall	Mnst
9–10	Animated Armor	Mnst
11–12	Bandit Captain	Mnst
13–14	Banshee	Mnst
15–16	Black Pudding	Mnst
17–18	Bolt-Thrower	Mnst
19–20	Clockwork Sentinel	Mnst
21–22	Cult Fanatic	Mnst
23–24	Doppelganger	Mnst
25–30	Labyrinthine Ravines	Expl
31–32	Ettercap	Mnst
33–34	Ettin	Mnst
35–36	Flying Sword	Mnst
37–38	Gargoyle	Mnst
39–40	Ghast	Mnst
41–42	Ghost	Mnst
43–44	Ghoul	Mnst
45–46	Gibbering Mouther	Mnst
47–48	Goblin Boss or Goblin Warlock	Mnst
49–55	Pests	Expl
56–57	Intellect Devourer	Mnst
58–59	Kobold Broodguard or Kobold Sorcerer	Mnst
60–61	Mimic	Mnst
62–63	Ochre Jelly	Mnst
64–65	Ogre	Mnst
66–67	Ogre Zombie	Mnst
68–69	Phase Spider	Mnst
70–71	Quasit	Mnst
72–73	Rugof Smothering	Mnst
74–79	Pit Trap	Expl
80–81	Shadow	Mnst
82–83	Skeletal Champion	Mnst
84–85	Skeletal Horde	Mnst
86–87	Specter	Mnst
88–89	Walking Statue	Mnst
90–91	Werewolf	Mnst
92–93	Zombie Horde	Mnst
94–95	Zombie Knight	Mnst
96–99	Quicksand	Expl
100	Rot Grubs	Expl

TABLE: DUNGEON EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1–5	Cursed Temple	Expl
6–8	Air Elemental[G]	Mnst
9–10	Alchemist	Mnst
11–12	Blackguard	Mnst
13–16	Dense Fog	Expl
17–18	Black Pudding	Mnst
19–20	Bolt-Thrower	Mnst
21–22	Bulette	Mnst
23–26	Enchanted Statue	Expl
27–28	Cambion	Mnst
29–30	Clay Guardian	Mnst
31–32	Cloaker	Mnst
33–36	Flimsy Rope Bridge	Expl
37–38	Crusher	Mnst
39–40	Dead Man's Fingers	Mnst
41–42	Drider	Mnst
43–45	Lethal Outgassing	Expl
46–48	Earth Elemental[G]	Mnst
49–51	Elder Black Pudding	Mnst
52–54	Fire Elemental[G]	Mnst
51–52	Flesh Guardian	Mnst
53–56	Poison Darts	Expl
57–58	Hell Hound	Mnst
59–60	Intellect Devourer	Mnst
61–66	Invisible Stalker	Mnst
63–65	Rolling Sphere	Expl
66–67	Mage	Mnst
68–69	Ogre Mage	Mnst
70–71	Otyugh	Mnst
72–75	Rot Grubs	Expl
76–79	Revenant	Mnst
80–81	Shield Guardian	Mnst
82–83	Stone Guardian	Mnst
84–87	Swinging Blades	Expl
88–90	Water Elemental[G]	Mnst
91–92	Wererat	Mnst
93–94	Werewolf	Mnst
95–97	Voracious Pests	Expl
98–99	Wraith	Mnst
100	Spinning Walls	Expl

[G] *On an odd result, use the giant version of this creature instead.*

TABLE: DUNGEON EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1–7	Choking Smoke	Expl
8–10	Aboleth	Mnst
11–13	Archmage	Mnst
14–16	Assassin	Mnst
17–19	Behir	Mnst
20–22	Clay Guardian	Mnst
23–28	Endless Plummet	Expl
29–31	Cloaker	Mnst
32–34	Cyclops	Mnst
35–37	Drider	Mnst
38–39	Forgotten God	Mnst
40–42	Guardian Naga	Mnst
43–48	Poison Needle	Expl
49–51	Iron Guardian	Mnst
52–54	Mummy Lord	Mnst
55–57	Night Hag	Mnst
58–61	Ogre Mage	Mnst
62–64	Otyugh	Mnst
65–73	Sphere of Annihilation	Expl
74–76	Sphinx	Mnst
77–79	Spirit Naga	Mnst
80–82	Stone Guardian	Mnst
83–85	Troll Or Dread Troll	Mnst
86–88	Vampire	Mnst
89–93	Spinning Walls	Expl
94–96	Wraith Lord	Mnst
97–99	Zombie Dragon	Mnst
100	Malfunctioning Planar Portal	Expl

TABLE: DUNGEON EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–7	God Corpse	Expl
8–12	Aboleth	Mnst
13–16	Arcane Blademaster	Mnst
17–22	Archmage	Mnst
23–28	Hallowed Ground	Expl
29–32	Clay Guardian	Mnst
33–37	Demilich	Mnst
38–41	Dread Knight	Mnst
42–48	Hellscape	Expl
49–52	Empyrean	Mnst
53–57	Lich	Mnst
58–61	Master Assassin	Mnst
62–68	Killing Cloud	Expl
69–72	Mummy Lord	Mnst
73–77	Sphinx (Greater)	Mnst
78–81	Stone Guardian	Mnst
82–88	Malfunctioning Planar Portal	Expl
89–92	Troll Or Dread Troll	Mnst
93–97	Vampire	Mnst
98–100	Wraith Lord	Mnst

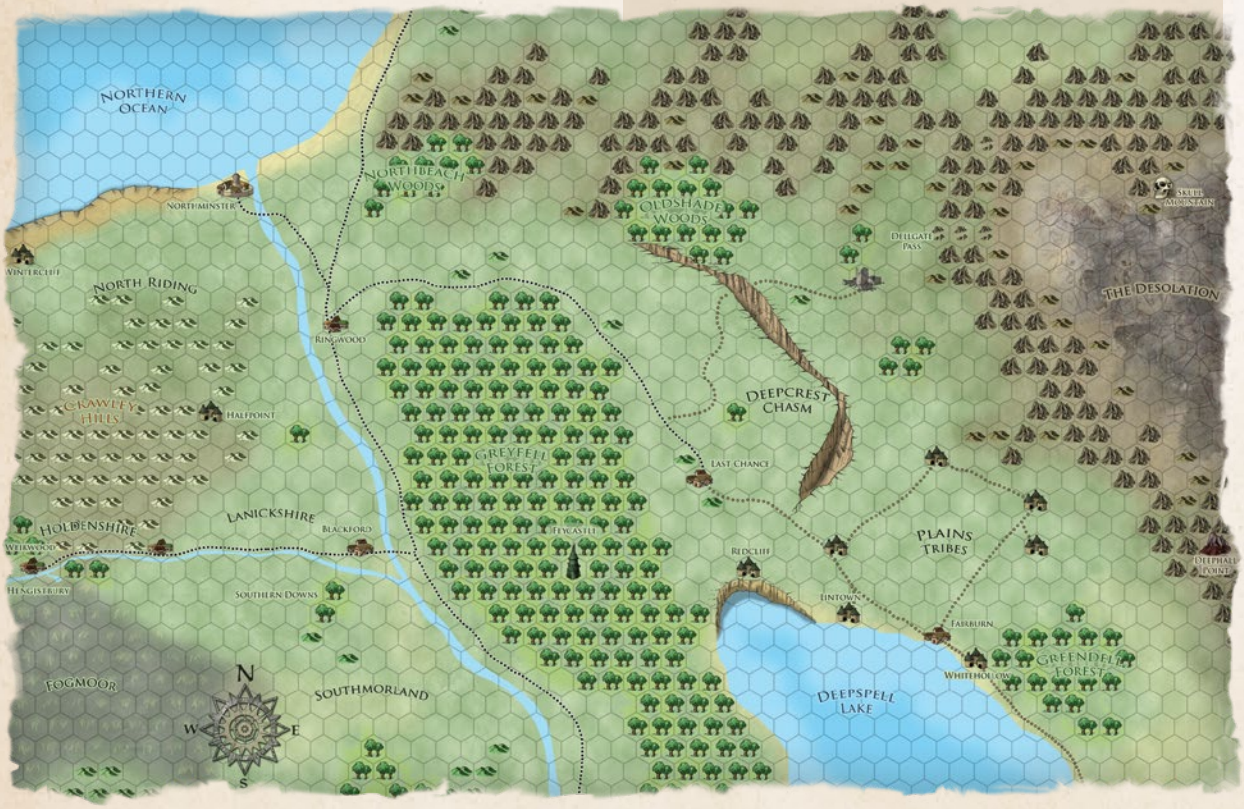
Holdenshire

Below is an example setting containing several regions. Hengistbury is a small village (population approximately 150) on the banks of a winding river located in the rustic and rural county of Holdenshire. As one moves east, the regions become more and more dangerous, culminating in a blasted land seared by a mighty red dragon named Cirothe. To the northwest lie the larger towns of Northminster and Wintercliff, on the coast of the Northern Ocean.

Each named area on the map is a different region, as described in the table below. Using just this information, the Narrator has enough material for the adventurers to roam the setting. The region types contain descriptions and environmental effects, and provide all forms of encounters. All the Narrator needs to do is add a plot!

Example of Play

It's just about 35 miles to get from Ringwood to the Northern Ocean, so it'll take about two days on foot at a normal pace.



Varskyle asks if the group has enough Supply for two days of travel. Krarg claims he can carry for more than just himself, but that the group should stock up before journeying out so each adventurer buys rations and filled waterskins (together each is worth 1 Supply). After their previous journey (a much longer ordeal) the adventurers are a little short on coin as well as food, but do their best resupplying. When they head out every member of the party has 3 Supply, except for Krarg who carries 6 Supply.

The Narrator determines that the journey between the Northern Ocean and Ringwood crosses through two different regions, each of which will include an encounter—some tier 1 Open Roads, and the coast of a tier 2 Restless Sea.

The first encounter is an exploration challenge as the party travels along familiar Open Roads leading north from Ringwood: although it's a clear day, it is interrupted by a powerful thunderstorm. The wind begins to pick up several hours after the adventurers begin their journey. As the gusts grow stronger and stronger, the party realizes they are in danger!

T'lingbet suggests the group attempt to tough it out; he doesn't want to miss the beach festival! The group attempts a group DC 13 Survival check, but only half of the PCs succeed so their group check fails.

"We need to find shelter," says Nox, worried they're going to have their Supply ruined in the strong winds and rain, not to mention the chance of lightning strikes. The party works together to quickly create shelter from the thunderstorm, making a group DC 13 Engineering check. Before they attempt this, Orla gives several of the adventurers Bardic Inspiration. With a little help from their bard more than half of the party succeeds so they pass the group check and are able to hastily construct a lean-to against some boulders along the road. Just as they do a bolt of electricity slams into a tree nearby,

TABLE: EXAMPLE REGIONS

REGION	REGION TYPE
Blackford	Tier 1 Urban Township
Crawley Hills	Tier 1 Rolling Grasslands
Deepcrest Chasm	Tier 2 Blasted Wastes
Deephall Point	Tier 2 Underland Realm
Dellgate Pass	Tier 2 Lofty Mountains
Fogmoor	Tier 1 Unrelenting Marsh
Greendell Forest	Tier 3 Feywood
Greyfell Forest	Tier 2 Feywood
Halfpoint	Tier 1 Urban Township
Hengistbury	Tier 0 Urban Township
Holdenshire	Tier 0 Country Shire
Lintown	Tier 2 Urban Township
Lanickshire	Tier 1 Country Shire
Last Chance	Tier 2 Country Shire
Northbeach Woods	Tier 2 Feywood
Northern Ocean	Tier 2 Restless Sea
Northminster	Tier 2 Urban Township
North Riding	Tier 1 Rolling Grasslands
Oldshade Woods	Tier 3 Feywood
Queenswood	Tier 1 Feywood
Redcliff	Tier 2 Urban Township
Ringwood	Tier 1 Urban Township
Roads	Tier 0 Open Roads
Skull Mountain	Tier 3 Lofty Mountains
Southmoreland	Tier 2 Rolling Grasslands
The Desolation	Tier 3 Blasted Wastes
Thornbury	Tier 0 Urban Township
Weirwood	Tier 1 Feywood
Whitehollow	Tier 2 Country Shire
Wintercliff	Tier 2 Urban Township



but no Supply is lost in the raucous weather as the party waits out the storm. This takes 5 hours, to T'lingbet's dismay. They camp there, each consuming 1 Supply.

The next morning Nox attempts to find some spellcasting materials using Gather Components on the tier 1 Open Roads. They make an Arcana check and get a 17. The Narrator rolls 1d4 and adds 5 (because Nox handily beat the region's journey activity DC of 12), determining that Nox was able to find 8 gold worth of components. Krarg makes a Survival check to Hunt and Gather but he fails, Varskyle jots down information about the area and succeeds on her History check to Chronicle (choosing to gain an expertise die on future Survival checks made within or about the region), and T'lingbet is unsuccessful on an Animal Handling check to Befriend Animal. Meanwhile, Orla rolls a natural 20 on her Performance check and critically succeeds to Busk for passersby! The journey activity DC is 12 and her result is a 26, so she gets 16 gold—and a passerby gifts her a random magical item worth 50 gold or less. Not bad for a few sonnets.

Soon after the adventurers set out for the day, which is cool and misty, and reach the Northern Ocean where they encounter a duo of bandits! The party stands their ground, defending themselves until the brigands make a run for it. The adventurers camp a second night (reducing each PC to 1 Supply, except Krarg who is down to 4 Supply) but they can smell the salty air throughout the evening—they'll make it to the ocean by midday tomorrow.

Social Encounters

Social encounters can be randomly rolled along with monster encounters and exploration challenges. Individual names and heritages for people met on the road can be chosen or rolled randomly. The Narrator should embellish the encounters as needed, and should feel free to reject any which are not suitable for the current environment.

TABLE: RANDOM NPC HERITAGE

D20	HERITAGE
1–2	Dragonborn
3–5	Dwarf
6–8	Elf
9	Gnome
10–11	Halfling
12–14	Human
15–16	Orc
17	Planetouched
18–19	Mixed heritage (roll twice, ignoring this result)
20	Roll on the Unusual NPC Heritage table

TABLE: UNUSUAL NPC HERITAGE

D12	HERITAGE
1	Bugbear
2	Centaur
3	Faerie
4	Gnoll
5	Goblin
6	Hobgoblin
7	Kobold
8	Lizardfolk
9	Lycanthrope
10	Minotaur
11	Ogre
12	Satyr

TABLE: RANDOM NPC NAMES

D20	NAME
1	Athur
2	Bacca
3	Bertram
4	Bozur
5	Daro
6	Dunk
7	Erendel
8	Galan
9	Hodar
10	Huebald
11	Jasmine
12	Jissard
13	Kito
14	Larion
15	Mara
16	Naphak
17	Otto
18	Perra
19	Thorne
20	Theodor

TABLE: RANDOM SOCIAL ENCOUNTERS

D100	SOCIAL ENCOUNTER
1	An escaped convict looking for refuge.
2	A knight looking for her lost love.
3	A squad of guards who think that the adventurers are evil or ne'er-do-wells.
4	A noble retinue which demands the party stand aside.
5	A stranded merchant with a badly damaged wagon they need help repairing.
6	A dying warrior with a dire warning.
7	A group of children curious about the way the adventurers look.
8	A shepherd whose flock is blocking the way.
9	An apprentice wizard seeking willing participants for testing spells.
10	A doomsayer preaching an impending apocalypse.
11	A boastful young squire keen to join the party.
12	An angry farmer who claims the adventurers are trespassing.
13	A circus wagon headed to the nearest town.
14	A wineseller drunk on his own wares.
15	A procession bearing the corpse of a famous knight home.
16	A ranger who demands to know the party's identities.
17	A royal messenger with an urgent missive.
18	A child who has run away from home.
19	A bounty hunter tracking elusive prey.
20	A cheerful bard who won't be quiet.
21	A noble who takes easy offense and settles things with duels.
22	A cleric who tries to convert the adventurers to their religion.
23	A toll station which charges 1 gold per traveler.
24	A pair of halflings on their own epic quest.
25	An elderly wizard traveling to a fair where they can display their fireworks.
26	An elderly villager who has lost something valuable and is desperately searching for it.
27	A marching army column on its way to or from a battle.
28	A down-on-their-luck adventurer who tries to sell the party some of their gear.
29	An adventurer with a cursed item which can only be passed on willingly.

TABLE: RANDOM SOCIAL ENCOUNTERS (CONTINUED)

D100	SOCIAL ENCOUNTER
30	An old acquaintance of one of the adventurers. Are they enemy or ally?
31	A lone traveler who has lost their memory.
32	An archeologist digging for lost treasure.
33	A friendly group who offer to share a campsite.
34	A group of monks on a pilgrimage to a holy shrine.
35	An adventurer full of arrows, badly wounded by a bandit raid.
36	A mercenary company looking for work.
37	A hungry beggar offering information in exchange for food.
38	A party of refugees from a war or battle.
39	A saddled horse with a few crossbow bolts stuck in its hide and harness, its rider nowhere to be seen.
40	A chain gang overseen by a stern guard.
41	A young, fresh-faced adventurer determined to return a hero on their first journey.
42	A merchant selling dubious potions.
43	A drunken man on the road mistakes one of the adventurers for a long-lost son or daughter.
44	A bandit whose gang has been killed—they have escaped with their lives and some small treasures.
45	An alchemist searching for a rare component.
46	An animal-trainer leading a huge beast.
47	A group of low-level bandits who know better than to mess with the party.
48	A band of dwarven workers singing a jaunty song.
49	A farmer seeking his strayed livestock.
50	A group of adventurers on a different quest.
51	An adventurer solemnly burying a fallen companion.
52	A doomed plague victim with only hours to live.
53	A truly heroic and noble knight that ardently follows the ideals of chivalry.
54	A foppish and condescending noble who looks down his nose at adventurers.
55	A docile, intelligent Monster or giant sitting by the side of the road.
56	A frantic fortune-teller approaches to say they saw the adventurers in their dreams.
57	A cryptic merchant peddling bizarre wares in exchange for secrets.
58	A guide warning of danger ahead that might be easily avoided—for a fee.
59	A gnome putting their finishing touches on some construction of esoteric and frightening design.
60	A rainstorm blows in, but a circle of dry calm surrounds a hooded traveler as they pass.
61	A robed man waves at the party from a tower in the distance, a structure that does not appear on any maps or recollections of recent travel nearby.
62	A knight jousting at a windmill who is convinced the structure is a mimic in disguise.
63	A confused and bloody man staggers towards the party from a scuffed arcane circle marked out for a recently completed ritual.
64	A starving family begs the party for money or food.
65	A lone knight keen to test their mettle seeks directions to the nearest monster of ill repute.
66	A small woodland creature wearing a tiny golden crown stares at the party imploringly from the oddly lush flora that surrounds it.
67	A noble's richly appointed carriage imperiously passes by.
68	An upset merchant insists that one of the adventurers has stolen from them.
69	A child with an injured animal in their arms frantically looking for help.
70	A con artist presents a lucrative investment opportunity.
71	A funeral procession moves solemnly down the road.
72	A novelist traveling in hopes of finding the perfect inspiration
73	A friendly dragon who just awoke from a lengthy slumber and is curious about current events.
74	A group of adventurers looking for the cure to a plague ravaging another part of the world.
75	A group of bounty hunters looking for a target and convinced the party must know something.
76	A forester argues animatedly with a druid.
77	Settlers on their way to or just starting out on a new claim ask for directions, help, or information about the local culture.
78	A friendly, eager, old peddler with a colorful and overfull cart of bizarre goods for sale.
79	A group of knights and priests on the hunt for some supernatural evil ask passersby for information.

TABLE: RANDOM SOCIAL ENCOUNTERS (CONTINUED)

D100	SOCIAL ENCOUNTER
80	A local vintner giving away samples of their latest (mediocre) wine in an attempt to drum up business.
81	A very conscientious troll working to do maintenance on his bridge.
82	A group of faeries that invite the adventurers to come dance with them.
83	A disguised young nobleman, slumming it with some local toughs, looks to fit in with the lower classes and may try to intimidate or schmooze the party.
84	A child is crying by the side of the road because their kitty Muffles is stuck in the wall of their house.
85	An extremely cheerful old lady enthusiastically greets the adventurers and tries to sell them her apples.
86	A cart has gone into a pothole and seems to be firmly stuck. The carter and their spouse are having a raging argument as to whose fault it was.
87	A pair of boots can be seen sticking out from under a hedgerow just off the road, and the sounds of snoring nearby are very, very loud.
88	At a crossroads a disheveled youth paces back and forth, clutching a fiddle and muttering to themself.
89	A dog races up to the adventurers and barks furiously, then runs off before coming back and barking some more. This pattern repeats several times.
90	From a ditch at the side of the road the party hears a groan. Looking more closely they can spot a bloodied and battered figure lying in the bottom of the ditch.
91	A couple of artists debating over how to approach a new project and roping in passersby to weigh in.
92	A pair of hopelessly lost planar travelers looking for directions. They don't speak Common.
93	Food vendor aggressively hawking something unusual and delicious.
94	Parents frantically searching for a lost child.
95	Work crew holding together something that broke unexpectedly and in desperate need of some extra pairs of hands.
96	A festival that's in full swing—tipsy locals may try to rope the party into celebratory events, push local cuisine on them, or prank them.
97	People search the site of a recent battle for survivors and possibly loot.
98	A crier loudly proclaims an unpopular new decree to much grumbling and heckling.
99	A group of traveling minstrels offer to share their campsite and entertain the adventurers while passing on news and rumors.
100	A river can only be crossed by way of the ferryman who asks each traveler for a single silver coin.

Travel Scenery

The world is a fascinating place and across their journeys the adventurers are bound to see some things that are interesting or extraordinary yet pose no threat or danger. Narrators can use travel scenery to heighten the sense of adventure and mystery, introduce new quests, or tweak them to help guide a wayward party back to an important task they've left unfinished.

TABLE: TRAVEL SCENERY

D100	TRAVEL SCENERY
1	A flock of birds wheels and dives in the air, staying within sight for most of the day.
2	The ground shakes as some kind of burrowing creature passes beneath.
3	An old battlefield littered with skeletons and rusty weapons.
4	A giant tree, towering above those around it, stands lifeless and dead, charred and burned.
5	A great flying creature such as a dragon or wyvern passes overhead.
6	Strange voices are heard overnight while at camp, but no sign of anyone is discovered.
7	An eclipse takes pace, plunging the adventurers into darkness for several minutes.
8	A stone circle, some remnant of an ancient religion.
9	A ruined keep covered in ivy stands at the side of the road.
10	A corpse hangs from a tree, clearly having been hanged for some reason.
11	A beautiful waterfall cascades in a picturesque scene.
12	Barrow mounds where ancient warriors were laid to rest spread sense of unease.
13	A large fallen tree blocks passage across the road.

TABLE: TRAVEL SCENERY (CONTINUED)

D100	TRAVEL SCENERY
14	An ancient paved road from a civilization long before any in recorded history.
15	The inert bodies of a family that have been killed and gnawed upon.
16	A deserted farm whose owners clearly left in a hurry—there is still livestock there.
17	A friendly stray dog accompanies the adventurers for a while.
18	A strange waterfall which flows upwards.
19	Unusual tracks indicate the passage of some rare monster.
20	A bridge crosses a chasm with a sign that reads, "Beware of the troll." There is no troll.
21	An overturned wagon contains spoiled provisions and there are no owners in sight.
22	An area of trees and bushes clearly ravaged by some kind of disease.
23	A ranger stands in a clearing, clearly having been turned to stone.
24	A tree decorated with humanoid skulls.
25	A majestic white falcon leads the PCs through a shortcut and then vanishes.
26	The corpse of a well-equipped adventurer still in their armor with a sword in hand.
27	A great skull of some kind of massive giant, covered with moss and home to small critters.
28	A shallow grave with notice atop it which reads, "This is the fate of thieves and liars."
29	Wolves howl in the distance all throughout the night.
30	The remains of a campsite that was clearly recently used.
31	An oversized rusted greatsword embedded in a stone.
32	Ornate spires made of magically-hardened ice rise from the ground.
33	A great face carved into the side of a cliff.
34	A wooden stick clearly marks the site of a buried object.
35	A large statue of a well-known god or hero overlooks the route.
36	A hot spring provides an opportunity for a bath.
37	A riderless horse, still saddled, walks down the road.
38	A swarm of insects, dense enough to be almost opaque, hovers for no apparent reason.
39	Distant and strange lights flash and move in the sky.
40	An obelisk or stone pillar etched with eldritch runes.
41	A rare plant is found, though any herbal concoctions it might be used in are the purvey of only expert alchemists.
42	The sounds of battle can be heard, but nothing can be seen and there are no recent signs of conflict.
43	An unusual quiet falls—all is still, the animals remain silent, and no wind disturbs the air.
44	The adventurers discover the corpse of a powerful monster—a dragon, giant, or similar.
45	The air becomes suddenly chill, even in the height of summer.
46	A giant eagle swoops down on some small woodland creature and carries it off into the distance.
47	The blackened and burned remnants of a roadside inn.
48	A massive fallen tree riddled with fungal growths of unusual size.
49	A moldering shipwreck paradoxically hangs in the treetops far from any body of water.
50	Several low hills that look suspiciously like giant tortoises overgrown with bush and bracken.
51	A thunderstorm in the distance that seems strangely unmoving and persists longer than usual.
52	A boulder-sized obsidian sphere floats a few yards above low and scattered ruins.
53	A massive, 100 foot tall iron colossus lies almost peacefully against a mountain.
54	A hilltop graveyard covered in colorful flowering vines. Cheerful ravens squawk from atop the ancient headstones in the noonday sun.
55	The current of a turbulent river creates numerous tiny rainbows in the spray.
56	A half-finished cathedral to a forgotten god sits covered in moss.
57	An angelic being appears, loudly blesses a holy site, and disappears.
58	Ghostly spirits go about ancient daily routines in silence.
59	Water is paradoxically drawn up from a lake into a cloud overhead.
60	An ancient roadside inn that is immaculately maintained yet oddly empty.
61	Two castles on adjacent hilltops stand watch over a river running between them.

TABLE: TRAVEL SCENERY (CONTINUED)

D100	TRAVEL SCENERY
62	Vividly-colored fish swim in a nearby body of water.
63	A child's joyous laughter echoes from the bottom of a well.
64	A herd of massive herbivores slowly ambles across an open field, grazing as they go.
65	An old windmill sits atop a hill outside a town, its blades slowly turning even when there is no breeze.
66	The outline of a door carved into a rock face.
67	A stone altar standing alone on a small hill.
68	An area of devastation caused by two huge monsters fighting. There is blood aplenty but no bodies.
69	A smooth circular crater—the obvious result of a magical explosion—with a broken staff at its center.
70	An empty wooden chest clearly pulled from the hole in the ground next to it.
71	A collection of 17 trees that are perfectly identical in size and shape all the way down to their leaves.
72	A 100 foot long perfectly straight groove in the ground, a few inches wide and several feet deep. It starts and ends abruptly.
73	A monument to an ancient battle honoring the dead. The monument is clean though the battleground is long overgrown.
74	A set of wards constructed at a crossroads purporting to keep fiends away.
75	A carved statue of such exquisite quality that it looks as though it was a living person turned to wood. If removed it becomes brittle and quickly loses its details.
76	A stand of trees burning endlessly without being consumed.
77	A deep well which appears to be bottomless.
78	A pool of water which seems to be impossibly clean and clear.
79	Disused ancient roads lie partially overgrown.
80	A strange grove where all sound seems to be muted and a sense of peace pervades.
81	A tall, narrow stone tower, 100 feet high, seemingly empty and standing alone on the landscape.
82	A 30 foot wide eldritch rune burned into the ground.
83	A herd of pegasi flies overhead.
84	Ambulatory plant creatures slowly trudge along a well-worn route, following the change of seasons.
85	Clouds that bear an uncanny resemblance to monsters float overhead.
86	Ancient monument commemorating an armistice that combines the aesthetics of two different peoples.
87	An abandoned carriage gutted of everything that might have value.
88	A luxurious inn purporting pleasurable company, though no other customers seem to have been enticed inside.
89	A talking and interactive figment that flamboyantly points the way to a magical shop.
90	A shrubbery.
91	A fortified bridge that spans a chasm over a river of lava.
92	An empty cart firmly stuck in a pothole. Removing the cart breaks its axle.
93	The ground nearby is littered with scores of small holes the size of a person's fist.
94	A perfectly square stone as big as a cauldron.
95	The shredded remains of a snare that a creature has recently escaped from.
96	An ancient signpost by the road naming a couple towns and their distances.
97	Further down the road the air seems to waver as if from heat despite lacking the warmth necessary for such an effect.
98	A child's top spins on a boulder, sometimes dancing to here or there across the rocky surface—but if left alone it never stops.
99	An almost absurdly long line of ferrets darts across the party's path and quickly scampers out of sight.
100	The skies high overhead rumble as if the gods were in violent conflict, but the clouds do not rain or strike with lightning.



CHAPTER 5

Exploration Challenges

- *The rogue cowers in the corner as creatures scuttle above his head. "It's over, man," he whispers, his eyes wide, "it's over." The fighter grabs his shoulder and shakes him. "Get it together! The only way we survive is if we all stay alert!"*
- *A crack echoes across the ravine as the bridge's ropes snap but the berserker's lightning reflexes are quick enough to catch each end. She yells for her companions to reach the other side—they'll figure out how to get her to safety after that.*
- *"Look," the fighter says, "it's not that hard." They leap forward, spinning through the air and bounding off of the stone floor just as a sickle slides out of the wall behind them. With a half dozen more blades and graceful jumps they are on the passage's other side.*

In *Level Up* the journey can be as important as the destination. The intrigues of royal courts and dragon slaying are all well and good, but what happens in between is just as exciting. This chapter includes exploration challenges for every region, location, and situation the adventurers might find themselves in, ranging from traps to weather anomalies to the conflicts of the heavens and all they might leave upon the realms material. When none of these are a good fit for the campaign, Narrators are encouraged to make up their own exploration challenges using the guidelines at the end of the chapter.

Exploration Challenges

Some exploration challenges are straightforward sequences like crossing a rickety bridge, escaping a patch of quicksand, or bypassing a dangerous trap. Others involve prevailing against massive snowstorms, negotiating supernatural phenomena, or traversing seas of sandy dunes.

Tiers

An adventuring party should be expected to trivially overcome exploration challenges from a lower tier of play. While the exploration challenge might be narrated in order to give more flavor to the journey, there is no need to individually run lower-tier exploration challenges.

Challenge

Exploration challenges have challenge ratings, much like monsters do, which helps the Narrator to determine appropriate encounters for the party and how much experience is rewarded for an exploration challenge successfully overcome.

Each exploration challenge also includes two Difficulty Classes. The first is used when individual ability checks or saving throws are being made, and the second is used for group checks.

Area

An entire region is sometimes an exploration challenge—arctic expanses, demanding deserts, or turbulent seas—and others might relate to the immediate vicinity. Each exploration challenge includes a suggested size and the typical time to traverse it at a normal pace. The Narrator should use a map of the world the game is set in to determine the appropriate area for any exploration challenge.

Immediate. This exploration challenge affects the immediate area around the party; it's likely about 100 feet or so across, but is almost certainly under 1 mile. It takes less than 1 hour to traverse at normal pace.

Local. This exploration challenge is up to 3 miles (1 league) across, and takes 1 hour to traverse at normal pace.

Intermediate. This exploration challenge is up to 10 miles across and takes 3 hours to traverse at normal pace.

Greater. This is the distance a party can usually walk in a day at normal pace, and is up to 30 miles across.

Region. This exploration challenge covers the entire region the party is currently traveling in. Its exact size depends on the size of the region.

Running Exploration Challenges

Exploration challenges are designed to be free-form, allowing the Narrator a great deal of latitude when adjudicating them. The exploration challenges in this book contain guidelines to assist the Narrator in this task, but they are not meant to be binding or constraining.

TABLE: EXPLORATION CHALLENGE SIZES

AREA	SIZE	CRAWL (1 MPH)	SLOW/WAGON (2MPH)	NORMAL (3 MPH)	FAST/MOUNTED (4 MPH)	GALLOP (8 MPH)
Immediate	Up to 1 mile	Less than 1 hour	Less than 1 hour	Less than 1 hour	Less than 1 hour	Less than 1 hour
Local	Up to 3 miles	6 hours	1 1/2 hours	1 hour	1 hour	Less than 1 hour
Intermediate	Up to 10 miles	2 days	5 hours	3 hours	2 hours	1 hour
Greater	Up to 30 miles	1 week	2 days	1 day	6 hours	4 hours
Region	Varies	Varies	Varies	Varies	Varies	Varies

Exploration Challenges: Success and Failure

The outcomes of exploration challenges range from the very worst results to the very best.

Critical Failure. A disastrous decision or action, a group check in which everybody fails, or a single check which results in a Critical Failure. This often results in penalties such as fatigue or strife, time, or loss of Supply. No experience is gained.

Failure. A bad decision or action, a group check in which half or less of the party succeed, or a single check which results in a failure. This often results in penalties such as loss of Supply or time. No experience is gained.

Success. An appropriate solution, a group check in which more than half the party succeed, or a single check which results in a success. The party gains experience equal to half the exploration challenge's CR.

Critical Success. An optimal solution, a group check in which the whole party succeeds, or a single check which results in a critical success. party gains experience equal to the exploration challenge's CR, and often a boon or discovery.

Group Checks

Group checks take place when the entire party is engaged in a single task. In a group check, every player makes an ability check. If more than half of the group succeeds in their check, the group as a whole succeeds. If half or less of the group succeed, the group as a whole fails.

When an exploration challenge mentions a group check, the Narrator should allow adventurers to use different skills or abilities where appropriate. Not all adventurers have to make the same check, as long as each is contributing in some way.

Group Criticals. A critical success is achieved when all members of the party succeed in their checks, while a critical failure takes place if all members of the party fail.

Each entry details the various traits of the exploration challenge, what its effects are, and what the outcome of certain ability checks or actions might be.

Suggested Solutions. Each exploration challenge contains one or more example ways to resolve it. Players are encouraged to come up with inventive solutions, and a clever idea or an appropriate expenditure of a spell or resource can be rewarded with success, or with advantage on one or more checks made.

Travel Time. Many exploration challenges include effects which are dependent on the amount of time spent overcoming them, such as the periodic eruptions in an acid field or the deadly damage of intense cold. The party's travel pace (see page 53; normal travel pace is 3 miles per hour, slow is 2 miles per hour, and fast is 4 miles per hour) and the exploration challenge's size should be established as normal in order to determine how long the adventurers remain in the area. Some exploration challenges affect the party's travel pace, or are affected by the pace at which the party moves.

Outcomes. Each exploration challenge also lists some possible outcomes. These outcomes are graded into four categories, from critical failures up to critical successes (see the Exploration Challenges: Success and Failure sidebar). It is entirely up to the Narrator which outcome the adventurers qualify for, depending on the actions they take. An inventive solution might immediately qualify them for a critical success, as might a group check in which everybody succeeds, and a critical failure might be triggered by a disastrous decision, but the Narrator ultimately decides what the outcome of an exploration challenge is and what rewards are granted or penalties accrued.

Some results — especially when a group check has been made — may affect the entire party, while others may affect only a single adventurer. The Narrator should determine who is affected based on the actions being taken.

Failing an exploration challenge does not halt the journey, but it does usually mean that the adventurers suffer some kind of penalty. Typical penalties include the loss of time or Supply, or

gaining fatigue or strife, while rewards include Boons and Discoveries, as well as experience.

Avoiding. At the Narrator's discretion, some exploration challenges might be avoided by backtracking and taking a different route; if the party chooses to do this, they will typically lose some travel time and will not earn any experience for the exploration challenge, but they do not have to face it. The time to avoid an exploration challenge is equal to quadruple the time it would normally take to traverse the area.

Telling a Story. Exploration challenges are designed to be inserted seamlessly into an adventure. The Narrator should never announce that an exploration challenge is in progress, or present the players with a list of options or potential actions.

Acid Field

2nd tier (terrain)
Challenge 8 (3,900 XP); **DC** 17/15
Area Local (1 hour)

Strange black spots mar the sparse ground ahead. After a few moments of observation, it's clear why — acidic fluid erupts from fissures in the ground!

Acidic Spray. Every half hour spent traveling in this area a corrosive geyser explodes near the party sending acid in a 60-foot radius. Each creature in the area makes a Dexterity saving throw, taking 7 (2d6) acid damage on a failure.

Nature. A Nature check reveals to the party that their Supply is vulnerable to the corrosive atmosphere.

Protecting Provisions. An Engineering check (or a check made with tools the Narrator deems appropriate) allows each adventurer to adequately protect any Supply they are carrying. This check must be made before the Supply is destroyed.

Possible Solutions

A group Survival check is made to adequately protect the adventurers and safely traverse the area.

Critical Failure. The party loses 6 (2d4+1) Supply to the corrosive atmosphere, and each adventurer suffers a level of fatigue from acid burns.

Failure. The party loses 2 Supply to the corrosive atmosphere and any adventurer that failed their check suffers a level of fatigue from acid burns.

Success. The adventurers make it through the area successfully.

Critical Success. The adventurers make it through the area successfully and they notice something important. Roll on the Boons and Discoveries table.

Blinding Blizzard

0th tier (weather)
Challenge 1 (200 XP); **DC** 13/13
Area Intermediate (3 hours)

Heavy snowfall blasts the countryside reducing visibility to just a few feet. Travel through the area is even harder than usual as slips, trips, and falls are difficult to see.



High Winds. Ranged attacks are made with disadvantage, unattended and poorly secured objects fly off in the wind, and flying is nearly impossible (requiring an Acrobatics check each minute to avoid plummeting to the ground).

Intense Cold. At the end of every hour spent traveling through this area, a creature makes a Constitution saving throw (DC 5 + 2 per previous save) or it takes 3 (1d6) cold damage.

Reduced Visibility. The maximum range of any sight-based senses is 10 feet. In addition, Perception checks are made with disadvantage, and all passive scores (including passive Perception) are reduced by 5.

Possible Solutions

A group Survival check allows the party to find or construct shelter and outlast the storm. Alternatively an Athletics check (or Animal Handling if mounted) can be used to outrun the storm.

Critical Failure. The party loses 5 (2d4) hours of travel time facing the storm head on. In addition, each adventurer loses 4 (1d4+2) Supply that's dropped or ripped away by the wind then quickly covered in sweeping layers of snow.

Failure. The adventurers lose a day of travel as they get lost due to covered landmarks, disorientation from the storm, and the need to move more slowly at times to avoid danger.

Success. The adventurers either find a small alcove and can wait out the storm in relative comfort, losing 5 (2d4) hours, or successfully outrun it losing no time.

Critical Success. The winds shift and the worst of the storm passes the adventurers by.

Bridge of Sorrow

3rd tier (supernatural)
Challenge 13 (10,000 XP); **DC** 19/16
Area Immediate (less than 1 hour)

A narrow bridge made of polished black marble crosses a deep and fast-flowing river ahead. Ominous clouds cover the sky in a 2-mile radius, casting the area into shadow. Each adventurer feels an urge to plunge into the water, and the entire area dampens their very spirits.

Suppressing Aura. All magic within the shadow of the clouds is suppressed (as if in an antimagic field). In addition, each of the adventurers sees visions of their worst fears reflected in the bridge.

Possible Solutions

The bridge is physically safe to cross, as long as the adventurers can resist the urges tugging at their minds. A group check focused on bolstering the party's resolve is needed. For example, a Performance check to lift the party's spirits, a Religion check to recall and recite an inspiring prayer, or a Wisdom check to keep the oppressive magic at bay

Alternatively a boat or raft and a group Survival check (rolled with advantage for any characters with proficiency with both Survival and water vehicles) can be made to cross the river without setting foot on the bridge.

Critical Failure. The adventurers are compelled to plunge into the river 60 feet below, each making an Athletics check to dive, taking 21 (6d6) bludgeoning damage from impacting the water, or half damage on a success. In addition, they each suffer two levels of strife.

Failure. They make it across, but their very souls are dampened. Each adventurer suffers a level of strife.

Success. The adventurers cross the perilous bridge without incident.

Critical Success. The adventurers cross the perilous bridge without incident, stronger for having been tested. For the next 11 (2d6+4) days they have advantage on saving throws made against mental stress effects. Roll twice on the Boons and Discoveries table.

Bridge of Stones

0th tier (terrain)
Challenge 2 (450 XP); **DC** 14/13
Area Immediate (less than 1 hour)

A fast-flowing 150-foot wide river is crossable only by a series of slick, unstable stepping stones. The river isn't especially deep, but the current is strong. Any adventurer or mount that falls in is carried 30 feet downstream at the end of each of their turns.

Boulders. An Athletics check can be made to lift and brace one of the boulders, granting advantage to checks made to cross the river (or, if a rope is already tied, to gain an expertise die).

Nature. A Nature check reveals that the waters will be lower tomorrow and crossing will be less hazardous. Crossing at that time triggers an automatic success.

Ropes. Checks to cross the bridge are made with advantage if a rope is tied across the river.

Possible Solutions

Make a group Acrobatics check to cross the bridge.

Critical Failure. The adventurers fall into the water, losing a day's worth of travel and 4 (1d4+2) Supply.

Failure. Each adventurer that fails the check falls into the water and loses 1 Supply.

Success. The adventurers cross safely.

Critical Success. The adventurers leave the bridge safer for those who come after, and they discover a gift or clue leading to something important left for them whenever they return. Roll on the Boons and Discoveries table.

Choking Smoke

3rd tier (weather)

Challenge 11 (7,200 XP); **DC** 18/15

Area Intermediate (3 hours)

A massive forest fire, volcanic ash, hellish fumaroles, or a burning city have covered the landscape in a thick suffocating cloud.

Choking Smog. At the end of every hour in this area, creatures make a DC 17 Constitution saving throw or take 14 (4d6) poison damage. A creature that is immune to poison damage or does not need to breathe automatically succeeds on this save. Any creature that takes a 40 or more poison damage from the smog becomes poisoned, and a poisoned creature that fails its saving throw suffers one level of fatigue. A poisoned creature that critically fails its saving throw falls unconscious for 60 (1d12 × 10) minutes.

Face Coverings. The use of 1 Supply worth of water adequately wets a cloth or face-covering for 2 (1d4) hours, granting a creature wearing it advantage on Constitution saving throws against the smog's effects.

Hazy Vision. The maximum range of any sight-based senses is 30 feet. In addition, Perception checks are made with disadvantage, and all passive scores (including passive Perception) are reduced by 5.

Keep Low. An adventurer can make an Investigation check to find areas free of smog to get re-oriented and help navigate the area. On a success, the party gains an expertise die on ability checks made against this challenge.

Spell Solve. The smoke can be temporarily blown away by the casting of a gust of wind spell, giving the adventurers advantage on checks and saving throws made against it.

Possible Solutions

Make a group Survival check to safely traverse.

Critical Failure. The winds shift and the smog seems to follow the adventurers like a hungry predator. Navigating away from it takes 5 (2d4) hours of travel time.

Failure. The adventurers lose 2 (1d4) hours of travel time navigating through the smog.

Success. The adventurers make it through a thin bank of the smog and are only exposed to it for 1 hour.

Critical Success. A confluence of timing and luck sees the weather take a turn for the better and the adventurers are not slowed at all by the smog. Roll on the Boons and Discoveries table.

Leave It Be

Bypassing the choking smoke is possible but difficult as the air currents and raging fires can spread if unmonitored and controlled. Safely traveling around it costs an extra 3 (1d4+1) days of travel time.

Caught in the Crossfire

3rd tier (circumstance)
Challenge 11 (7,200 XP); **DC** 18/15
Area Intermediate (3 hours)

Two warring factions or armies have made the adventurers' travel route their battleground, fighting with weapons and spells both near and at range. The conflict may or may not concern the party, but their first priority is continuing on their journey—and cutting directly through is a potentially lethal endeavor.

Possible Solutions

Make a group Acrobatics check to deftly maneuver through the battlefield. Alternatively, one Persuasion check can negotiate a momentary ceasefire to pass through safely.

Critical Failure. The party is caught in the crossfire and each adventurer suffers two levels of fatigue—they are unable to pass and must take a different route, losing 6 (1d4+2) hours of travel.

Failure. The party is caught in the crossfire and each adventurer suffers a level of fatigue—it takes them a full 3 (1d6) hours of travel to traverse the battlefield.

Success. The adventurers find a safe way through the battlefield, losing 1 hour of travel.

Critical Success. The adventurers find a safe way through the conflict and they find treasures on the dead soldiers that line the battlefield. Roll twice on the Boons and Discoveries table.

Collapsing Roof

1st tier (constructed)
Challenge 5 (1,800 XP); **DC** 15/14
Area Immediate (less than 1 hour)

A thin wire sits 3 feet off the ground, connected to a structure that holds up a weak portion of a ceiling. When something trips the wire, that structure falls and the ceiling on top of it collapses.

Trap. This trap can be detected by a passive Perception of 14 or with a Perception check to notice the construction. If the trap is not detected, it automatically triggers a Critical Failure.

Possible Solutions

Only one check is needed to circumvent this challenge. Rolling or sliding an object heavy enough (30 pounds or more) to trip the wire will cause the roof to collapse safely. Alternatively, an Engineering check can be made to prop up the ceiling or a thieves' tools check to disarm the trap.

Critical Failure. The adventurers trigger the trap, causing the ceiling to collapse. Each creature in the area makes a Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failure, or half damage on a success. Failure on the saving throw also causes a level of fatigue.

Failure. The adventurers trigger the trap, causing the ceiling to collapse. Each creature in the area makes a Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failure, or half damage on a success.

Success. The trap is avoided or disarmed.

Critical Success. The adventurers avoid or disarm the trap but have the option to leave the trap active for someone else to deal with.

Corrupted Druid Grove

4th tier (supernatural)
Challenge 17 (18,000 XP); **DC** 21/17
Area Immediate (less than 1 hour)

A clearing of fetid, rotting plant life festers after the archdruid in charge of maintaining it was murdered in cold blood. Corrupted by this violent act of betrayal, the grove itself lashes out at living travelers who dare pass through.

History. An adventurer can make a History check to recall the story of the archdruid's murder.

Stubborn Nature. Magic that influences plants and animals, such as the spell entangle, has a 50% chance of not functioning in this grove.

Vulnerable to Magical Fire. When an adventurer casts a spell or uses another magical effect that deals fire damage against the grove they gain an expertise die on their next ability check against it.

Possible Solutions

There are several ways to deal with this challenge. The party can make a group Stealth check to traverse the grove without being discovered. Alternatively, an adventurer can make a DC 20 Arcana check to discover a way to spend an hour calming the grove which allows the whole group to traverse it safely. Finally, a Nature check can discover a way to purify the grove permanently; this process takes a full day but grants double the experience award.

Critical Failure. The grove lashes out at the party, sending 4 (1d4+2) treants to kill them. Each adventurer loses 8 (2d6+1) Supply while escaping, or 4 (1d4+2) Supply in the fight against the towering plants.

Failure. The party loses 8 (2d6+1) Supply trying to escape or sneak around the treants and each adventurer suffers one level of fatigue.

Success. The adventurers exit the grove unscathed.

Critical Success. The adventurers travel through the grove unhindered and for the next 10 (2d6+3) days a friendly shambling mound follows them in hopes that it can exact revenge on the archdruid's murderer. Roll on the Boons and Discoveries table.

Counterfeit Goods

0th tier (circumstance)
Challenge 2 (450 XP); **DC** 14/13
Area Region (special)

While resting at a haven or at some point along the journey, the adventurers discover they have acquired counterfeit goods! Though the items initially appear to be fully functional, they are either very poorly crafted and made from inadequate materials prone to break, or simply appear to be the items in question but are no better than stage props. These could have been purchased or received as a quest reward. The party has a few options: find the person who slighted them or ignore it and move on.

Bad Goods. The items are damaged and become broken after the first time they are used (see Maintenance, Chapter 4: Equipment, in the *Adventurer's Guide*).

Possible Solutions

This challenge requires that the party and the vendor are still in the same region. A group Survival check can be made to follow the trail of the merchant who gave the adventurers the goods in the first place. Alternatively, an adventurer may make a Deception check to sell the counterfeit goods to someone else, then use that money to replace them with genuine items.

Critical Failure. The party loses a day searching for the person that cheated them. Each adventurer loses 4 (1d4+2) Supply.

Failure. The party loses half a day searching and each adventurer loses 1 Supply.

Success. The adventurers catch up with the dishonest vendor after 1d6 hours and with an Intimidation check may replace the counterfeit goods.

Critical Success. The adventurers not only catch up with the vendor after 1d4 hours and replace their goods, it turns out that the replacements are of a higher quality level than they've paid for (standard items become fine, and fine items become masterwork).



Cursed Temple

2nd tier (supernatural)
Challenge 6 (2,300 XP); **DC** 16/14
Area Immediate (less than 1 hour)

A circle of standing stones was constructed eons ago to worship a dark god and its evil still permeates the surrounding lands. At night bats can be heard — but never seen — flapping overhead. A nagging dread pervades the area, and those with access to divine magic receive a premonition that great evil will spread if this curse is not lifted.

Bones. A Medicine or Survival check finds the bones of several small animals scattered around the stones. Removing or burying these bones grants advantage on further checks against this exploration challenge.

Dreaded Curse. Attack rolls and saving throws made within a 600-foot radius of the standing stones have disadvantage. Anyone under the effects of protection from evil and good is immune to the Dreaded Curse.

Possible Solutions

A Religion check and a ritual performed for a good-aligned god permanently breaks the curse, as does a casting of the hallow spell. Alternatively, an Athletics check can topple the standing stones, breaking the circle and ending the curse — though not without a greater cost than some physical effort and sweat. Each adventurer within 100 feet of the stones makes a Constitution saving throw, taking 21 (6d6) force damage and suffering one level of fatigue on a failure.

Critical Failure. The cursed area expands and becomes more aggressive, dragging down the very limbs of travelers. While within 3 miles of the standings stones, every mile traveled requires 4 miles worth of travel time. The party discovers that 7 (2d4+2) Supply from each adventurer has spoiled, and everyone suffers one level of strife.

Failure. When they leave the area, the party discovers that 6 (2d4+1) Supply from each adventurer has spoiled.

Success. The curse is lifted, rendering the circle of standing stones creepy but harmless.

Critical Success. The adventurers receive a divine blessing, granting them an item or discovery relevant to their quest. Roll on the Boons and Discoveries table.

Cursed Waterway

3rd tier (supernatural)
Challenge 11 (7,200 XP); **DC** 18/15
Area Immediate (less than 1 hour)

The lake, river, or other waterway ahead of the party bubbles with obviously sinister energy. Malevolent magic has plagued this place for far too long, cursing the water — those who touch it are made to carry the fell magic so great care must be taken when traversing it. The nature of the curse is determined by the Narrator and functions as a bestow curse spell cast at 6th-level (see Chapter 10: Spellcasting, in the *Adventurer's Guide*).

Magical Effect. The cursed waterway is a magical effect created through necromancy magic. Using *dispel magic* on the waterway to suppress its enchantment for 1 hour requires a DC 22 spellcasting ability check.

Lore. An Arcana or Nature check can identify the origin and effects of the curse.

Research. Make an Arcana or Nature check to find a means of permanently dispelling the curse by undertaking research that requires 7 (1d6+4) days. The waterway's curse can be dispelled with considerable time and effort. This usually involves fighting a powerful creature involved with the original cursing (such as a hag or even lich), or by gathering a large group of clerics or druids to purify the area through the use of the hallow spell or similar magic.

Possible Solutions

A group Acrobatics check allows the party to successfully avoid the bubbling water while traversing the waterway.

Critical Failure. The adventurers fall into the waterway and are cursed until the curses are removed. In addition, each adventurer loses 8 (2d6+1) Supply.

Failure. An adventurer touches the water in some way becomes cursed for 7 (2d4+2) days, and each adventurer loses 4 (1d4+2) Supply.

Success. The adventurers lose 2 hours of travel time traversing the cursed waterway.

Critical Success. The cursed waterway doesn't delay the adventurers at all, and they discover a clue for removing the curse (if they did not learn that already). Roll on the Boons and Discoveries table.

Dark Alleys

1st tier (urban)
Challenge 3 (700 XP); **DC** 14/13
Area Local (1 hour)

Shadows seem to cling to every corner, eyes stare from behind hidden barriers, innocents scurry away from the light — petty crime is the method of survival here, and anyone unable to adapt or blend in will suffer for it. The party needs to traverse this area of the city in order to reach their destination but it seems that no matter where they turn that eyes are watching them from the shadows, equal parts inquisitive and fearful.

Possible Solutions

A group check is needed to make it through this district. The adventurers may each use any reasonable ability check. Examples include Deception to use simple disguises and body language to pass as tough locals, Intimidation to give off a demeanor threatening enough to get others to mind their own business, or Stealth to move from shadow to shadow.

Critical Failure. The adventurers are hassled by a guard squad, a gang of 6 criminals (bandits or thugs depending on the locale) confront the party, or their identities and location are leaked to their enemies.

Failure. Between youthful pickpockets, brazen brutes, and charming passersby each of the adventurers has their coin purses lightened, losing half of their gold (maximum 100 gold).

Success. The adventurers pass themselves off as if they belong and travel through unhindered.

Critical Success. Roll on the Boons and Discoveries table. Alternatively, the adventurers acquire a reliable connection to a local NPC.



Dense Fog

2nd tier (weather)
Challenge 6 (2,300 XP); **DC** 16/14
Area Intermediate (3 hours)

Thick fog blankets the area. It's possible the fog originates from smoke, descended clouds, volcanic ash, or other natural events.

Causes. If the fog is not natural, an Investigation check finds the origin of the haze (be it a rift in an enormous slab of stone, a smoldering fire, or open pit) though it still needs to be plugged, put out, or otherwise stopped.

Fogged Vision. The maximum range of any sight-based senses is 5 feet. In addition, Perception checks are made with disadvantage, and all passive scores (including passive Perception) are reduced by 5.

Spell Solve. The fog can be temporarily blown away by the casting of a gust of wind spell, giving the adventurers advantage on checks made against it.

Possible Solutions

A group Survival check helps the party navigate through the fog. Alternatively, individual adventurers may choose to use Perception and scent, sound, or tremors to navigate.

Critical Failure. The party gets terribly lost, losing 8 (2d4+3) hours of travel time, and one adventurer suffers a level of fatigue when they take a hurtful fall in the fog.

Failure. The adventurers lose 4 (2d4 – 1) hours in the fog.

Success. The adventurers find pockets of clear sight within the haze and lose no travel time.

Critical Success. The adventurers travel unhindered through the area of haze and manage to find a faster route that lets them cover the area in just 1 hour.

Leave It Be

The haze may lift after 2d12 hours. The choice to wait or venture forth into the obscured area is in the hands of the adventurers. If they wait, they lose that amount of time and gain no experience.

Divine War

4th tier (supernatural)
Challenge 20 (25,000 XP); **DC** 23/18
Area Region (time varies)

The skies rain blood and bolts of necrotic lightning strike the earth as celestials and fiends clash overhead in a battle of truly epic proportions, filling the sky with divine violence. Swarms of angels trace blinding radiance as demons and devils spout hellish flames in pursuit, and for every lance of pure light cast down onto the conflict from the clouds above there is a swarm of darkness that rises up to consume it.

Divine Interventions. Every hour the effect of so many extraplanar beings unleashing their power in such close proximity has an unintended impact that falls upon the party. Each adventurer rolls 1d20, and whoever has the lowest roll becomes the target of this effect. When there is a tie, the point in space between the two is targeted instead. Roll 1d8 and refer to the Divine Interventions table.

Creatures with the Good alignment trait have advantage on saving throws against celestial Divine Interventions, and creatures with the Evil alignment trait have advantage on saving throws against fiendish Divine Interventions.

Magical Effects. Divine interventions are magical effects. Using *dispel magic* on the effects of a Divine Intervention requires a spellcasting ability check. On a failed check, the spellcaster becomes a target of another Divine Intervention the next round.

Realize Danger. Any adventurer that makes an Arcana or Religion check realizes the less obvious dangers of being so close to this conflict and how the clash of divine forces manifests strange effects on the environment nearby.

Possible Solutions

There is no easy way to get through this challenge. The PCs must simply push through and suffer the effects of the Divine Interventions; there is no way to end the war. They might choose to join the fray (on either side) and powerful magic such as wish can delay the battle long enough for them to leave the region. With a Persuasion check to convince a

TABLE: DIVINE INTERVENTIONS

1D8	EFFECT TYPE	EFFECT
1	Fiendish	***Blood Rain.*** Crimson rain laced with negative energy falls in a 60-foot radius around the target. Each creature in the area makes a Constitution saving throw, taking 28 (8d6) necrotic damage on a failure, or half damage on a success. In addition, a creature that fails its saving throw loses 4 (1d4+2) Supply as provisions melt into into moldy slop and water turns into sewage.
2	Fiendish	***The Fallen.*** The blazing corpse of a slain celestial plummets to the ground landing in a square adjacent to the target. Each creature in a 40-foot radius makes a Dexterity saving throw, taking 35 (10d6) fire damage and 35 (10d6) radiant damage on a failure, or half damage on a success. The target has disadvantage on this saving throw. The explosive inferno damages objects in the area and ignites unattended flammable objects.
3	Fiendish	***Harmful Blast.*** A virulent disease is released on the target and they make a Constitution saving throw, taking 49 (14d6) necrotic damage on a failure, or half damage on a success. In addition, a target that fails the saving throw reduces its hit point maximum by an amount equal to the necrotic damage taken. This damage can't reduce the target's hit points below 1. The reduction lasts until the target finishes a long rest.
4	Celestial	***Restorative Ray.*** A surge of positive energy washes through the target and they regain 70 hit points. In addition, the ray cures a target of the blinded and deafened conditions as well as any disease affecting it.
5	Celestial	***Stunning Utterance.*** The target clearly hears the unfiltered song of a celestial's rage, leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned until the end of its next turn and rattled for the following hour. If the target has more than 150 hit points, it is instead rattled for the next hour instead. At the end of every minute, a rattled target makes a Constitution saving throw, ending the effect on itself on a success.
6	Celestial	***Sunburst.*** Brilliant sunlight flashes down from the heavens in a 60-foot radius around the target. Each creature in the area makes a Constitution saving throw. On a failure a creature takes 42 (12d6) radiant damage and is blinded for 1 hour, or on a success it takes half as much damage and isn't blinded. Undead and oozes have disadvantage on this saving throw. A blinded creature repeats the saving throw at the end of every 10 minutes, ending the effect on itself on a success.
7	Either	***Lethal Utterance.*** The target clearly hears either a fiend utter a prayer or a celestial scream a curse. If the target has 100 hit points or fewer it dies, or if it has more than 100 hit points it takes 50 hit points of damage.
8	Either	***Exsanguinated Horror.*** Two of the divine combatants from above swoop down amidst a furious duel, soaring past the target. Creatures able to see witness the unfiltered purity and depravity of celestials and fiends sliced open in a gruesome display. Each creature in a 30-foot radius (including the target) makes a Wisdom saving throw, becoming frightened for 1 minute on a failure. At the end of every round a frightened creature repeats the saving throw, taking 22 (4d10) psychic damage on a failure or ending the effect on itself on a success.

squad of celestials or fiends that the party is neutral to the conflict, the adventurers receive either an angelic blessing or hellish enchantment, gaining an expertise die on saving throws against the exploration challenge's Divine Interventions.

Enchanted Statue

2nd tier (constructed)
Challenge 7 (2,900 XP); **DC** 16/14
Area Immediate (less than 1 hour)

When a pressure plate concealed on the ground registers 20 or more pounds of weight, a nearby statue expels fire from an orifice (such as a mouth or nostrils) or a spellcasting focus (such as a wand or staff).

Magical Effect. The statue has a magical effect created through evocation magic, though its aura requires a passive Perception of 14 to be seen while under the effects of detect magic. Using *dispel magic* on the statue to suppress its enchantment for 24 hours requires a spellcasting ability check.

Trap. This trap can be detected by a passive Perception of 17 or with a Perception check. If the trap is not detected, it automatically triggers a Critical Failure.

Variant. Elemental Statues. Not all statues need to breathe fire! Because this trap is magical, it can deal most types of magical damage instead of fire. Use the Elemental Statues table for alternate damage types and the extra effects of an elemental statue.

Possible Solutions

An adventurer can make a Dexterity check to wedge a dagger beneath the pressure plate or a thieves' tools check to disarm the pressure plate before triggering it.

Critical Failure. The adventurers trigger the trap and a 45-foot cone of flame washes over them. Creatures in the area make a Dexterity saving throw, taking 26 (4d12) fire damage on a failure, or half damage on a success. All flammable objects that are unattended are lit on fire.

TABLE: ELEMENTAL STATUES

DAMAGE TYPE	SAVING THROW	EXTRA EFFECT
Acid	Dexterity	Unattended objects are damaged by acid.
Cold	Dexterity	The frigid ice explodes on impact with a surface, dealing an extra 5 (2d4) piercing damage to any creatures in the cone's area.
Lightning	Dexterity	Stunned for 1 round on failed saving throw.
Poison	Constitution	Poisoned for 1 hour on a failed saving throw.
Psychic	Intelligence	On a failed saving throw, a creature has disadvantage on attack rolls and saving throws for 10 minutes.
Thunder	Constitution	Knocked prone on a failed saving throw.

Failure. The adventurers trigger the trap and a 30-foot cone of flame washes over them. Creatures in the area make a Dexterity saving throw, taking 13 (2d12) fire damage on a failure, or half damage on a success. All flammable objects that are unattended are lit on fire.

Success. The adventurers avoid or disarm the trap, or activate it from a safe distance.

Critical Success. The adventurers avoid or disarm the trap but have the option to leave the trap active for someone else to deal with.

Enchanted Windmill

0th tier (constructed)
Challenge 2 (450 XP); **DC** 14/13
Area Immediate (less than 1 hour)

A mechanically-minded wizard built a windmill to power her experiments — she has long since moved on, but the illusion disguising the windmill

as a massive giant swinging a club remains atop a high hill with a commanding view of the area for miles around.

Attack! Ranged attacks against the giant have no effect as they appear to bounce harmlessly off the swinging club. A melee weapon attack allows an adventurer to see through the illusion, but they damage their weapon (see Maintenance, Chapter 4: Equipment, in the *Adventurer's Guide*) and suffer a level of fatigue from swinging directly into a stone wall.

Magical Effect. The figment of a giant is a magical effect created through illusion magic. Using *dispel magic* on the figment requires a spellcasting ability check. Successfully dispelling this challenge earns double experience.

Mindless Figment. Intimidation and Performance checks to draw the giant's attention have no effect.

Possible Solutions

As this is only an illusion, the adventurers can walk safely past, but this is only realized after a successful Perception check, which reveals that the sounds of the giant's swings don't perfectly align with its movements. If at any point they figure out that this is a windmill and make it inside, roll twice on the Boons and Discoveries table.

Endless Plummet

3rd tier (supernatural)
Challenge 12 (8,400 XP); **DC** 19/16
Area Immediate (less than 1 hour)

An enormous and seemingly infinitely deep pit sits in the center of the ground. Any who fall into it plummet forever thanks to the transmutation magic that keeps it working, and those who peer too closely find the strange enchantment also perilously hampers balance.

Dangerous Darkness. The darkness of the pit's illusion makes it impossible for creatures further than 10 feet from its edge to see anything inside of it, though sounds from within the pit can easily be heard from further away. Any Investigation or Perception checks made against the pit require being within 10 feet of the edge.

Sneaky Compulsion. A creature that looks into the pit from within 10 feet of the edge makes an Intelligence saving throw or it loses its balance, suddenly stumbling forward and falling inside!

Spell Solve. Using *dispel magic* on the pit to suppress its enchantment for 1 hour requires a spellcasting ability check. An adventurer that falls into the real pit travels 100 feet to its true bottom where there is a 10% chance they find an entrance to Underland. Successfully dispelling this exploration challenge triggers a critical success.

Possible Solutions

The pit is a magical effect created through illusion and transmutation magic, but it requires sight. A clever party can cover or shut their eyes, making a group Intelligence check to keep their bearing and walk near the pit's edge without being compelled by it.

Once an adventurer has fallen inside the pit, they can make an Arcana check to identify a weak point in the illusion that helps them escape, or an Athletics check to grab onto something real and climb out of the pit.

Critical Failure. The adventurers fall until the magic is dispelled or someone passing by helps them get out after 2 (1d4) days. Each adventurer loses 8 (2d6+1) Supply, and suffers a level of fatigue and strife for every day spent falling.

Failure. The adventurer falls, losing 4 (1d4+2) Supply and suffering one level of strife before either the magic is dispelled or someone helps them get out.

Success. The adventurers lose negligible time navigating the pit.

Critical Success. The adventurers lose negligible time navigating the pit. Roll on the Boons and Discoveries table.

End of Hibernation

0th tier (creatures)
Challenge 2 (450 XP); **DC** 14/13
Area Region (time varies)

A season is coming to an end and hibernating animals are starting to wake up in their caves or crawl up from their holes. This area is typically

safe to travel, but the hibernating animals are a mixed bag of restless, groggy, and hungry. Bears in particular are lethal yet still dazed from their winter naps, so it should be possible to get past without disturbing them—get on their nerves too much and it could be fatal.

Food Bribery. The party can give away a number of Supply equal to the number of adventurers to befriend, distract, and sate the hunger of the waking creatures long enough to make their way past, gaining advantage on checks made to influence the beasts.

Possible Solutions

Either a group Animal Handling check to demonstrate peaceful intent to the animals or a group Stealth check to sneak past the animals.

Critical Failure. The adventurers disturb the hibernating animals and are pursued by 3 (1d4+1) black bears (or other beasts of CR 1/2 or lower).

Failure. The adventurers disturb the hibernating animals and are pursued by a black bear (or other beast of CR 1/2 or lower).

Success. The adventurers successfully pass through the animals' territory without incident.

Critical Success. The adventurers pass through the animals' territory without incident. Roll on the Boons and Discoveries table.

Faerie Ring

2nd tier (supernatural)
Challenge 6 (2,300 XP); **DC** 16/14
Area Immediate (less than 1 hour)

While traveling down a track crowded on either side by near-impenetrable woodlands, the party comes across a clearing with a mushroom ring of tall and brightly red-capped fungi that blocks their way. Being in sight of the mushroom ring causes strange hallucinations of gnomes peeking around trees, which end when an adventurer steps into the mushroom ring. In addition to ending the hallucination, the adventurer feels extreme peace—and the urge to recite a riddle they have never heard before, which if answered correctly causes a powerful enchantment to spread through the area.

TABLE: FAERIE RING RIDDLES

D10	RIDDLE	ANSWER
1	I am a stone that flies through the air but has never been thrown, what am I?	A roc.
2	What begins in T, ends in T, and has T in it?	A teapot.
3	What can you hold in your right hand but never in your left?"	Your left hand.
4	What bites deeper than a wolf, yet has no teeth?	Blades.
5	What can you catch, but not throw?	Diseases.
6	I named myself, I'm well armored, and squid men love to eat me, what am I?	A brain.
7	What always murmurs but never talks, always runs but never walks, and has a bed but never sleeps?	A river.
8	Why wouldn't acid burn me if a green dragon used its breath on me?	Green dragons breathe poison.
9	What comes and goes and always says 'yes'?	The seashore.
10	A stupid adventurer is condemned to die. They must choose between three doors. One is full of soldiers with swords, the second one leads into a pit of fire in Hell, and the third is full of owlbears that haven't eaten in three years. Which one is safest?	Room 3 — the owlbears haven't eaten in three years, they're dead.

Investigation. An Investigation check reveals that the hallucinations are harmless.

Lore. An Arcana check determines that this is the work of mischievous fey.

Magical Aura. Observing the mushroom ring while under the effects of detect magic reveals an aura of divination magic.

Possible Solutions

The adventurers have three attempts to answer the riddle posed by the faerie ring. Answering correctly on the first try is a critical success, and on the second or third try a success; otherwise a failure is triggered. Alternatively, a group Acrobatics check allows the party to carefully step over all of the many fungi making up the mushroom ring, risking a critical failure, but they gain no experience from the exploration challenge.

Critical Failure. When the mushroom ring is damaged each of the adventurers immediately suffer one level of strife as a sense of dread spreads from it. As they continue on, the hallucinations become just tangible enough to mercilessly tickle them and each adventurer suffers a level of fatigue.

Failure. Going far enough from the ring for the hallucinated gnomes not to follow requires half a day of travel time.

Success. The area around the mushroom ring is turned into a haven for the next 24 hours.

Critical Success. As a success, and when the party awakens they find a delicious breakfast waiting for them.

Falling Net

0th tier (constructed)
Challenge 1 (200 XP); **DC** 13/13
Area Immediate (less than 1 hour)

A hunter has set up and left a net trap to catch some massive creature in this prime hunting spot. The height and dimensions of the net are at the Narrator's discretion, but should be big enough to capture at least a Large creature. Several thin wires sit 3 feet off the ground, each connected to a structure that holds up the net. When something trips the wire, the net drops down around it.

Item. The net is made of a tough material (AC 16, 20 hit points) and needs to be cut in at least four places no less than 1 foot apart for a trapped creature to free itself.

Escape. If the adventurers are caught in the trap, an Athletics check allows them to free themselves, and an Acrobatics or Sleight of Hand check enables them to wiggle a blade free.

Trap. This trap can be detected by a passive Perception of 14 or with a Perception check to notice ropes overhead. If the trap is not detected, it automatically triggers a Critical Failure.

Possible Solutions

Once the adventurers notice the trap, an Investigation check disables it. They might instead make Acrobatics checks to carefully move around the wires, or Athletics checks to climb on any objects or structures nearby (if there are any) to avoid touching the ground entirely.

Critical Failure. The entire party is caught by the net and suspended 20 feet in the air. Each of the adventurers is grappled and restrained. If they are unable to escape, a hunter comes by in two days and frees them.

Failure. The adventurer that failed the check is caught by the net and suspended 20 feet in the air, grappled and restrained by it. Safely freeing them takes 2 hours (though they can be freed more quickly if the net is dropped 20 feet to the ground first).

Success. The party spots and avoids the trap.

Critical Success. The party disassembles the trap and gains a tough net as well as 250 feet of hemp rope.

Fey Glade

3rd tier (supernatural)
Challenge 11 (7,200 XP); **DC** 18/15
Area Special

The glade seems to go on forever and ever — because it does! A prankster fey has enchanted this place to make it seem as if it can never be left.



Lore. An Arcana check allows an adventurer to recognize the fey influence.

Magical Effect. The fey glade is a magical effect created through illusion magic. Using *dispel magic* on the glade to suppress its enchantment for 8 hours requires a spellcasting ability check.

Possible Solutions

The party can make a group Survival check to navigate the glade despite the illusion magic.

Critical Failure. The adventurers lose 3 (1d4+1) days of travel. Each wakes up the next morning with their most brightly-colored non-iron object missing.

Failure. The adventurers lose a full day of travel time. Each wakes up the next morning with their most brightly-colored non-iron object missing

Success. The adventurers successfully navigate the glade.

Critical Success. The adventurers keep fond memories of traveling through the glade. Roll on the Boons and Discoveries table.

Flash Flood

2nd tier (terrain)
Challenge 6 (2,300 XP); **DC** 16/14
Area Local (1 hour)

While journeying through a valley or canyon that appears to have recently burned, a rumbling comes from up ahead and soon after the spray of water — a flash flood!

Don't Run! Nature or Survival checks reveal that outrunning a flash flood is impossible and that the best solution is to climb to safety. Those who try to run automatically fail the group check.

Up and Away. The use of *fly*, *levitate*, *rope trick*, or similar magic triggers an automatic success for that adventurer.

Possible Solutions

A group Athletics check allows the party to climb to safety. An adventurer with a climb speed automatically succeeds in this check.

Critical Failure. Adventurers, mounts, and vehicles in the area when it floods are carried 260 (2d12 × 20) feet away. Each adventurer suffers a level of fatigue and the party loses 7 (2d4+2) Supply.

Failure. Adventurers, mounts, and vehicles in the area when it floods are carried 260 (2d12 × 20) feet away. Any adventurer that is carried away suffers a level of fatigue and loses 3 (1d4) Supply.

Success. The adventurer reaches safety.

Critical Success. The party reaches safety. Roll on the Boons and Discoveries table.

Flimsy Rope Bridge

2nd tier (constructed)
Challenge 9 (5,000 XP); **DC** 17/15
Area Immediate (less than 1 hour)

A ravine ahead can only be traversed via a narrow bridge made from knotted ropes. It sways in the wind and looks unstable. When the adventurers are halfway across the bridge, the ropes snap if a Medium or larger creature steps on them.

Fly Away. The use of *fly* or similar magic (except *levitate*) triggers a critical success for that adventurer.

Realize Danger. Any adventurer that makes an Engineering or Investigation check identifies some places that the bridge could be strengthened, including the weak point in the middle.

Possible Solutions

Making it across the bridge requires a group Acrobatics check.

Critical Failure. The bridge suddenly breaks and the party has to scramble or be dropped into the ravine! Each adventurer makes a Dexterity saving throw to grab and hold onto the rope as they swing down into the sides of the ravine, taking 9 (2d8) bludgeoning damage from the impact. Any adventurers ahead of the break fall towards the far end of the bridge, and those behind the break fall back towards the bridge's start.

On a failed save, an adventurer falls 100 feet down into the ravine, taking 35 (10d6) bludgeoning damage when they land. Climbing back out requires a successful Athletics check, with advantage if a rope is thrown down.

Failure. The bridge breaks as above, but the adventurers have 1 round to react after the process starts and advantage on their Dexterity saving throw to grip the rope. Grabbing both sides and holding the bridge together requires a Strength check at the end of each round.

Success. The adventurers safely make it across the rope bridge.

Critical Success. The adventurers safely make it across the rope bridge and notice something important while doing so. Roll on the Boons and Discoveries table.

Flood

1st tier (weather)
Challenge 3 (700 XP); **DC** 14/13
Area Local (1 hour)

Heavy rains, a dam breakage, or a spiteful spellcaster have caused a sizable flood. While there isn't significant risk of building damage in rural or frontier areas, the flood is difficult to travel through especially for travelers with mounts or vehicles.

Deep Water. The adventurers can only travel at a crawl pace unless they have swim speeds.

Possible Solutions

A group Athletics check is needed to wade through the water. Alternatively, an Engineering check (or a check made with tools the Narrator deems appropriate) can build a raft or other floating device at the cost of 1 hour and 1d4 gold worth of materials.

Critical Failure. The adventurers are unable to continue and must remain where they are until the flood passes in 2 (1d4) hours.

Failure. The adventurers lose 6 (2d4+1) Supply.

Success. The adventurers are able to journey through the flood at a slow pace.

Critical Success. The adventurers faultlessly navigate the flood unhindered. Roll on the Boons and Discoveries table.

Forested Hills

0th tier (terrain)
Challenge 1 (200 XP); **DC** 13/13
Area Intermediate (3 hours)

Lush woodland foliage covers leagues of stoney hills and valleys. The tree canopy splays rays of sun. Careful steps are needed to scramble around loose moss-covered stones and exposed roots.

TABLE. FOREST FIRE HAZARDS

1D6	HAZARD	EFFECT
1–2	Choking Smoke	Creatures make a Constitution saving throw or take 7 (2d6) poison damage. A creature that is immune to poison damage or does not need to breathe automatically succeeds on this save. Any creature that takes a 40 or more poison damage from the smoke becomes poisoned, and a poisoned creature that fails its saving throw suffers one level of fatigue. On a critical failure, a poisoned creature falls unconscious for 60 (1d12 × 10) minutes.
3–4	Inescapable Heat	Creatures make a Constitution saving throw or take 7 (2d6) fire damage and suffer a level of fatigue. Immunity to fire damage grants an automatic success on this save.
5–6	Panicked Animals	Fleeing beasts won't engage in combat but that doesn't mean they aren't still dangerous. Adventurers make a Dexterity saving throw. On a failure, they take 9 (2d8) bludgeoning damage, lose 4 (1d4+2) Supply, and suffer a level of fatigue.

Ascending. The steep hills are treated as difficult terrain when moving up them.

Animal Tracks. A successful Perception or Survival check spots animal paths through the hills that make them easier to traverse, enabling the party to move at normal pace.

Opportunistic Shoves. An attacker can choose to make attack rolls with disadvantage to include a shove basic maneuver. A target that fails its saving throw falls 100 feet down into the hillsides, taking 7 (2d6) bludgeoning damage when they come to a stop.

The High Ground. Ranged attacks made against targets downhill from an attacker have advantage.

Possible Solutions

Traveling through the steep hills requires a group Athletics check.

Critical Failure. The series of hills are deceptively dangerous. The adventurers each lose 4 (1d4+2) Supply and suffer a level of fatigue.

Failure. The adventurer loses 4 (1d4+2) Supply as they scramble amongst the hills.

Success. The adventurers navigate a safe and speedy path over the hills and vales.

Critical Success. The adventurers spot something of import tucked in a tree trunk or small dale amongst the hilly woods. Roll on the Boons and Discoveries table.

Forest Fire

4th tier (circumstance)

Challenge 19 (22,000 XP); **DC** 22/17

Area Intermediate (3 hours)

An errant spark or bit of fire quickly grows and before the party realizes it they are surrounded on all sides by a conflagration! Hungry flames wreathe through the treetops as winds fuel the rapidly increasing inferno, singeing everything with scorching heat. Wild animals run for cover in a panic, blinded by choking smoke.

Clear Spots. An Investigation check can find an area free of fire and smoke to get re-oriented and gain an expertise die on ability checks made against this exploration challenge.

Face Coverings. The use of 1 Supply worth of water adequately wets a cloth or face-covering for 1 hour, granting a creature wearing it advantage on Constitution saving throws against the Choking Smoke and Inescapable Heat hazards.

Fogged Vision. The maximum range of any sight-based senses is 30 feet. In addition, Perception checks are made with disadvantage, and all passive scores (including passive Perception) are reduced by 5.

Hazards. At the end of every hour in the area, roll 1d6 on the Forest Fire Hazards table.

Spell Solve. A casting of control weather abates the effects of the flames, and the adventurers gain an expertise die on saving throws made against Choking Smoke and Inescapable Heat.

Possible Solutions

A group Survival check is needed to navigate through the smoke.

Critical Failure. The adventurers take twice as long to traverse the area, and each suffers a level of fatigue.

Failure. The adventurers make it through the forest fire in twice the normal time.

Success. The adventurers make it through the forest at normal speed.

Critical Success. The adventurers make it through the forest and they spot something important. Roll on the Boons and Discoveries table.

Forge, Foundry, and Factory

2nd tier (constructed)

Challenge 6 (2,300 XP); **DC** 16/14

Area Immediate (less than 1 hour)

While moving through the town, the road ends at a massive foundry the size of a city block. Massive piles of unprocessed ore fill nearly every corner of this foundry and it is in full working order—molten buckets of alloys move overhead, conveyor belts carry stone and metals throughout, and ovens hot as the sun belch fire and blistering waves of heat.

Unbearable Heat. Adventurers and mounts wearing medium or heavy armor make a Constitution saving throw or suffer a level of fatigue. Immunity to fire damage grants an automatic success on this save.

Possible Solutions

A group check is needed to traverse the factory. Adventurers can choose from Acrobatics to weave around the factory floor, Engineering to deduce the factory's layout and the most efficient routes to take, and Intimidation or Persuasion to hastily convince workers to make way.

Critical Failure. It takes the party 4 (1d4+2) minutes to make it through the factory. Each adventurer suffers a level of fatigue from a workplace mishap and loses 4 (1d4+2) Supply.

Failure. It takes the party 2 (1d4) minutes to make it through the factory, they lose 4 (1d4+2) Supply, and any adventurer that failed their check suffers a level of fatigue.

Success. It takes the adventurers 1 minute to make it through the factory.

Critical Success. It takes the party 1 minute to make it through the factory, and they either overhear about something or spot something of import. Roll on the Boons and Discoveries table.

Leave It Be

The adventurers can backtrack and find another route, which takes them an hour and earns no experience.



God Corpse

4th tier (supernatural)
Challenge 17 (18,000 XP); **DC** 21/17
Area Immediate (less than 1 hour)

The skyline is broken by the massive, jagged silhouette of an impossibly enormous humanoid's ribcage. A shattered skull and massive femurs are embedded into the ground around it. Those with access to divine magic sense that some kind of action is needed.

Aligned Casting. When a spellcaster with the same alignment trait as the dead god casts a spell, roll 1d4. On a 1 the spell functions as intended, although with some harmless or unusual cosmetic effect. On a 2–3, the spell is absorbed into the corpse of the god. On a 4, the spell's mechanical effects (hit points restored, damage dealt, or bonuses to attacks, checks, and saving throws) are doubled and the ground shakes with the remembrance of divine potency.

Alignment. Roll a d6 to determine the dead god's alignment trait. On a 1–2 the god was Evil, on a 3–4 the god was neither Good nor Evil, and on a 5–6 the god was Good.

Cause of Death. An Arcana or Medicine check reveals the means of death. Roll 1d4. 1 — another god, 2 — adventurers who perished in the battle, 3 — a powerful non-god entity, 4 — something outside mortal knowledge entirely.

Domain. Roll a d8 to determine the domain of the god before it fell. 1 — knowledge, 2 — life, 3 — light, 4 — nature, 5 — tempest, 6 — trickery, 7 — war, 8 — roll twice (ignoring duplicates).

Locus of Power. God corpses frequently draw out or errantly beckon certain creatures of up to challenge rating 10. What creatures appear near the god corpse are determined by its alignment. evil — fiends or undead, neutral — aberrations or fey, good — celestials or plants.

Nearby Shrine. An adventurer can make a History check to know of a shrine to the god within 7 (2d6) hours of travel. Making an offering of 1,000 gold at the shrine grants all participants in the ritual an expertise die on checks made involving the god corpse.

Possible Solutions

A Religion check reveals that this is the corpse of a god, as well as its domain and alignment. The check also reveals to the adventurers that they need to put the god to final rest. A group Religion check can give the corpse peace by enacting appropriate rituals lasting for a day.

Critical Failure. All adventurers suffer two levels of strife. For the next 5 (2d4) days, each of the adventurers subtracts a d4 whenever they make an attack roll or saving throw.

Failure. The adventurers fail to enact the ritual, and each suffer one level of strife.

Success. The god is put to rest. Roll on the Boons and Discoveries table.

Critical Success. The gods are pleased. Roll on the Boons and Discoveries table. Additionally, the next time each is reduced to 0 hit points, they are immediately restored to their hit point maximum.

Leave It Be

If the party abandons the god to its fate their disregard offends its lingering essence, triggering a Critical Failure.

Green Lake

2nd tier (terrain)
Challenge 6 (2,300 XP); **DC** 16/14
Area Local (1 hour)

The lake ahead is an eerie and unnatural green, and when gazed upon in the night it glows. Algae has turned the water this color and the fish living within it have adapted to have no eyes.

Dangerous Algae. A Nature check identifies the type of algae as a poisonous variety, making the lake water dangerous to touch. Deliberately drinking or trying to swim across the lake triggers a Critical Failure.

Harvesting. A Medicine check reveals that the algae can be dried out, at which point it is no longer poisonous and can be used as a clotting agent (functioning as an improvised bandage; see Medicinals in Chapter 4: Equipment, in the *Adventurer's Guide*).

Possible Solutions

The party can make a group Athletics or water vehicle check to cross the lake by boat or raft. At least one adventurer must be making a water vehicle check; otherwise all Athletics checks have disadvantage. If they do not have a water vehicle, one adventurer can spend 3 hours to build a raft with an Engineering check.

Critical Failure. The boat capsizes and the party is plunged into the green water, losing half their Supply. They each gain a level of fatigue, and are poisoned until they take a long rest.

Failure. The adventurers boat across, but they encounter a mishap, losing 8 (2d6+1) Supply.

Success. The adventurers follow their route and cross the lake unhindered.

Critical Success. The adventurers harvest useful things from the lake, gaining one use of a healer's satchel and 4 (1d4+2) Supply.

Leave It Be

Bypassing the suspicious lake is possible but takes a while—safely traveling around it costs an extra day of travel time. No experience is awarded to the party.

Hail Deluge

2nd tier (weather)
Challenge 8 (3,900 XP); **DC** 17/15
Area Local (1 hour)

Suddenly the sky rains down with chunks of ice the size of a warrior's fist that pummel away at anything left out in the open.

Possible Solutions

The adventurers can make a group Constitution check to tough out the storm or a Survival check to find a safe place to wait out the storm (losing half a day of travel).

Critical Failure. The party is pelted by the hail, taking 21 (6d6) bludgeoning damage at the end of every hour they travel. Each adventurer also suffers one level of fatigue and travel time is doubled through the storm's area.

Failure. The adventurers are pelted by the hail, each taking 10 (3d6) bludgeoning damage and suffering one level of fatigue.

Success. The adventurers successfully avoid being damaged by the storm.

Critical Success. The adventurers successfully avoid the storm and also discover a hailstone infused with magic (worth 42 gold). Any spellcaster holding it can use a bonus action to draw power from the hailstone, regaining one 1st-level spell slot.

Hail Storm

0th tier (weather)
Challenge 1 (200 XP); **DC** 13/13
Area Region (time varies)

Giant lumps of ice and other particles are falling from the sky, making travel slower and more dangerous. It might be better to wait this one out, but finding shelter in this weather is also difficult.

Possible Solutions

The party can make a group Constitution check to tough out the storm. A Survival check enables them to find a safe place to wait out the storm, but they lose a full day of travel.

Critical Failure. The party is pelted by the hail, taking 5 (2d4) bludgeoning damage at the end of every hour they travel. Each adventurer also suffers one level of fatigue and travel time is doubled through the storm's area.

Failure. The adventurers are pelted by the hail, each suffering one level of fatigue.

Success. The adventurers successfully avoid being damaged by the storm.

Critical Success. The adventurers successfully avoid the storm and also discover something useful as they fight through the dangerous weather. Roll on the Boons and Discoveries table.

Hallowed Ground

4th tier (supernatural)
Challenge 16 (15,000 XP); **DC** 21/17
Area Intermediate (3 hours)

The will of the gods will not be ignored, and it is divine will that travelers pass with great difficulty or not at all. Perhaps someone in the party has angered a god or spirit, or a deity is conspiring with one of their enemies. Travel in this place feels slow and sluggish, as though the land itself is rejecting trespassers.

Appeasement. A Religion check reveals a way to appease the god and ensure safe passage. Roll 1d6 to determine what is required. 1–2 an offering of 250 gold, 3–4 an offering of 10 (2d6+3) Supply, 5–6 a willingly accepted geas to perform some service for the god.

Possible Solutions

The adventurers can make a group Survival check to tough it out and force their way through.

Critical Failure. The party loses two days of travel and each adventurer suffers two levels of strife. Acolytes and followers of the deity recognize the party and are hostile to them for the next month.

Failure. The party loses two full days of travel and each adventurer suffers one level of strife.

Success. The party successfully crosses the area.

Critical Success. The party's determination

TABLE: HELLSTRIKES

1D6	EFFECT
1	***Scorching Blast.*** Jets of flame explode outward. The adventurer makes a Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) poison damage on a failure, or half damage on a success. Any flammable objects being worn or carried by the adventurer catch on fire, dealing 3 (1d6) ongoing fire damage until the flames are extinguished with a DC 15 Dexterity check.
2	***Volcanic Ejecta.*** Magmatic pressure builds up until a jet of lava bursts up into the sky. The adventurer makes a Dexterity saving throw to avoid being hit by globs of molten rock falling from above. On a failure, the adventurer takes 27 (5d10) fire damage and 27 (5d10) bludgeoning damage, and they are restrained. A restrained adventurer takes 16 (3d10) ongoing fire damage until they are freed with a Strength check. The ongoing damage also ends if the cooling molten stone is destroyed (AC 17, 30 hit points, and immunity to fire damage).
3	***Poison Gas.*** The adventurer wanders into a cloud of invisible poison gas and makes a Constitution saving throw. On a failure, they take 22 (4d10) poison damage and are unable to speak for 1 minute. On a failure by 5 or more, the adventurer is stunned for 2 (1d4) rounds and exposed to the poison gas at the start of each of their turns until they are at least 30 feet away from it.
4	***Lava Pit.*** The stone ground beneath suddenly cracks and gives way! The adventurer makes a Dexterity saving throw or they fall into a pit of lava and take 55 (10d10) fire damage. While in the lava pit the adventurer takes 55 (10d10) ongoing fire damage. Any creature that attempts to pull the adventurer out with a Strength check also makes a Dexterity saving throw, taking 27 (5d10) fire damage on a failure.
5	***Ashen Cloud.*** A thick cloud of ash and smoke erupts from cracks in the stone, filling a 500-foot radius around the adventurer with smog. The maximum range of any sight-based senses is 5 feet. In addition, Perception checks are made with disadvantage, and all passive scores (including passive Perception) are reduced by 5. The adventurer or their companions require a Survival check to regroup, losing 2 (1d4) hours of travel time for each failed attempt.
6	***Shifting Earth.*** The ground below tilts and slides. The adventurer makes a Dexterity saving throw, falling prone on a failure. Getting up from prone and moving to a solid area requires an Acrobatics check. On a failure by 5 or more on either the saving throw or ability check, the adventurer's hands punch through the crust of stone into the lava beneath, and they take 33 (6d10) fire damage and suffer a level of fatigue.

wins the favor of the god, and for the next 3 (1d6) days each adventurer gains an expertise die on attack rolls and saving throws.

Haze

0th tier (weather)
Challenge 1/4 (50 XP); **DC** 12/10
Area Local (1 hour)
A thin fog blankets the area. It's possible the haze originates from smoke, low-lying clouds, or other natural events.

Hazy Vision. The maximum range of any sight-based senses is 60 feet. In addition, Perception checks are made with disadvantage, and all passive scores (including passive Perception) are reduced by 5.

Spell Solve. The haze can be temporarily blown away by the casting of a gust of wind spell, giving the adventurers advantage on checks made against it.

Possible Solutions

A group Survival check allows the party to navigate the haze.

Critical Failure. The party gets terribly lost, losing 4 (1d4+2) hours of travel time, and one adventurer suffers a level of fatigue when the haze causes them to take a hurtful fall.

Failure. The adventurers lose 2 (1d4) hours in the haze.

Success. The adventurers find pockets of clear sight within the haze and move through the haze at normal speed.

Critical Success. The adventurers travel unhindered through the area of haze and uncover one tier 0 Boon or Discovery.

Hellscape

4th tier (terrain)
Challenge 18 (20,000 XP); **DC** 22/17
Area Intermediate (3 hours)

Gouts of flame and choking gases spew forth from the ground as rivers of molten lava flow beneath thin crusts of blackened stone.



Hellstrikes. Once every hour, the Narrator rolls 1d4 for each member of the party to see if they run into a hazard in this terrain, and on a result of 4, roll 1d6 and refer to Table. Hellstrikes to determine what assails them.

Possible Solutions

The adventurers need to tough this one out, bearing the brunt of the hellstrikes. They succeed by making it across the area alive. A few different types of checks can help:

- An Engineering check determines which areas ahead are the most dangerous to walk upon. The Narrator rolls 1d8 for the adventurer when determining if they run into a hazard (instead of 1d4), and a Hellstrike only occurs on a result of 8.
- Perception check to be on the lookout for danger, granting advantage on one ally's saving throw against a Hellstrike.

- Survival check to navigate towards safer routes through the area, granting an expertise die on saving throws made against Hellstrikes.

Critical Failure. For every Hellstrike that an adventurer makes a saving throw against, they lose 4 (1d4+2) Supply.

Failure. Each adventurer loses 1 Supply per Hellstrike.

Success. The adventurers persevere through the Hellstrikes and do not suffer any additional negative effects.

Critical Success. As a success, and roll on the Boons and Discoveries table.

Hoar Frost

3rd tier (weather)

Challenge 15 (13,000 XP); **DC** 20/16

Area Region (time varies)

Lethal creeping cold pervades—deadly to warm flesh, covering objects in frost, instantly freezing even boiling water, and making the eyes sting as bodily fluids try to solidify into thin layers of ice.

Fires. Both mundane flame and arcane heat can stave off the building frost, but maintaining any fire requires constant vigilance with 2 (1d4) ongoing fire damage at the end of every 10 minutes (for flames kept alight with cantrips) or a Survival check once each hour.

Frozen Solid. Keeping one's belongings relatively warm is paramount. Each day 4 (1d4+2) Supply becomes useless as it freezes solid—waterskins burst and leak when their contents melt and provisions crumble when thawed.

Lethal Cold. At the end of every hour in the area, creatures take 3 (1d6) cold damage. Wearing cold weather gear (see Survival Gear, Chapter 4: Equipment in the *Advnturer's Guide*) halves this cold damage (minimum 1). No short or long rests are possible in the cold. A creature reduced to 0 hit points can become stable, but only after it is wrapped in furs and blankets or placed adjacent to fire to protect it from the cold—otherwise it continues to suffer from the cold while in the area, making additional death saves when dealt cold damage.

Keep Moving. To prevent frostbite an adventurer needs to keep moving, stay wrapped in warm garments, and expose as little flesh as possible. Any stationary objects become covered in thick layers of ice and freeze solid (this includes tents or spells that create solid surfaces.)

Possible Solutions

The party needs to make a group check to get through the region. Adventurers can choose from the following:

- Engineering checks to create improvisational structures that allow the party to safely stay warm.
- Medicine checks to treat frostbite. This may be necessary to prevent the loss of fingers and toes.
- Survival checks to locate shelter that will stay warm enough for safety.
- Constitution saving throws to simply power through.

Critical Failure. The party loses 2 (1d4) days of travel time and suffers one level of fatigue navigating through the area. In addition, a pocket of warm air from far above suddenly condenses and falls in a soaking slush, forcing each adventurer to make a Strength saving throw or be restrained as the liquid transforms into ice that encases their body. A restrained adventurer takes 16 (3d10) ongoing cold damage until they are freed with a Strength check. The ongoing damage also ends if the encasing ice is destroyed (AC 16, 20 hit points, and immunity to cold damage). Any adventurer that takes 30 or more cold damage suffers an additional level of fatigue.

Failure. The adventurers lose 1 day of travel time and suffer one level of fatigue navigating through the area.

Success. The adventurers manage to push through the area.

Critical Success. Roll on the Boons and Discoveries table.

Killing Cloud

4th tier (weather)
Challenge 18 (20,000 XP); **DC** 22/17
Area Local (1 hour)

A lethal poisonous cloud of gas that burns lungs and melts flesh flows out from fissures, an alchemist's lair, or the pyroclasmic aftermath of a volcano to sweep over the area. Extraplanar explorers know that these are a particularly common threat when traveling in the lower realms, sometimes covering entire regions in a miasma of flesh-eating death.

Fogged Vision. The maximum range of any sight-based senses is 5 feet. In addition, Perception checks are made with disadvantage, and all passive scores (including passive Perception) are reduced by 5.

Poison Cloud. At the end of every hour in the area or when exiting the killing cloud, a creature makes a Constitution saving throw or takes 45 (10d8) poison damage. A creature that is immune to poison damage or does not need to breathe automatically succeeds on this save. Any creature that takes 80 or more poison damage from the cloud becomes poisoned, and a poisoned creature that fails its saving throw suffers one level of fatigue. On a critical failure, a poisoned creature falls unconscious for 60 (1d12 × 10) minutes.

Realize Danger. Any adventurer that makes an Arcana or Nature check realizes the nature of the poison cloud and its effects.

Spell Solve. The fog can be temporarily blown away by the casting of a gust of wind spell or other wind-based magic that uses a spell slot of 6th-level or higher, giving the adventurers advantage on saving throws and checks made against it.

Spoiled Supply. The poison cloud ruins 1 Supply each hour, spoiling rations and contaminating water.

Up and Away. The use of *fly, levitate*, or similar magic is an automatic success in the group check for that adventurer.

Possible Solutions

A group Survival check is needed to navigate safely through the cloud.

Critical Failure. The party stumbles through the area, losing 7 (2d4+2) hours of travel time getting lost in the killing cloud. Adventurers suffer a level of fatigue for each time they fall unconscious in the killing cloud or take more than 100 poison damage from it.

Failure. The adventurers lose 3 (1d4+1) hours of travel navigating through the killing cloud.

Success. The adventurers navigate safely through the killing cloud.

Critical Success. As a success, and roll on the Boons and Discoveries table.

Labyrinthine Ravines

1st tier (terrain)
Challenge 3 (700 XP); **DC** 13/13
Area Intermediate (3 hours)

The terrain on either side of the path rises higher and higher until the rock walls block out the light — suddenly there are several paths ahead and it's confusing as to which is the right way forward.

Mapping. To map the ravines, roll 1d6 to determine what comes next. 1 — bends left, 2 — forks, 3 — T-junction, 4 — three-way split, 5 — circle linking back to somewhere the party has already been, 6 — bends right. Every roll represents 10 minutes of travel.

Scout It Out. An Athletics check lets an adventurer climb to the top of the canyon wall, allowing them to find their way out and trigger a success.

Up and Away. The use of *fly*, *levitate*, *rope trick*, or similar magic triggers an automatic success for that adventurer.

Possible Solutions

The adventurers may try to map the ravines, automatically succeeding if they do so out of character. Otherwise, a Survival check ensures an accurate map of where they have been, or a Nature check reveals that a little rivulet runs downhill and leads to an exit from the ravines.

Critical Failure. The adventurers get hopelessly lost and only find their way out after 5 (1d4+3) days.

Failure. The party finds a way out, but it's difficult. With all the turning about and backtracking they lose 6 (1d4+4) hours of travel time and each adventurer loses 5 (2d4+1) Supply.

Success. The adventurers find their way out after 4 (1d4+2) hours.

Critical Success. The adventurers find their way out. Roll on the Boons and Discoveries table.

Landslide

0th tier (terrain)

Challenge 1 (200 XP); **DC** 13/13

Area Immediate (less than 1 hour)

Recent rains or heavy snow has rendered a nearby slope quite perilous. A landslide is set off by any loud noise such as conversation, music, spellcasting, fleeing animals, the cracking of a fallen tree branch, thud of a rolling stone, or any substantial impacts on the ground.

Each adventurer must make a Strength saving throw. On a success, they are carried 2d12 yards down the slope; on a failure, they are carried twice that far and suffer a level of fatigue.

Realize Danger. Any adventurer that makes a Nature check recognizes that the ground or snow ahead is unstable, and that loud noises or rough impacts could trigger a landslide.

Spell Solve. Spells that produce water or heat can melt and refreeze a snow-based landslide, while a spell that can shape earth can solidify an earthen landslide.

Possible Solutions

If the party realizes the danger of the landslide, a group check using Acrobatics or Stealth lets them pass without setting the landslide off. Making a group Athletics check allows the adventurers to cross after the landslide, but on a failure, they set off a second landslide. A Survival check finds animal tracks showing a safe way around the area.

Critical Failure. The party loses 4 (1d4+2) Supply and each adventurer suffers one level of fatigue.

Failure. Each adventurer that fails suffers one level of fatigue.

Success. The adventurers lose 2 (1d4) hours of travel time.

Critical Success. The adventurers continue unhindered and the landslide triggers behind them. Roll on the Boons and Discoveries table.

Lethal Outgassing

2nd tier (terrain)

Challenge 6 (2,300 XP); **DC** 14/13

Area Intermediate (3 hours)

Poisonous gases once trapped deep within the soil and rock of this area are leaking into the air. These fumes are deadly to people who breathe them for too long, making for a dangerous situation to both passersby and those living in the area.

Spell Solve. The outgassing can be temporarily ventilated by the casting of a gust of wind spell (making the air in that space breathable for up to 1 hour), but adventurers need to find the offending soil and rock to permanently get rid of it.

Possible Solutions

The party needs to make a group check to get through, with at least one each of the following:

- An Investigation check to find the source of the gas.
- A Nature check to understand the outgassing phenomenon.
- An Engineering check to plug up the leak.
- Survival checks can be made by those simply trying to last long enough to fix the problem.

Critical Failure. Adventurers breathe in the fumes and are poisoned, gaining a level of fatigue, and taking 21 (6d6) poison damage at the end of every hour spent in the gas cloud. Local areas suffer heavy loss in the wake of the destructive gases.

Failure. Adventurers breathe in the fumes and are poisoned, taking 10 (3d6) poison damage at the end of every hour spent in the gas cloud. The area around it suffers minor loss in the wake of the destructive gases.

Success. Adventurers successfully traverse the dangerous area.

Critical Success. Adventurers successfully prevent the outgassing from claiming further lives and they take no damage in the process. Roll twice on the Boons and Discoveries table.

Lifeless Desolation

3rd tier (supernatural)
Challenge 12 (8,400 XP); **DC** 19/16
Area Greater (1 day)

Dust lazily drifts across featureless salt flats that extend to the horizon. Food and water are nowhere to be found — and neither is hope.

Devoid of Radiance. Spells that deal radiant damage deal half as much damage, and healing spells restore half as many hit points as normal.

Lifeless. There are no sources of food or water, and any journey activity checks made in the area to acquire more Supply automatically fail.

Natural Undead. Any corpse that is not completely destroyed rises as an undead 24 hours later. The type of undead is at the Narrator's discretion. A Nature check notices that there are no corpses or even skeletons to be found, no matter how small or large (though what that might mean is unclear).

Nowhere to Hide. Stealth checks made in this area have disadvantage.

Unnatural Stress. Boredom and the overwhelming desolation weigh more heavily on the mind with every day that passes. At the end of each short or long rest in this area, each adventurer makes a Wisdom saving throw or they suffer a level of strife.

Possible Solutions

Traversing this area requires spirit and conviction more than physical endurance. The party needs to make a group check to get through the region. Adventurers can choose from the following:

- A Performance check to inspire some humor, levity, and vibrancy.
- A Religion check to pray to gods of light and hope to protect the party from whatever fell forces pervade this area.
- A Wisdom saving throw to persevere in the face of despair.

Critical Failure. The fell forces pervading the area prevent recuperation. While in the area, long rests are not possible and short rests take 8 hours (instead of 1 hour).

Failure. While in the area, short rests take 2 hours and long rests take 16 hours.

Success. Roll on the Boons and Discoveries table.

Critical Success. Roll three times on the Boons and Discoveries table.

Living Land

2nd tier (supernatural)
Challenge 7 (2,900 XP); **DC** 16/14
Area Greater (1 day)

As the party walks along, they start to notice that the plants are responding to them, and then a woody voice greets them.

Everything in a 10-mile radius has been awakened by a crotchety druid who expected nothing but courtesy, and the plants and animals are the same — if they feel that they are not granted that courtesy they can make life very difficult for passersby.

Benign. A Nature check confirms that this is the result of benign magic.

Possible Solutions

Being overtly rude or hostile to the awakened plants causes them to withdraw and triggers a Critical Failure. Otherwise, a successful group check using the following options allow the adventurers to travel across the area.

- An Animal Handling check helps reassure unsettled animals that there is no threat.
- A Persuasion check convinces the plants that the party is friendly.
- A Nature check allows the party to walk carefully without damaging anything.

- A Religion check can help appease the nature gods.

Critical Failure. The area counts as difficult terrain and each adventurer suffers a level of fatigue from snagging groundcover or troublesome roots.

Failure. The area counts as difficult terrain and the journey takes twice as long.

Success. The adventurers are allowed to pass unhindered, and at the edge of the area they're given delicious berries and mushrooms making up 8 (2d6+1) Supply.

Critical Success. As a success, and the impressed plants tell the party about something of use to them. Roll on the Boons and Discoveries table.



Lost Item

0th tier (circumstance)
Challenge 1/2 (100 XP); **DC** 12/10
Area Immediate (special)

While walking along, something important drops from an adventurer's pack — a cherished trinket, common magic item, gold pouch, or similar — and falls with a plink into a sewer, crack in the rock, or other irritatingly small place. The opening is 1 inch wide, at least 1 foot long, and 3 feet deep.

Stuck. The Narrator may rule that the object is stuck, making mage hand an ineffective solution and increasing the CR of this encounter by 1 and the DC for checks by 2.

Possible Solutions

Use of the mage hand cantrip easily retrieves most items, triggering a success, as does magic that can shape stone or earth, or an Athletics check, to widen the opening enough that the item can be retrieved. Alternatively, a thieves' tools check (or a similar tool kit) retrieves the item.

Critical Failure. The item slips further and is lost forever.

Failure. The item becomes stuck (see above). Another attempt is permitted.

Success. The item is retrieved.

Critical Success. The item is retrieved along with 2 (1d4) random items that were also lost down there.

Magical Overgrowth

2nd tier (supernatural)
Challenge 6 (2,300 XP); **DC** 16/14
Area Local (1 hour)

The path ahead is completely overrun with plants that regrow within seconds of being cut!

Magical Effect. The overgrowth is a magical effect created through evocation magic. Using *dispel magic* on the plants to suppress its enchantment for 1 hour requires a spellcasting ability check, and on a success the adventurers gain an expertise die on ability checks made against the overgrowth.

Vulnerable to Fire. When an adventurer uses an attack, spell, or other effects that deals fire

damage against the overgrowth they gain an expertise die on their next ability check against it.

Possible Solutions

With a group Acrobatics check the adventurers squeeze through the brush, or with an Athletics check cut through it. A Nature check can reveal the path of least resistance.

Critical Failure. Travel time in the overgrowth is tripled, and adventurers each suffer one level of fatigue.

Failure. Travel time in the overgrowth is doubled.

Success. The adventurers pass through the undergrowth with no delay.

Critical Success. The adventurers pass through the overgrowth with no delay. Roll on the Boons and Discoveries table.

Malfunctioning Planar Portal

4th tier (supernatural)
Challenge 16 (15,000 XP); **DC** 21/17
Area Intermediate (3 hours)

The sky turns dark and purple as lightning crackles, converging on a pool of oily, swirling energy crackling in the middle of a 20-foot wide circle of stones. The planar portal has — through time or deliberate sabotage — become dysfunctional and the effects of the unstable magics are spreading. It is immediately apparent what has happened, and that if left unchallenged the portal will continue to expand with catastrophically lethal consequences.

Violent Weather. While the planar portal itself is relatively small, its effects spread across the landscape in a 10-mile radius, filling the area with high winds, rain, and lightning strikes. Adventurers can only hear sounds within 15 feet of them (except for loud, explosive noises). In addition, at the end of each minute a randomly determined adventurer makes a Dexterity saving throw, taking 35 (10d6) lightning damage on a failure, or half damage on a success.

What's Broken? An Arcana check reveals that the reason the portal broke was because a stone around it fell within, breaking the magical circle that kept it intact.

Possible Solutions

This challenge requires a group check using Arcana, Engineering, and stonecutter's tools. Mending is not sufficient to repair the damage to the portal, but a fabricate or similar spell can recreate the stone needed to fix it, counting as a successful check from the adventurer casting the spell.

Critical Failure. The portal expands and each adventurer suffers a level of strife. The party loses 4 (1d4+2) days going around it, each adventurer suffers a level of fatigue during the intensified storms, and over the course of the next month the area around the portal becomes a wasteland.

Failure. Each adventurer suffers a level of fatigue from trying to fix the portal and the errant magic strips the party of 8 (2d6+1) Supply, but they manage to stabilize it enough that it does not expand further.

Success. The storm ends and the portal collapses, forever turning the area between the stones into a void of magic (as the antimagic field spell but with a permanent duration).

Critical Success. The adventurers restore the portal to full functionality (where it leads is at the Narrator's discretion). Roll on the Boons and Discoveries table.

Marsh Gas

2nd tier (terrain)
Challenge 8 (3,900 XP); **DC** 17/15
Area Local (1 hour)

Gases bubble upon the marsh's surface — the gas is poisonous at best and combustible at worst.

Realize Danger. Any adventurer that makes a Nature check recognizes the prevalence and dangers posed by the marsh gas.

Possible Solutions

A Medicine check and use of a healer's satchel (or a check made with tools the Narrator deems appropriate) can create a remedy to the poisonous gases, or a group Survival check enables the party to carefully navigate the marsh.

Critical Failure. Travel time in the marsh is doubled, adventurers are poisoned for 4 (1d4+2) hours, and each takes (22) 4d10 fire damage from exploding gas.

Failure. Adventurers become poisoned for 2 (1d4) hours, and each takes 11 (2d10) fire damage from exploding gas.

Success. The adventurers safely cross the marsh.

Critical Success. The adventurers pass through the marsh safely without penalty or injury. Additionally, an alchemist's supplies or poisoner's kit check harvests enough gas for 2 (1d4) vials of basic poison or explosive flasks (which function as alchemist's fire as on page page 331 in the *Adventurer's Guide*, but deal regular fire damage instead of ongoing fire damage).

Mushroom Ring

1st tier (terrain)
Challenge 3 (700 XP); **DC** 14/13
Area Immediate (less than 1 hour)

A ring of orange and purple mushrooms, perfect and unbroken, blocks the path. This is the home of a very curious pixie — suffering from boredom — that follows the adventurers for miles in search of entertainment.

Awareness. A Perception check spots the pixie, who is too shy to approach.

Esoteric Knowledge. An Arcana or Religion check reveals that faeries sometimes plant mushroom rings to signify their home.

Natural Knowledge. A Nature check reveals that mushroom rings can sometimes be formed around a particularly rich area of soil, such as a buried corpse.

Studious. A History check recalls stories of pixies rewarding those who leave them small gifts.

Possible Solutions

This challenge hinges on how the adventurers choose to proceed. A group Acrobatics check can be used to carefully step over the ring.

If the adventurers break or otherwise defile the ring, they incense the pixie. The next time they take a short or long rest, the party realizes that 4 (1d4+2) pieces of their gear are broken and 3 (1d4+1) are damaged (see Maintenance, Chapter 4: Equipment, in the *Adventurer's Guide*).

If they keep their distance and respect the area, they feel like they are being watched for several miles after encountering the mushroom ring, making Perception checks with disadvantage until they take their next long rest.

If they leave a small gift for the fey or do something that it strongly approves of, soon after leaving they find flower petals leading them to something important. Roll on the Boons and Discoveries table.

Perilous Cliff Path

3rd tier (terrain)
Challenge 14 (11,500 XP); **DC** 20/16
Area Local (1 hour)

The road ahead is narrow and wraps around a steep, rocky cliff. Groups traveling light should watch their steps — rocks can break off and knock travelers off their footing in an instant.

Narrow. Adventurers with mounts, wagons, or other bulky travel gear have disadvantage on Strength and Dexterity checks without a creative solution for animals, vehicles, and ungainly items.

Possible Solutions

A group Acrobatics check is needed to deftly traverse the path. If an adventurer makes an Engineering check to rig climbing gear together and secure everything to the mountainside, everybody gains an expertise die and any falling damage is halved.

Critical Failure. Each adventurer (and any mounts or vehicles) falls 200 feet down the steep mountainside, taking 70 (20d6) bludgeoning damage and suffering two levels of fatigue.

Failure. Each adventurer (and any mounts or vehicles) falls 100 feet down the steep mountainside, taking 35 (10d6) bludgeoning damage and suffering a level of fatigue.

Success. The adventurers safely traverse the path.

Critical Success. The adventurers traverse the path. Roll on the Boons and Discoveries table.

Pests

1st tier (creatures)
Challenge 5 (1,800 XP); **DC** 15/14
Area Immediate (special)

A nasty horde of bugs has broken into the party's provisions and are eating them all up! The insects need to be dealt with quickly or desperate times are imminent.

Possible Solutions

An Animal Handling check drives the pests away or a Nature check locates a tastier treat to lure the pests away.

Critical Failure. All of the party's food and water are ruined and each adventurer loses their entire Supply.

Failure. Each adventurer loses 4 (1d4+2) Supply to the pests.

Success. The adventurers deal with the pests without losing any Supply.

Critical Success. The adventurers deal with the pests without losing any Supply. Roll on the Boons and Discoveries table.

Pit Trap

1st tier (constructed)
Challenge 4 (1,100 XP); **DC** 15/14
Area Immediate (less than 1 hour)

A group of crafty bandits have dug a hole right in the middle of the road and filled it with spikes. They also covered it with leaves and flimsy wood to hide the trap! The hole is so large that riding and pack animals cannot move around it as the path is surrounded by dense forest or steep cliffs.

Solo Challenge. Each adventurer decides for themselves how to avoid the pit trap.

Trap. This trap can be detected by a passive Perception of 15 or with a Perception check. If the trap is not detected, it automatically triggers a Critical Failure.

Possible Solutions

Who falls into the pit depends on the actions of the party and how they organize crossing attempts. An Acrobatics or Athletics check allows an adventurer to climb or leap across the pit. On a failure they fall 20 feet to take 7 (2d6) bludgeoning damage and 5 (2d4) piercing damage. Alternatively, an Engineering check (or a check made with tools the Narrator deems appropriate) can be made to build a makeshift bridge across the spike pit at the cost of 1 hour.

Critical Failure. The adventurer(s) and their mount(s) fall 20 feet into the pit, taking 7 (2d6) bludgeoning damage from the drop and 5 (2d4) piercing damage from spikes. At the end of the next round 3 (1d6) bandits arrive to ambush the party.

Failure. The adventurer(s) drop half their Supply into the pit.

Success. The adventurers make it across or around the spike pit unscathed.

Critical Success. The adventurers make it across or around the spike pit unscathed. Roll on the Boons and Discoveries table.

Poison Darts

2nd tier (constructed)
Challenge 7 (2,900 XP); **DC** 16/14
Area Immediate (less than 1 hour)

When a pressure plate concealed on the ground registers 20 or more pounds of weight, poisoned darts fire from the wall, ceiling, or floor.

Poisoned Darts. Ranged Weapon Attack. +6 to hit, one creature. Hit. 2 (1d4) piercing damage plus 16 (3d10) poison damage, and the target makes a Constitution saving throw or becomes poisoned for 1 hour. While poisoned, the target's flesh swells and it has disadvantage on Dexterity checks and attack rolls made using Dexterity. A Medicine check can treat the poison.

Trap. This trap can be detected by a passive Investigation of 18 to notice the slits and holes that conceal the poisoned darts. If not detected, the trap automatically triggers a Critical Failure.

Possible Solutions

A group Acrobatics check allows the adventurers to safely move around the pressure plate. Alternatively, a thieves' tools check disables the trap.

Critical Failure. Each adventurer and mount in the area is targeted by 2 (1d4) poisoned darts.

Failure. Each adventurer and mount in the area is targeted by a poisoned dart.

Success. The adventurers evade or dismantle the trap.

Critical Success. The adventurers evade or dismantle the trap and acquire a vial of the poison (enough to coat a single blade or up to three pieces of ammunition).

Poison Needle

3rd tier (constructed)
Challenge 12 (8,400 XP); **DC** 19/16
Area Immediate (less than 1 hour)

A poison needle is hidden inside a locking mechanism of a chest or door, or otherwise concealed in something that an adventurer might be inclined to touch. The needle trap triggers when the object is manipulated.

Poisons Aplenty. There are a wide variety of poisons (see pages 167–170 in Chapter 6: Maladies) that might be applied to a poison needle.

Trap. This trap can be detected by a passive Investigation of 20. If the trap is not detected, it automatically triggers a Critical Failure.

Possible Solutions

A Sleight of Hand check to trigger the poison needle without taking damage, or a thieves' tools check to disarm the trap.

Critical Failure. The adventurer that failed the check triggers the needle, taking 1 piercing damage and 44 (8d10) poison damage. In addition, they make a DC 21 Constitution saving throw or are poisoned for 1 hour.

Failure. The adventurer that failed the check triggers the needle, taking 1 piercing damage and 22 (4d10) poison damage. In addition, they make a DC 18 Constitution saving throw or are poisoned for 1 hour.

Success. The adventurer disarms the trap without taking damage.

Critical Success. The adventurer disarms the trap and can keep the poison needle (which functions as a dart with the poison applied to it, using the poison statistics from a critical failure).

Primordial Tornado

3rd tier (supernatural)
Challenge 12 (8,400 XP); **DC** 19/16
Area Intermediate (3 hours)

Something shimmers on the horizon, rapidly drawing nearer—a tornado, but not like any cyclone they've seen before. Roll 1d4 to determine the type of tornado. 1—water (sharks optional), 2—fire, 3—lightning, 4—sand. The primordial tornado affects a 3-mile radius, and normal methods for withstanding or avoiding a tornado are ineffective against it.

Spell Gone Awry. An Arcana check indicates that this is an elemental spell gone wrong.

Tempest Winds. When a creature rolls a natural 1 on an ability check against the tornado, it makes a Strength saving throw or is thrown 2 (1d4) miles, taking 52 (15d6) bludgeoning damage. In addition, the primordial tornado deals an additional 14 (4d6) damage determined by its type. bludgeoning for water (or piercing if sharks are included), fire, lightning, or slashing for sand. A creature suffers one level of fatigue for every 20 damage it takes from being thrown by the primordial tornado.

Possible Solutions

A spell that allows the caster to manipulate the relevant element and affects a large enough area can redirect the tornado, though any spell with a casting time greater than an action will likely take too long.

Alternatively, a group Athletics check can withstand the tornado and trudge forward, taking 14 (4d6) additional damage determined by the tornado's type, or a Survival check can quickly find shelter and take cover, waiting a day for the storm to pass.

Critical Failure. Each of the adventurers loses half their Supply, and they suffer both a level of fatigue and a level of strife.

Failure. The party avoids the primordial tornado but it is a frantic and desperate escape. Each adventurer loses 4 (1d4+2) Supply and suffers a level of fatigue.

Success. The adventurers avoid the primordial tornado's fury.

Critical Success. The adventurers avoid or overcome the primordial tornado, and its passing reveals something of import. Roll on the Boons and Discoveries table.

Private Property

1st tier (constructed)
Challenge 3 (700 XP); **DC** 14/13
Area Immediate (less than 1 hour)

In order to get where they're going the party needs to pass through someone else's property. It is gated off with high fences, guards, and attack dogs — no expense was spared to keep trespassers out of this area.

Material Aid. Adventurers can use certain materials to gain an expertise die on an appropriate ability check. For example, a bribe of 10 gold might be used to gain an expertise die on a Persuasion check, and acquiring the patrol schedule might gain an expertise die on a Stealth check.

Possible Solutions

An Intimidation check scares the forces guarding the property or a Persuasion check can bribe them. Alternatively, the adventurers can make a group DC 13 Stealth check to sneak across the property.

Critical Failure. Adventurers are pursued by a guard squad and each suffer one level of fatigue after the ensuing chase or fight.

Failure. A patrol of 3 (1d4+1) guards pursue the adventurers.

Success. The adventurers successfully traverse the property and lose 2 hours of travel time in the process.

Critical Success. The adventurers deftly traverse the property unhindered. Roll on the Boons and Discoveries table.

Poorly-Repaired Tunnel

0th tier (constructed)
Challenge 2 (450 XP); **DC** 13/14
Area Immediate (less than 1 hour)

This tunnel has suffered some damage and though repairs have been made its structure is not entirely stable.

Trap. This trap can be detected by a passive Perception of 13 or with a Perception check to notice the construction. If not detected, the trap automatically triggers a Critical Failure.

Possible Solutions

Only one check is needed to circumvent this exploration challenge. Finding and using the precise route the trapbuilder used is the most straightforward answer, requiring each adventurer to make a DC 13 Acrobatics check. Alternatively, a DC 14 Engineering check can be made to prop up the ceiling and effectively disarm the trap.

Critical Failure. The adventurers trigger the trap, causing chunks of earth and stone to rain down. Each creature in the area makes a Dexterity saving throw, taking 10 (2d8) bludgeoning damage on a failure, or half damage on a success. Failure on the saving throw also causes a level of fatigue.

Failure. The party triggers the trap, causing chunks of earth and stone to rain down. Each creature in the area makes a Dexterity saving throw, taking 10 (2d8) bludgeoning damage on a failure, or half damage on a success.

Success. The PCs avoid or disarm the trap.

Critical Success. The adventurers avoid or disarm the trap but have the option to leave the trap active for someone else to deal with.

Public Ceremony

0th tier (circumstance)
Challenge 1/4 (50 XP); **DC** 12/10
Area Immediate (less than 1 hour)

Music, drumming, cheering, or mourning emanates from ahead, and the way is blocked by a mass of bodies. Moving through the crowd is almost impossible. Roll 1d4 to determine the type of ceremony, or make one up. 1 — festival, 2 — religious event, 3 — military parade, 4 — funeral.

Possible Solutions

A group check is needed to get through this crowd. Each adventurer can choose from an Athletics check to climb nearby buildings or trees and move above the crowd, or a Persuasion, Performance or Religion check to blend in, moving with the festival and slowly crossing to the other side.

Critical Failure. Each adventurer is trampled, taking 3 (1d6) bludgeoning damage, suffering a level of fatigue, and losing 4 (1d4+2) Supply.

Failure. Each adventurer suffers a level of fatigue and is moved 250 (2d4 × 50) feet with the procession before getting to the other side.

Success. Each adventurer is able to travel through the crowd without incident.

Critical Success. The adventurers are mistaken for participants and are thanked by a grateful individual or group who makes way for them, allowing the party to move across unhindered. Roll on the Boons and Discoveries table.

Leave It Be

Going back or around takes 3 (1d4+2) hours.

Quicksand

1st tier (terrain)

Challenge 4 (1,100 XP); **DC** 15/14

Area Local (1 hour)

Suddenly the ground gives way and in a matter of seconds everyone is knee or waist-deep in dirt, muck, and sand!

Rescue. An Acrobatics or Athletics check made within the first two rounds can pull a creature free from the quicksand.

Spell Solve. Spells that shape stone or earth can render the quicksand stable, granting advantage on checks made to escape.

Turn-Based Action. If any of the adventurers are caught in the quicksand, they become grappled and at the beginning of each of their turns the quicksand sucks them in further. At the



beginning of an adventurer's second turn they become restrained, at the beginning of their third turn they are unable to use their arms at all, and at the end of their fourth turn they become totally submerged and must hold their breath or suffocate.

Up and Away. The use of *fly*, *levitate*, *rope trick*, or similar magic triggers an automatic success for that adventurer.

Possible Solutions

Navigating the quicksand requires a group Acrobatics or Survival check.

Critical Failure. Any adventurers who failed their check are caught in the quicksand. In addition, they lose 4 (2d4) Supply each and gain a level of fatigue.

Failure. Each adventurer loses 4 (1d4+2) Supply in the struggle to get through the muck.

Success. The adventurers make it through, filthy but unharmed.

Critical Success. The adventurers find the body of an unlucky traveler in the quicksand, their pack waterproofed and containing 5 (1d4+3) Supply that's been well-preserved.

River Rapids

2nd tier (terrain)
Challenge 6 (2,300 XP); **DC** 16/14
Area Local (1 hour)

Frothy eddies and whorls create a deceptively intense undertow in this 200-foot waterway, its powerful current launching spills over slick and smooth boulders.

Fly Away. The use of *fly* or similar magic (except *levitate*) triggers a critical success for that adventurer.

Wait. A Nature check reveals that the waters will be lower tomorrow and crossing will be less hazardous. If the party waits, they have advantage on checks made to cross it then.

Possible Solutions

A group Athletics check is needed to swim across the water, made with advantage if a rope is tied over the river, or an Animal Handling check to ford the river on a mount of at least Large size.

Critical Failure. The party is carried 500 (2d4 × 100) feet downriver (roll separately for each adventurer), losing 4 (1d4+2) hours of travel time and 7 (3d4) Supply.

Failure. Each adventurer that fails suffers a level of fatigue and is carried 250 (2d4 × 50) feet downriver. The party loses 2 (1d4) hours of travel time regrouping.

Success. The adventurers cross safely.

Critical Success. The adventurers cross safely, and they discover a gift or clue along the way. Roll on the Boons and Discoveries table.

Leave It Be

Bypassing the river and crossing in a safe place is possible but takes a great deal of time — safely traveling around it costs an extra day of travel time.

Rockfall

2nd tier (constructed)
Challenge 6 (2,300 XP); **DC** 16/14
Area Immediate (less than 1 hour)

Poorly secured barrels, rocks nudged by a sizable creature, or some other wave of objects come tumbling down directly onto the adventurers!

Up and Away. The use of *fly*, *levitate*, *rope trick*, or similar magic triggers a critical success.

Possible Solutions

Make a group check. Each adventurer may choose from a Dexterity saving throw to dodge out of the way, a Constitution saving throw to simply withstand the barrage, or an Engineering check to rapidly reinforce or improvise cover.

Critical Failure. Adventurers, mounts, and vehicles take 14 (4d6) bludgeoning damage. Each adventurer loses 4 (1d4+2) Supply and suffers a level of fatigue.

Failure. Adventurers that fail their check suffer a level of fatigue.

Success. The objects pass through without consequence.

Critical Success. Something unexpected is revealed inside a broken barrel or from damage wrought to the area. Roll on the Boons and Discoveries table.

Rolling Sphere

2nd tier (constructed)
Challenge 10 (5,900 XP); **DC** 18/15
Area Immediate (less than 1 hour)

When a pressure plate concealed on the ground registers 20 or more pounds of weight, a trapdoor opens in the wall or ceiling and releases a Huge stone sphere that rolls directly towards the adventurers.

Hold It! An adventurer can make an Athletics check to stop the sphere from rolling after the trap is triggered. This allows the rest of the party to get away, but the PC holding it up suffers a level of fatigue.

Trap. This trap can be detected by a passive Perception of 18. If the trap is not detected, it automatically triggers a Critical Failure.

Possible Solutions

An Engineering check can adequately obstruct the sphere before the trap is triggered, and a thieves' tools check can disarm the trap before triggering it.

Critical Failure. Adventurers make a Dexterity saving throw or take 55 (10d10) bludgeoning damage and are knocked prone.

Failure. Adventurers make a Dexterity saving throw or take 28 (5d10) bludgeoning damage and are knocked prone.

Success. The adventurers manage to avoid or disarm the trap.

Critical Success. The adventurers avoid or disarm the trap but have the option to leave the trap active for someone else to deal with.

Rooftop Run

1st tier (constructed)
Challenge 4 (1,100 XP); **DC** 15/14
Area Local (1 hour)

An event forces the party into a hectic rooftop chase! Roll 1d4 or select one of the following events. 1—a pickpocket steals something from one of the adventurers, 2—the party witnesses a crime down a nearby alley, 3—a noble's exotic pet escapes, 4—the party sees an enemy they have encountered before. The target flees, running, jumping, and leaping across angled shingles, chimneys, and warped wood struts.

Possible Solutions

Every participant on each side of the chase rolls initiative as normal. At the start of each participant's turn, they choose what tactics to use to flee, pursue, or otherwise race forward, making an ability check. A participant cannot use the same tactic two rounds in a row. The first participant to achieve 10 successes wins the chase by either making an escape, blocking their competitors' travel, catching their prey, taking the right shortcuts, or just being a little faster.

When a participant has a Speed of 45 feet or higher, they have advantage on ability checks made for the chase.

Examples of appropriate checks include:

- Acrobatics to run across ledges, ropes, and other precarious surfaces to cross the rooftops. On a failure, that adventurer falls 20 feet down to the streets, taking 7 (2d6) bludgeoning damage.
- Athletics to leap from rooftop to rooftop. On a failure, that adventurer's next ability check is made with disadvantage.
- Engineering to predict the arrangement of buildings ahead and take a more expedient route. On a failure, that adventurer stumbles into a minor hazard and takes 3 (1d6) bludgeoning, piercing, or slashing damage.
- Perception to keep track of participants while stuck on the streets below.
- Stealth to use cover and confound the other side of the chase. On a failure, that adventurer cannot attempt another Stealth check next round.

Critical Failure. Each time an adventurer rolls a critical failure they remove 1 success from their side's total successes for the chase. An adventurer can choose to instead suffer a level of fatigue.

Failure. The participant holds their own, their position in the chase neither improving or worsening. An adventurer loses or otherwise ruins 1 Supply.

Success. The participant adds 1 success to their side's total successes for the chase.

Critical Success. The participant adds 2 successes to their side's total successes for the chase.

Rot Grubs

2nd tier (creatures)
Challenge 6 (2,300 XP); **DC** 16/14
Area Immediate (less than 1 hour)

The corpse of a slain adventurer or monster lay upon the ground and when closely observed it explodes with disgusting flesh-eating parasites!

Spell Solve. A casting of detect poison and disease reveals the presence of rot grubs inside of a corpse.

Trap. This trap can be detected by a passive Perception of 20 to notice the skin of the corpse moves unnaturally. If the trap is not detected, it automatically triggers a Critical Failure.

Possible Solutions

Dealing at least 10 fire damage kills the rot grubs, triggering a critical success, while covering and pulverizing the corpse with at least 50 bludgeoning damage kills the rot grubs, triggering a success. If the party hesitates or does nothing, a failure is triggered, and if they interfere with the corpse a critical failure occurs.

Critical Failure. Each adventurer within 20 feet of the corpse makes a Dexterity saving throw. On a failure, the adventurer is hit by 1d4 rot grubs that burrow into their skin, dealing 3 (1d6) ongoing damage until removed. Removing the rot grubs requires taking fire damage (as above), having each dug out with a weapon that deals piercing or slashing damage (1d6 per rot grub), or an effect that removes disease. The corpse and all of its belongings are ruined.

Failure. As a critical failure, but only one rot grub hits each adventurer within 10 feet of the corpse.

Success. The rot grubs perish inside the corpse and the adventurers salvage 5d20 gold worth of equipment.

Critical Success. As a success, and roll on the Boons and Discoveries table.

Sandstorm

2nd tier (weather)
Challenge 7 (2,900 XP); **DC** 16/14
Area Intermediate (3 hours)

Sand, grit, and glass pelt the flesh as powerful winds fling debris in such overwhelming amounts that navigation is nearly impossible.

Extremely High Winds. Ranged weapon attacks have disadvantage and can only be made with thrown weapons, unattended and poorly secured objects fly off in the wind, and flying is nearly impossible (requiring an Acrobatics check each minute to avoid plummeting to the ground). At the end of each hour in this area, each adventurer makes a Strength saving throw or they are thrown 50 feet by the wind, taking 14 (4d6) bludgeoning damage and landing prone.

Reduced Visibility. The maximum range of any sight-based senses is 5 feet. In addition, Perception checks are made with disadvantage, and all passive scores (including passive Perception) are reduced by 5.

Ropes. Any adventurers attached together by rope have advantage on saving throws to resist being thrown by the wind, but on a failed save anyone directly attached to a thrown adventurer is themselves thrown half as far.

Possible Solutions

An Engineering check allows an adventurer to hastily assemble improvised shelter capable of surviving the sandstorm, losing 7 (2d6) hours, or a group Survival check helps push through the onslaught.

Critical Failure. Everything is lost! All of the party's Supply and one randomly determined item from each adventurer is scattered to the winds. Collecting all of their belongings after the storm ends (in 3 hours) takes 13 (2d12) hours, and even then half of their Supply is ruined.

Failure. Each adventurer loses 4 (1d4+2) Supply to the sands and winds.

Success. The adventurers have to brush off a thick coating of sand but otherwise push through the storm.

Critical Success. The storm passes quickly or the adventurers find an unexpected route (a steep canyon, underground passage, and so on) that allows them to continue unhindered.

Sea of Sand

0th tier (terrain)
Challenge 2 (450 XP); **DC** 14/13
Area Intermediate (3 hours)

Undulating waves of dunes stretch toward a horizon distorted by waves of heat. The sand shifts and flows to cover up tracks in a matter of moments, and the dunes are both exhausting to crest and dangerous to descend.

Appropriate Gear. The use of appropriate mounts (such as camels) and keeping a light pack (less than half carrying capacity) allow for travel at a normal pace without suffering from Unforgiving Heat.

Cool Nights. The cool nights alleviate the dangers of travel under the blazing sun. Night time travel has its own issues such as predators and tripping hazards, but reduces the strain of the journey and adventurers gain an expertise die on checks made against the exploration challenge.



Hilly. When a creature is knocked prone, it makes a Dexterity saving throw or tumbles 20 feet down a sand dune.

Sandy. The area is difficult terrain, and Survival checks made to find tracks have disadvantage.

Unforgiving Heat. When traveling through this area during the day at faster than a slow pace, at the end of every hour each adventurer and mount makes a Constitution saving throw or suffers a level of fatigue. Immunity to fire damage grants an automatic success on this save.

Possible Solutions

A group Survival or Athletics check is needed to traverse the sand dunes.

Critical Failure. All of the water being carried by the party evaporates or spoils. The adventurers suffer a level of fatigue and need to locate a source of water as soon as they reach a new area.

Failure. Each of the adventurers lose 4 (1d4+2) Supply to contamination or spoiling in the heat.

Success. A hardened pass of dirt and stone allows for a reasonably flat and straight path.

Critical Success. The party stumbles upon a natural spring or oasis. Roll on the Boons and Discoveries table.

Shattered Earth

2nd tier (terrain)
Challenge 9 (5,000 XP); **DC** 17/15
Area Intermediate (3 hours)

Massive pillars, plates of stone, and earthen boulders haphazardly confound the broken landscape ahead and navigating a way through requires equal amounts of careful stepping, scaling rock formations, and rounding obstacles.

On Foot. Land vehicles and most mounts cannot traverse this area, and in order to continue the party must dismount and unload overladen wagons. Squeezing through narrow passes, lifting heavy loads over debris, and ducking under stone overhangs quadruples the amount of time needed to travel through this area with vehicles or mounts.

Precarious Boulders. Boulders tumble down whenever they are even slightly disturbed by passersby far below. At the end of every hour spent in this area, roll 1d20. On a result of 15 or more, rocks fall. Each adventurer makes a Dexterity saving throw, taking 13 (2d12) bludgeoning damage on a failure, or half damage on a success. In addition, on a failed save they are knocked prone and restrained by the boulder. The boulders are large enough to offer three-fourths cover or potentially block passage forward.

Up and Away. The use of *fly*, *levitate*, or similar magic to scout ahead triggers a critical success.

Possible Solutions

A successful group check using the following options will allow the adventurers to travel across the area:

- Acrobatics check to avoid putting too much weight on any step.
- Athletics check to scale the walls and reach a set of boulders.
- Perception check to spot a set of precarious boulders.
- Stealth check to move in utter silence and disturb as little of the terrain as possible.

Critical Failure. The adventurers become trapped after a catastrophic collapse of stone and rock. Digging themselves and their equipment out takes a day, and the party loses 2 (1d4) days travel time making it through this area.

Failure. The adventurers each suffer a level of fatigue but make it through this area.

Success. The adventurers make it through this area.

Critical Success. The adventurers find a path through the maze of rock and safely make it through in just 1 hour. Roll on the Boons and Discoveries table.

Leave It Be

Bypassing the precarious area is possible but takes a great deal of time — safely traveling around it costs an extra 5 (2d4) days of travel time.

Sinkhole

2nd tier (terrain)
Challenge 7 (2,900 XP); **DC** 16/14
Area Immediate (less than 1 hour)

As the adventurers travel the ground beneath them suddenly gives way! The sinkhole is 30 feet across and 60 feet deep, and it forms immediately.

Premonition. Adventurers with a passive Perception of 16 or higher notice something is off about the ground and gain an expertise die on their Dexterity saving throw.

Possible Solutions

Each creature in the area makes a Dexterity saving throw, falling into the pit on a failure and taking 21 (6d6) bludgeoning damage upon landing. For those within the pit, an Athletics check is needed to climb out (made with disadvantage if lifting wagons or mounts). An Engineering check can be made to jury-rig a rope system to give everybody advantage.

Critical Failure. The adventurer fails an attempt, losing 3 (1d6) Supply and suffering a level of fatigue.

Failure. The adventurer fails an attempt and loses 4 (1d4+2) Supply.

Success. Adventurers avoid or make it out of the sinkhole.

Critical Success. Adventurers make it out of the sinkhole. Roll on the Boons and Discoveries table.

Sphere of Annihilation

3rd tier (constructed)
Challenge 11 (7,200 XP); **DC** 18/15
Area Immediate (less than 1 hour)

Inside the mouth of a statue or well is nothing but void — a *sphere of annihilation* concealed as a simple hole or pit with the promise that something of value may be hidden beyond it.

Tales. A History check recalls tales of horror involving the use of a fell sphere or information about those who built the statue or well.

Trap. This trap can be detected by a passive Investigation of 20 to notice the subtle runes and glyphs carved around the void, but only if observed under the effects of detect magic.

Possible Solutions

The outcome of this exploration challenge is not measured by failures or successes, instead depending entirely upon the party's actions. An Arcana check identifies the sphere once it has been detected.

The sphere completely annihilates anything that passes through it, with the exception of artifacts. Anything that touches the sphere but does not entirely pass through it takes 44 (8d10) force damage. In addition, the energies of the sphere spoil any Supply the adventurer is carrying.

A unique effect happens if the sphere comes into contact with a planar portal or extradimensional space (such as a portable hole). In the case of such an event, the Narrator rolls d100 to determine what happens next. on 1–50 the sphere is destroyed, on 51–85 the sphere simply moves through the portal or into the space, and on 86–100 a rift forms that pulls in all creatures and objects within 180 feet. Each object and creature, including the sphere, reappears in a random plane of existence.

Using their combined knowledge and some good luck the adventurers can gain control of the *sphere of annihilation* with a DC 25 Arcana check (see page 298 in Chapter 13. Enchanted Gear).

If the party manages to get past the sphere, roll on the Boons and Discoveries table.

Spinning Walls

3rd tier (constructed)

Challenge 11 (7,200 XP); **DC** 18/15

Area Immediate (less than 1 hour)

When a pressure plate concealed on the ground registers 20 or more pounds of weight, solid stone walls shift, slide, and spin as the structure around the party becomes an ever-changing maze that blocks them off from each other, swiftly carrying everyone in different directions.

The walls can be any solid surface appropriate to the environment, setting, and situation — stone barriers in a castle's dungeon, mindless constructs in ancient catacombs, heaving earth in an arch-druid's warren, arcane barriers of solid translucent light below an archmage's tower, and so on.

Trap. This trap can be detected by a passive Investigation of 20 to notice the panel that triggers it.

Possible Solutions

Each adventurer rolls 1d12 at the start of each round. Any adventurers with duplicate results are moved together, but otherwise each member of the party becomes isolated and moved to another passage away from their allies.

An Engineering check can disable the trap for 1 minute, during which an Intelligence check can be made by each adventurer to navigate to a particular point.

A Dexterity saving throw allows an adventurer to leap towards one ally in the same section and be moved with them; alternatively, adventurers who rope themselves together move together. An Engineering check can also reveal the nature of what's going on — the adventurer rolls 2d12, choosing which to use.

The challenge ends when all the adventurers are next to each other.

Critical Failure. The ordeal is particularly jarring, long, and painful. Each adventurer loses 8 (2d6+1) Supply, suffering one level of fatigue and strife.

Failure. The adventurer suffers one level of fatigue and strife.

Success. The adventurer suffers one level of fatigue or one level of strife (determined by their actions and the Narrator).

Critical Success. The adventurers deftly make it through this vexing obstacle and one of them finds something important. Roll on the Boons and Discoveries table.

Stampede

0th tier (creatures)

Challenge 2 (450 XP); **DC** 14/13

Area Local (1 hour)

A massive herd of stampeding animals are racing towards the party with little to no regard for what's in their way!

Up and Away. The use of *fly*, *levitate*, *rope trick*, or similar magic triggers an automatic success for that adventurer.

Possible Solutions

Each adventurer decides for themselves how to avoid the stampede as part of a group check.

- An Acrobatics or Athletics check can outrun the herd. This check is made with disadvantage if the adventurers have pack animals with them.
- An Animal Handling check diverts the herd. Anyone able to speak to animals (from a class feature or spell) has advantage.
- A Survival check to search for high ground to wait it out.

Critical Failure. Each adventurer suffers a level of fatigue and the party loses a pack animal, if they have one.

Failure. Each adventurer suffers a level of fatigue.

Success. The adventurers successfully avoid the stampede and continue on their way.

Critical Success. The adventurers successfully avoid the stampede. Roll on the Boons and Discoveries table.

Sunspots

3rd tier (supernatural)
Challenge 11 (7,200 XP); **DC** 18/15
Area Region (time varies)

The sun seems weirdly blotchy, like something has stained its surface, and the light shining on the ground ahead appears dappled as well. Magic is unpredictable in the area for the next 2 days and every night is moonless, making it completely dark.

Incensed Fauna. The strange light sets beasts and monsters in the area into fits of rage and they attack the party on sight. The party has to overcome at least one random monster encounter while in the area.

Unpredictable Magic. Spells cast at night or in the shade function normally. When a spell is cast in the sunlight, roll 1d4. On a 1 the spell fails, on a 2 the spell fails and the spellcaster rolls on the Wild Magic Surge table (page 155), or on a 3 or 4 the spell functions normally and the spellcaster rolls on the Wild Magic Surge table. When rolling on the Wild Magic Surge table because of Sunspots, roll 1d12 instead of 1d10, and a result of 11 or 12 it triggers a Critical Failure.

Possible Solutions

This task simply involves traversing the area.

- Trial and error reveals that the sun's light currently has adverse effects on magic. Traveling at night triggers a success.
- An Arcana, Nature, or Religion check reveals that this is a natural aberration of the sun, not the effect of interference.
- An Investigation check determines that spellcasting functions normally in the shade.

Critical Failure. A spell fails dramatically and without warning, debilitating everyone nearby. Each of the adventurers is slowed for the next 7 (2d6) hours.

Failure. Each adventurer loses 8 (2d6+1) Supply from stumbling around in the dark or when briefly blinded by the sun's strange behavior.

Success. The adventurers travel through the area unhindered.

Critical Success. The adventurers travel through the area unhindered and the phenomenon uncovers something interesting. Roll on the Boons and Discoveries table.

Leave It Be

Bypassing the capricious anomaly or hoping it subsides is possible but takes a great deal of time—safely traveling around it costs an extra 4 (1d6+1) days of travel time.

Swinging Blades

2nd tier (constructed)
Challenge 10 (5,900 XP); **DC** 18/15
Area Immediate (less than 1 hour)

The corridor ahead is filled with churning blades for 20 feet or more of the passage. Whenever an adventurer enters into a square in the area or begins their turn there, they are attacked by a swinging blade.

History. A History check reveals information about the people who constructed the trap, granting advantage on Engineering and Percep-

tion checks to disable it.

More Blades. For each additional 10 feet added to the area beyond the first 20 feet, increase this encounter's challenge rating by 1.

Swinging Blade. Melee Weapon Attack. +6 to hit, one target. Hit. 10 (3d6) slashing damage and the target makes a DC 15 Strength saving throw or it is knocked prone.

Possible Solutions

With an Acrobatics check an adventurer can time a tumbling roll through the blades and take no damage.

An Engineering check (or a check made with tools the Narrator deems appropriate) can be made to wedge a blade in place. On a failure by 5 or less, the wedge is temporary. Roll 1d4 each time someone passes through, and on a 1 the wedge breaks and the blade comes down (attacking with advantage).

Critical Failure. The swinging blades have advantage on their attack rolls, and any swinging blade that hits gets a critical hit.

Failure. The swinging blades have advantage on their attack rolls.

Success. Only 1 (1d4 – 1) swinging blades attack each adventurer (minimum 1).

Critical Success. The adventurers make it through safely and find or discover something of value from the nearby corpse of someone not so lucky. Roll on the Boons and Discoveries table.

Thundering Stampede

2nd tier (creatures)
Challenge 7 (2,900 XP); **DC** 16/14
Area Local (1 hour)

An enormous herd of stampeding animals are racing through and destroying everything that stands in their way! Each adventurer can decide for themselves how to avoid the stampede.

Up and Away. The use of *fly*, *levitate*, *rope trick*, or similar magic triggers a critical success for that adventurer.

Possible Solutions

Each adventurer decides for themselves how to avoid the stampede as part of a group check.

- An Acrobatics or Athletics check can outrun the herd. This check is made with disadvantage if the adventurers have pack animals with them.
- An Animal Handling check diverts the herd. Anyone able to speak to animals (from a class feature or spell) has advantage.
- A Survival check to search for high ground to wait it out.

Critical Failure. The party loses a pack animal, if they have one. Each adventurer takes 18 (4d8) bludgeoning damage, loses 8 (2d6+1) Supply, and suffers a level of fatigue.

Failure. Each adventurer takes 9 (2d8) bludgeoning damage, loses 4 (1d4+2) Supply and suffers a level of fatigue.

Success. The party manages to avoid the stampede and continue on their way.

Critical Success. The adventurers successfully avoid the stampede. Roll on the Boons and Discoveries table.

Leave It Be

A party that waits out the stampede finds the ground ahead is completely destroyed by the thousands of hooves or paws that just trod upon it, sucking their feet down into the mulched dirt with every step and increasing their travel time by 5 (2d4) hours.

Thunderstorm

1st tier (weather)
Challenge 3 (700 XP); **DC** 14/13
Area Greater (1 day)

A blinding bolt of light strikes the ground followed by deafening rolling thunder. The torrential rain soaks everything, fills concavities, and turns dust to mud. Flash flooding is imminent.

Slippery. Deluges of rain turn the area into difficult terrain.

Violent Weather. The thunderstorm's effects spread across the landscape in a 20-mile radius,

filling the area with high winds, rain, and lightning strikes. Adventurers can only hear sounds within 30 feet of them (except for loud, explosive noises). In addition, every 1d10 hours a randomly determined adventurer makes a Dexterity saving throw, taking 14 (4d6) lightning damage on a failure, or half damage on a success.

Possible Solutions

The party can make an Engineering check to hastily construct improvised shelter or a group Survival check to push through the storm and endure the elements.

Critical Failure. The party loses 1 day of travel time in the thunderstorm. Each adventurer finds that water has ruined 4 (1d4+2) Supply and they suffer a level of fatigue.

Failure. The party loses 7 (3d4) hours of travel time in the thunderstorm and 1d4 Supply.

Success. The party pushes through the worst of the thunderstorm after 5 (2d4) hours of travel.

Critical Success. The party pushes through the worst of the thunderstorm after just 3 (1d6) hours of travel. Roll on the Boons and Discoveries table.

Tornado

2nd tier (weather)
Challenge 10 (5,900); **DC** 18/15
Area Intermediate (3 hours)

Stormy skies above quickly mass together as the wind picks up. In a matter of minutes the gusts are strong enough to knock creatures over and a cyclone touches down onto the nearby ground!

Realize Danger. With a Nature check an adventurer knows how to stay safe in a tornado (sighting funnel clouds that will develop into new twisters, avoiding trees, protecting one's head, crouching to avoid the wind, using ditches and gullies) and the party has advantage on Athletics checks made against it.

Spell Solve. A casting of control weather immediately ends the tornado and triggers a critical success.

Tempest Winds. When a creature rolls a natural 1 on an ability check against the tornado, it makes a Strength saving throw or is thrown 200 feet, taking 35 (10d6) bludgeoning damage. A creature suffers a level of fatigue when it takes 20 or more damage from being thrown by the tornado.

Possible Solutions

A successful group check using the following options allow the adventurers to travel across the area.

- A group Athletics check to withstand the tornado and trudge forward.
- A group Survival check to find shelter along the way and take cover, waiting a day for the storm to pass.

Critical Failure. Each adventurer suffers one level of fatigue and loses half of their Supply, and the party loses an extra day of travel time.

Failure. Each adventurer suffers one level of fatigue and loses 4 (1d4+2) Supply.

Success. The adventurers make it through, fighting against the winds.

Critical Success. The adventurers travel through the tempest unhindered. Roll twice on the Boons and Discoveries table.

Leave It Be

The party cannot choose to simply avoid the tornado altogether without an adventurer succeeding on a Nature check, and even then it costs them 2 (1d4) days of travel time.

Treacherous Tundra

2nd tier (terrain)
Challenge 6 (2,300 XP); **DC** 16/14
Area Greater (1 day)

Pristine white snow hides a multitude of hazards underneath its surface.

Realize Danger. With a Nature check an adventurer knows how to stay safe in the tundra and the party has advantage on Athletics checks made against it.

Tundra Troubles. At the end of every hour they travel, the Narrator rolls 1d4 for each adventurer to see if they run into a hazard in this terrain. On a result of 4, roll again and refer to Table. Tundra Trouble to determine what assails them.

TABLE: TUNDRA TROUBLES

1D6	EFFECT
1	***Biting Cold.*** A blustering tempest of freezing gales roils through. At the end of every hour spent traveling through this area, a creature makes a Constitution saving throw (DC 5 + 2 per previous save) or it takes 3 (1d6) cold damage.
2	***Reduced Visibility.*** Vast amounts of snow drop down from the sky. For the next hour, the maximum range of any sight-based senses is 10 feet. In addition, Perception checks are made with disadvantage, and all passive scores (including passive Perception) are reduced by 5.
3	***Shifting Ice.*** The ground beneath suddenly cracks and gives way, revealing that it was ice! The adventurer makes a DC 17 Dexterity saving throw or they fall into freezing water, taking 11 (2d10) cold damage. While submerged in the freezing water the adventurer takes 11 (2d10) cold damage at the end of each of its turns. Any creature that attempts to pull the adventurer out with a DC 17 Strength check also makes a DC 15 Dexterity saving throw, taking 5 (1d10) cold damage on a failure.
4	***Predator.*** A creature (of a CR equal to twice the party's average level) that is native to the area spots the party and tracks them, waiting for the next Tundra Trouble hazard before it attacks.

Possible Solutions

A group check can be made to overcome this challenge, including Athletics checks to quickly march through the snow or Survival checks to find paths that minimize exposure to crosswinds.

Critical Failure. The party takes 2 days to get across the tundra. Any adventurer that takes 20 or more cold damage suffers a level of fatigue.

Failure. The party loses 1 day of travel time getting across the tundra and each adventurer loses 4 (1d4+2) Supply.

Success. The adventurers cross the tundra in half a day's travel.

Critical Success. The adventurers cross the tundra in just half a day, and they see something interesting amongst the snow and ice. Roll on the Boons and Discoveries table.



Tsunami

4th tier exploration challenge (weather event)
Challenge 17 (18,000 XP); **DC** 21/17
Area Intermediate (3 hours)

Waves twice the height of a humanoid sweep across docks, decks, and deserted streets, but these are only meager precursors of the titanic wall of brine swelling in the distance.

Countdown (1d6). The adventurers have a limited amount of time to respond. At the start of each round, roll 1d6. On a result of 6 the tsunami hits.

Don't Run! Nature or Survival checks reveal that outrunning a tsunami is impossible and that the best solution is to climb to safety. Those who try to run automatically fail the group check.

Titanic Wave. The tsunami is 10 + 2d10 feet high and thousands of feet wide. When it hits, each creature in the area makes a Strength saving throw, taking 55 (10d10) bludgeoning damage on a failure, or half damage on a success. Creatures, vehicles, and other objects are carried 1,000 (4d4 × 100) feet away and suffer two levels of fatigue.

Up and Away. The use of *fly*, *levitate*, or similar magic to scout ahead triggers a critical success for that adventurer.

Possible Solutions

A successful group check using the following options allow the adventurers to endure the tsunami:

- Athletics check to climb to safety. An adventurer with a climb speed does not need to make this check.
- Engineering check to quickly create an improvised floating structure to climb on top of, or to determine whether an object will provide adequate shelter or be carried away with the water.

Critical Failure. In the struggle against and rush to avoid the tsunami each adventurer suffers one level of fatigue and one level of strife. Anyone also hit by the tsunami loses all of their Supply.

Failure. In the struggle against and rush to avoid the tsunami each adventurer suffers either one level of fatigue or one level of strife (determined by their actions and the Narrator). Anyone also hit by the tsunami loses 7 (3d4) Supply.

Success. The adventurers survive the catastrophic wave.

Critical Success. The adventurers survive the catastrophic wave with little injury to speak of. Roll on the Boons and Discoveries table.

Leave It Be

The tsunami appears suddenly and the adventurers have no choice but to face it head on unless they are able to quickly teleport or take to the air along with their companions, mounts, and vehicles.

Urban Blaze

1st tier (constructed)
Challenge 3 (700 XP); **DC** 14/13
Area Immediate (less than 1 hour)

Smoke rises from a building that's ablaze with flames! The adventurers have 10 minutes to rally a response to the fire before it spreads to another building. If someone is trapped inside the building, they are incapacitated after 1 minute, dying 1 minute after that, and the challenge rating increases by 1.

Spell Solve. Spells that conjure or otherwise manipulate water help to dampen the blaze, granting advantage on checks made to put the fire out.

Possible Solutions

This is a group effort. The following three checks need to be made; each has a consequence for failure.

- If someone is trapped inside the building an Athletics or Acrobatics check is needed to rescue them, and the rescuer makes a Constitution saving throw or they are poisoned from the smoke for 10 minutes.
- An Engineering check (or a check made with tools the Narrator deems appropriate) to protect the nearby buildings from fire.
- An Intimidation or Persuasion check convinces passersby to help.

Critical Failure. Large swaths of the settlement are destroyed and the party is blamed. The adventurers have disadvantage on checks made to acquire help or information in the nearby region, regardless of the nature of the assistance or any impending threats.

Failure. A few nearby buildings catch on fire but the flames are quickly extinguished. Rumors of the adventurers' interference and help make people unwilling to trust them — they cannot gain expertise dice on Deception, Insight, or Persuasion checks in the nearby region.

Success. The building burns to the ground but no one else is harmed.

Critical Success. The adventurers manage to save most of the building and receive help from grateful townsfolk. Roll on the Boons and Discoveries table.

Urban Quake

1st tier (constructed)
Challenge 3 (700 XP); **DC** 14/13
Area Local (special)

The buildings all around begin to shake as the ground roils and the world trembles! The earthquake lasts for 5 (1d10) minutes. Dozens of townsfolk mill around in a panic — can the party save them?

Dangerous Debris. At the end of every minute pieces of building come loose and hurtle towards the party! Each creature in the area makes a Dexterity saving throw or it takes 5 (2d4) bludgeoning damage.

Safe Spots. A Nature check reveals that earthquakes are more scary than dangerous, but can cause problems for buildings, and the safest place to stand is in a corner or doorway. Anyone that does so has advantage on saving throws made against Dangerous Debris.

Possible Solutions

If the adventurers save no townspeople, they trigger a Critical Failure. If they save fewer than 5, they trigger a failure. Saving between 5 and 10 is a success, and more than 10 is a critical success. Each check below takes one minute and saves 1d4 townspeople.

- An Engineering check (or a check made with tools the Narrator deems appropriate) to brace buildings that are shaking loose.
- A Persuasion check to direct townsfolk to safety.
- A Strength (Athletics) check to physically support a precarious building.

Critical Failure. Dozens of townsfolk are killed and buildings destroyed. Inflation quickly sets in, doubling the prices of goods and services in the settlement.

Failure. Several buildings are damaged and townsfolk injured.

Success. The townsfolk and their settlement survive the earthquake without much incident.

Critical Success. The adventurers are lauded for their heroism by grateful townsfolk who do all they can to help the party. Roll twice on the Boons and Discoveries table.

Voracious Pests

2nd tier (creatures)
Challenge 9 (5,000 XP); **DC** 17/15
Area Immediate (special)

The adventurers discover a horde of resilient and pervasive pests crawling throughout their supplies! These vermin aren't just tough, they are particularly dangerous and disturbing them provokes a violent response.

Possible Solutions

An Animal Handling check drives the pests away from the provisions, or a Nature check locates a tastier treat to lure the pests away.

Critical Failure. All of the party's food and water are ruined—each adventurer loses their entire Supply. In addition, they are attacked by 7 (2d4+2) swarms of rats.

Failure. An hour after the adventurers next consume any of their Supply, they are poisoned for 24 hours and realize the pests spoiled it. Each adventurer loses 8 (2d6+1) Supply.

Success. The adventurers deal with the pests without losing any Supply.

Critical Success. The adventurers deal with the pests without losing any Supply. Roll on the Boons and Discoveries table.

White Elk

2nd tier (creatures)
Challenge 6 (2,300 XP); **DC** 16/14
Area Immediate (special)

The party encounters a herd of elk, but one stands apart—a white bull elk with antlers that shine like crystal. The white elk is clearly wounded, an arrow sticking into its side. It looks at the party before bounding off into the woods or undergrowth.

Arcane Lore. Arcana check to know that the heart, blood, and antlers of this creature are highly valued by certain spellcasters.

Divine Lore. Religion check to recognize that white elk are a sign of divine favor and any who kill a white elk are cursed.

Natural Lore. Nature check to determine that this is not a natural form of albinism.

Possible Solutions

A success on this exploration challenge requires three ability checks. The party needs to track the elk first with a Survival check, and when they catch up with it they have to calm it with an Animal Handling check so it lets them approach, finally tending to its wounds with a Medicine check (or by using magical healing that restores at least 20 hit points).

Critical Failure. If the party harms the elk, divine powers curse each of the adventurers. The nature of the curses are determined by the Narrator and function as bestow curse spells cast at 9th-level (see Chapter 10: Spellcasting, in the *Adventurer's Guide*). In addition, a wake of confusing energies is left behind by the white elk's passing to obscure its trail from pursuers, making the party magically lost for 4 (1d4+2) days.

Failure. If the party does not help the elk, the weather turns bad for the remainder of their time in this region, and their next combat encounter or exploration challenge has an encounter element (pages 48–53 determined by the Narrator.

Success. If the party heals the elk, they earn its blessing and the next time the adventurers take a short rest they gain the benefits of a long rest.

Critical Success. If the party heals the elk and any of their ability checks are a critical success, the adventurers are touched by the elk and imparted with important knowledge. Roll on the Boons and Discoveries table.

Wild Magic Zone

2nd tier (supernatural)
Challenge 8 (3,900 XP); **DC** 17/15
Area Local (1 hour)

Whether from reasons natural or malevolent, the area ahead is a wild magic zone. Distances seem to be warped, and time seems to move in a random fashion, making progress confusing and difficult.

Careful Casting. An Arcana check reveals that casting using the Subtle Spell metamagic or casting spells without a vocalized component helps minimize the effect, allowing the spellcaster to roll twice on the Wild Magic Surge Table and choose which result to use.

Incensed Fauna. The strange magic sets beasts and monsters in the area into fits of rage and they attack the party on sight. The party has to overcome at least one random monster encounter while in the area.

Quiet Casting. A Performance check to cast a spell with a sufficiently quieted vocalized

TABLE: WILD MAGIC SURGE

1D8	EFFECT
1	The spellcaster and everyone within 100 feet lose all their hair. They regrow hair at their natural rate.
2	The spellcaster makes a DC 18 saving throw with a randomly determined ability or they are blinded and deafened for 2 (1d4) hours.
3	The spellcaster shrinks to Tiny size for 2 (1d4) days. Their equipment does not change size, and while shrunk they have disadvantage on Strength checks and Strength saving throws.
4	The spellcaster and everyone within 100 feet glow for 2d12 days, producing dim light in a 10-foot radius. The color of the glow changes with their mood.
5	The spellcaster and everyone within 100 feet sneezes uncontrollably for 2d12 hours. They have disadvantage on ability checks that require speaking and are unable to cast spells that require speaking (such as suggestion) for as long as the effects last.
6	The spellcaster becomes violently flatulent for the next 2 (1d4) days, but is completely unaware of what they emanate. Checks made to track them using scent gain an expertise die.
7	The spell's effects are doubled. Roll 1d4: on a 1, it centers its effect on the caster.
8	For the next 10 minutes the spellcaster can read minds as per the detect thoughts spell.
9	For the next 5 (2d4) hours the spellcaster and everyone within 100 feet can only speak lies.
10	The spellcaster gains (or regains) a spell slot of one level higher than the spell they just cast.

component allows the spellcaster to roll twice on the Wild Magic Surge table and choose which result to use.

Wild Magic. When a spell is cast in the area, roll on the Wild Magic Surge table.

Possible Solutions

This task simply involves traversing the area. A group Arcana check or Wisdom saving throw is required to keep the adventurers' bearings and not get lost within the confusing warped space and time.

Critical Failure. The party loses 2 (1d4) days of travel time as the effects of wild magic on the environment confuse and beguile them, and each adventurer inexplicably loses 8 (2d6+1) Supply.

Failure. The adventurers lose 1 day of travel time.

Success. The adventurers continue unhindered.

Critical Success. The adventurers continue unhindered and fortune smiles upon them. Roll twice on the Boons and Discoveries table.



Creating Exploration Challenges

The exploration challenges here provide a plethora of ways to make journeys impactful and memorable, but Narrators can also create new obstacles for their campaigns.

Step 1: Start With a Problem

Come up with a problem the adventurers need to solve. When creating an exploration challenge, keep in mind that its purpose is to provide something to overcome on their journey to other, greater things (the campaign's plot, the next big conflict, and so on). A good exploration challenge is something that the party doesn't just react to, but can also directly apply their skills, gear, and ingenuity to overcome.

Step 2: Add Challenge Traits

Many exploration challenges have traits that add mechanics to change the way the adventurers can interact with them or details for the party to discover. For example, the Magical Effect trait says that the challenge can be overcome or simplified by using the spell *dispel magic*, and it gives the DC for doing so successfully.

Other traits grant adventurers bonuses or penalties depending on which strategies they employ. For example, an adventurer that uses fire to deal with plants gain a bonus to checks made against the plants.

Also consider the size of the challenge. Exploration challenges that gradually deal damage should be large enough in area to threaten adventurers, but not big enough that it means certain death for the party — unless it is being used to create a barrier that the PCs must circumvent or otherwise advance in level before attempting because something crucial to the campaign waits on the other side.

Step 3: Brainstorm Solutions

The solutions provided by each encounter challenge are by no means an exhaustive list of ways around the problem, although they do suggest which approaches should be harder or easier to attempt.

For example, bandits waiting by a falling net have seen plenty of violence in their careers, so it might be easier to persuade or deceive them than it is to intimidate them. In that case, the Intimidation check might be at disadvantage, while a Persuasion check would not.

Certain solutions might also have an added cost or penalty associated with them. If adventurers would rather take the time to engineer a solution to a broken bridge instead of just trying to jump over it, then that should take more time to overcome.

When an exploration challenge makes it to the table, players might present a completely unexpected solution and that's okay! Use the existing solutions to gauge how difficult this new solution should be in the situation, and the DCs for each Challenge Rating listed in the sidebar on Setting DCs.

Step 4: Determine the Consequences

There are usually four outcomes to consider in an exploration challenge: critical failure, failure, success, and critical success. Not every exploration challenge follows this structure, but those which are based on a group check or an individual ability check often do, and these outcomes can be applied at the Narrator's discretion.

Step 5: Challenge Rating and Experience

To determine the appropriate challenge rating and experience points to reward for a new exploration challenge, use the same calculations used for a new creature (averaging the DCs for ability checks and using them in place of Armor Class). Otherwise compare the consequences of failures between the new exploration challenge and those listed in this chapter.

Setting DCs

When creating an exploration challenge the Narrator needs to assign appropriate Difficulty Classes to any ability checks or saving throws it requires. The DCs are up to the Narrator, but as a rule of thumb for an individual check an appropriate DC to start with is 13 plus half the Challenge Rating (round down). For a group check, the DC should be 10 plus a quarter of the Challenge Rating (round down).

TABLE: EXPLORING SOLUTION DCS

CHALLENGE RATING	INDIVIDUAL CHECK	GROUP CHECK
Less than 1	12	10
1	13	13
2–3	14	13
4–5	15	14
6–7	16	14
8–9	17	15
10–11	18	15
12–13	19	16
14–15	20	16
16–17	21	17
18–19	22	17
20	23	18



CHAPTER 6

Maladies

- *The cleric frowns as she inspects the fighter's wounds. "It's worse than we thought. It's the troll pox. The infection is spreading. If we don't get access to powerful healing magic soon, it will be too late."*
- *Their victory over the servants of Ixthag cost the adventurers dearly. Nearly half of the treasure they took from the cult's lair went to the doctor and they spent weeks recovering, but without that care the assassins sent to enact vengeance might well have succeeded.*
- *The assassin looks up from the shadows as he coats his short blade with a slimy ichor. The paralytic effects of the residue of a chum's tentacles will help ensure that he wins this duel tomorrow, even if it does mean cheating.*

Nature is filled with substances that can cause illness, death, or even worse, and these dangers are no less of a threat in a world with magical healing. Narrators can use diseases to add character to the environment, drive the plot forward, or make a journey more difficult. These are roles that poisons can help with as well, but adventurers might utilize poisons themselves too, and they are excellent tools for the Narrator to use to make lesser NPCs a bigger threat or offer as a unique reward. This chapter has dozens of maladies ranging from simple fungi to planar diseases that afflict dimensional travelers and parasites that eat away at a victim's very past.

Diseases

In the lives of common folk becoming afflicted with a disease poses as great a threat as monsters or magic. Pestilence can ravage a population directly or it can destroy crops, sicken livestock, and foul sources of drinking water, leaving famine and political turmoil in its wake. A settlement in the grips of a plague might develop oppressive customs that last long after the outbreak has passed, and ghouls and other terrors often take advantage of the hardships diseases bring.

Even mighty heroes can fall victim to disease, particularly illnesses supernatural in origin. An evil mage might afflict adventurers with a sickness only magic can cure, or while exploring an ancient tomb the party might contract a plague that saps their strength. High-level PCs may even encounter diseases of extraplanar origin—for example, demon fever is an ailment from the realms infernal that night hags intentionally spread amongst their enemies.

The rules for handling diseases are unique to each disease. Whereas one affliction might have an incubation period of several weeks, others can prove lethal within minutes. Some diseases infect only certain types of creatures or affect their hosts in different ways. While victims of disease can sometimes recover naturally, supernatural diseases often require magic to cure (such as a *lesser restoration* spell). Particularly virulent diseases might resist even magical healing. Only rare medicines or the intervention of the gods can halt such plagues.

Treating Diseases

Treating a diseased creature over the course of a short rest with a successful Medicine check (tier 1: DC 10, tier 2: DC 14, tier 3: DC 18, tier 4: DC 22) grants advantage on its next saving throw against the disease.

Sample Diseases

Each of the following example diseases includes a general range of adventurers it is intended to be used against: tier 1 (1st–4th level), tier 2 (5th–10th level), tier 3 (11th–16th level), or tier 4 (17th–20th level). Narrators that want to introduce a disease above or below the party's current tier can adjust the specifics of the disease to match their resilience and capabilities. Such adjustments might include raising or lowering the saving throw DCs of the disease, changing the disease's symptoms, or making the disease easier (or more difficult) to cure.

Adverse Ascension (Tier 2)

Being exposed to too much unfiltered godly glory is deadly to mortals, the simple matter of their flesh and their paltry souls too small to contain such radiance.

The most common way to contract adverse ascension is by use of the *commune* spell, becoming afflicted once every time the caster does not receive an answer. A creature that takes radiant damage equal to triple its total Hit Dice from a celestial can also be afflicted.

Any creature overexposed to the divine makes a DC 15 Wisdom saving throw or becomes infected with adverse ascension. In the first phase of adverse ascension the infected creature's dreams and daydreams start featuring more of the deity's aspects and iconography.

After 1d4 days of the disease's first stage the infected creature makes a DC 12 Charisma saving throw or proceeds to the second stage of infection, gaining a short-term mental stress effect whenever it commits an act of devotion to any other god than the one worshiped by the celestial that afflicted it. On a success, the creature recovers from the disease.

At the end of each long rest, an infected creature makes a Charisma saving throw against a DC determined by infection stage (first stage DC 12, second stage DC 13, third stage DC 14). The saving throw is made with disadvantage if within the last 24 hours the infected creature witnessed divine spellcasting by any follower of the same deity as the one it is being drawn to.

On a success while suffering from the second or third stage of infection, the infected creature regresses to the previous stage of infection.

On a failure while suffering from the second stage of infection, the infected creature gains an ideal of, "*All must know how great my deity is.*" This can manifest in many ways, such as muttered whispered scriptures, or as proudly trying to convert everyone around, depending on the person. The infected creature begins to show a miraculous understanding



of the Outer Planes that gives it advantage on Religion checks. An infected creature that fails a second saving throw progresses to the third stage of adverse ascension.

On a failure while suffering from the third stage of infection, the infected creature can cast *shield of faith* once between rests. For the spell's duration, the infected creature begins to gently fade into the Astral Plane as it is drawn to the divine. At the start of each of its turns, the infected creature makes death saving throws as if dying. The infected creature still acts on its turn as normal, but after three failures it materializes into the heavens never to be seen again. Other creatures can use the Help action to grant the infected creature advantage on these saves by speaking encouraging words to it.

After a priest of the same or a similar faith has spent 7 days in one-on-one theology seminars with the infected creature, it makes a DC 12 Charisma saving throw, curing the disease on a success.

Arcane Autophagy (Tier 4)

Magic takes a toll on even the most resilient mortal body. Arcane autophagy occurs when the energy of a powerful spell devours the consciousness of the creature casting it. Despite this disease's name mages, the servants of the gods, and champions of nature are all vulnerable to arcane autophagy.

Whenever a creature casts a 9th-level spell, roll 1d20. On a result greater than the creature's spellcasting level, it may become afflicted with arcane autophagy. The creature makes a DC 20 saving throw using its spellcasting ability. On a failed save, the creature becomes infected with arcane autophagy and suffers 1 level of strife, or 2 levels on a failure by 5 or more.

Once infected, the creature repeats the saving throw each time it finishes a long rest. The creature must also repeat the save whenever it casts the spell that triggered the disease. On a failed save, the creature suffers another level of strife, or 2 levels on a failure of 5 or more.

Lesser restoration has no effect on arcane autophagy. A *greater restoration* spell removes 1 level of strife from the afflicted creature but does not end the disease. To fully recover, the infected creature must purge all traces of the triggering spell from its mind. To do so, the creature must spend 24 hours without

casting spells or cantrips, using class features or other abilities involving magic, or activating magic items. If these conditions are met, the next time the creature saves against the disease, it recovers on a success. A recovered creature no longer needs to make saving throws against the disease and can reduce levels of strife as normal. On a failed save, the creature's condition worsens, although it can attempt to recover again by repeating the purging process.

Cackle Fever (Tier 3)

Also known as 'the shrieks', cackle fever can afflict any humanoids except gnomes, who are mysteriously immune to the affliction. The disease's symptoms include fever, disorientation, and fits of laughter that are literally contagious.

A creature infected with cackle fever suffers 1 level of fatigue 1d4 hours after contracting the disease. Until the disease is cured, the creature cannot recover from this level of fatigue. Whenever the creature experiences stress (including entering combat or taking damage), it makes a DC 13 Constitution saving throw. On a failed save, it takes 5 (1d10) psychic damage and is incapacitated as it cackles maniacally for 1 minute. At the end of each of its turns, a cackling creature can repeat the saving throw to stop laughing and end the incapacitated condition.

When a creature starts its turn within 10 feet of a cackling creature, it makes a DC 10 Constitution saving throw. On a failed save, it also becomes infected with cackle fever, or on a success it becomes immune to infection from that creature's cackle fever for 24 hours.

A creature infected by cackle fever makes a DC 13 Constitution saving throw whenever it finishes a long rest. On a success, the DC of this saving throw and the saving throw to avoid a cackling fit are reduced by 1d6. The creature recovers from the disease when the DC drops to 0. If the creature fails three such saving throws before the disease ends, it gains a long-term mental stress effect.

Gnolls are particularly susceptible to cackle fever and have disadvantage on saving throws made against the disease. However, a gnoll is not incapacitated while in the grips of a cackling fit and instead gains advantage on attack rolls.

Delver's Lung (Tier 1)

Delver's lung is caused by inhaling the spores of mold that often infest dungeons and other subterranean spaces. Though pernicious, delver's lung is rarely fatal.

A beast or humanoid exposed to delver's lung makes a DC 12 Constitution saving throw or it becomes infected. Whenever an infected creature takes the Dash or Sprint action, it repeats the saving throw or suffers 1 level of fatigue.

Each time an infected creature finishes a long rest, it repeats the saving throw, with advantage if the rest was completed in an environment with clean, fresh air. After succeeding on three consecutive saving throws, the disease ends. A creature that finishes a long rest on the Elemental Plane of Air automatically recovers from the disease.

Demon Fever (Tier 2)

Ghouls native to the infernal realms carry an illness known as demon fever in their bile. Night hags (who are immune to this disease) sometimes smear ghoul bile on their lips to infect their mortal lovers.

A humanoid exposed to demon fever makes a DC 14 Constitution saving throw or it becomes infected. Terrifying dreams plague an infected creature's sleep. Whenever the creature attempts to take a long rest, it makes a DC 14 Wisdom saving throw or it gains no benefit from the rest.

A *protection from evil and good* or *magic circle* spell cast on an infected creature prevents the nightmares for 24 hours, allowing it to benefit from a long rest. A *heal* spell or more powerful magic permanently cures demon fever. When afflicted by a night hag, the creature can choose to end the infection at any time.

Fey Longings (Tier 2)

The Dreaming is a wondrous realm, so enchanting that some start to long for it without ever having been there. After any personal, intimate interaction with a fey, a creature makes a DC 10 Wisdom saving throw or becomes infected. Fey aware of this danger can take special precautions to prevent it using wards made from special plants and oils

TABLE: FRACTURED RIFT DISORDER

FRACTURE LEVEL	CUMULATIVE EFFECT	WORSENS WHEN...
Basic	Make a DC 12 Constitution save after taking a level of fatigue or strife, or teleport 1d20 feet in a random direction.	Failing a DC 15 Constitution saving throw at the end of a week of adventuring.
Mild	Make a DC 12 Constitution save after scoring or taking a critical hit, teleporting 1d20 feet in a random direction on a failure.	Failing a DC 17 Constitution saving throw at the end of a week of adventuring.
Severe	Become ethereal (as the blink spell) whenever the infected creature rolls a natural 1 on a d20. Make a DC 12 Dexterity saving throw to avoid dropping held items just before the transition.	Automatically worsens after several weeks not spent resting.
Deadly	When the infected creature has been targeted by a magical effect that changes its form or location within the last round and it makes a Strength check, melee attack roll, or attacks with a thrown weapon, it makes a DC 10 Constitution saving throw or it is transported to a random plane of existence.	—

and though most know this, few care. Creatures with fey ancestry (such as elves, gnomes, and half-elves) are immune.

It takes 1d4 days for the symptoms of fey longings to take hold. The infected creature sees fey wherever they look. At first it's the giggling sound of pixies just behind the next tree, but after several days it's not uncommon for the delusions to include being surrounded by thick vines, glistening psychedelic rains, or riding a colorfully-feathered frog (while in fact the infected creature might be tangled in ropes, showered in blood, or standing on a swift-moving boat). While these vivid hallucinations are complete, they do not directly lead to a creature being harmed or put into harm's way.

When the infected creature makes an opposed Deception, Insight, Intimidation, or Persuasion check, it makes a DC 12 Wisdom saving throw. On a failure, the infected creature is charmed by one random creature it can see. This creature cannot be an ally of the infected creature. If there's no viable target, the infected creature instead has disadvantage on attack rolls and ability checks as it sees and tries to interact with a world beyond the veil.

The best cure for fey longings is to bring the infected creature to the Dreaming to interact with its denizens and environment. At the end of each day spent in the Dreaming, an infected creature makes a DC 10 Wisdom saving throw to recover from the disease. Otherwise fey longing naturally fades after 1 month.

Fractured Rift Disorder (Tier 2)

Every being is tied to the plane it is native to, both the realm's physical laws and the dimension's place in the multiverse. On rare occasions that connection can weaken—and perhaps even be severed. Frequent travel beyond the Inner and Outer Planes dilutes a soul's tether to its original plane of existence. Spells such as *plane shift* and well-made portals are generally safe, allowing for a smooth transition between dimensions, but journeying by other means can have ill effects. Whenever a creature travels between planes using a naturally occurring portal or dangerous magical item (like a *well of many worlds*), it makes a DC 15 Constitution saving throw or becomes infected with fractured rift disorder.

Whenever the infected creature suffers a level of fatigue or strife, its connection to the Material Plane is tested and it makes a DC 12 Constitution saving throw. On a failure, the infected creature is teleported 1d20 feet away in a random horizontal direction as

its connection to the here and now shifts slightly.

Unless treated (see below) the rift continues to fracture and the infection worsens. At the end of every week during which a creature with a basic or mild infection does more than rest, it makes a DC 15 Constitution saving throw or the disease worsens as per Table: Fractured Rift Disorder. On a success, its infection is reduced by one stage (from mild to basic, or basic to recovered).

All of this disease's effects manifest only while on the Material Plane.

Restoration and similar magic have no effect on fractured rift disorder since the problem can't be fixed with positive energy. Instead the infected creature needs to strengthen its connection to the world. A druid or similarly nature-oriented person can diagnose the disease with a DC 18 Nature check and prescribe a long-term treatment, usually requiring a month of peaceful meditation in an ancient grove or cave at the end of which the infected creature recovers.

There are legends about living with fractured rift disorder as well, the most popular claiming that an old dwarven hero infected with it crafted a pair of magical iron boots to keep himself grounded.

Netherblight (Tier 3)

Being raised from the dead often has a deleterious effect upon a mortal's soul. Netherblight is the term scholars use to describe this spiritual malady.

Whenever a dead humanoid is restored to life (via a *raise dead* spell, for example), roll 1d20. On a result greater than the creature's level (or challenge rating), it may become afflicted with netherblight. The creature makes a DC 17 Charisma saving throw or it becomes infected.

Netherblight affects its victims in different ways. Whenever a creature infected with netherblight finishes a long rest, it makes a DC 17 Charisma saving throw. On a failure, it gains a randomly determined malady as per Table: Netherblight. If this would result in an effect the creature already suffers from, the victim's malady does not worsen but it has disadvantage on its next saving throw against the disease.

TABLE: NETHERBLIGHT

1D6	MALADY
1	The creature's voice becomes flat and lifeless, and it has disadvantage on Deception and Persuasion checks made to influence living creatures.
2	The creature's zest for life fades, and it becomes unable to gain inspiration or benefit from Bardic Inspiration.
3	The creature's type changes to undead. At the Narrator's discretion, mindless undead (such as skeletons or zombies) may ignore the creature's presence.
4	The gods themselves shun the creature. Whenever a spell or magical effect would restore the creature's hit points, the creature regains only half the hit points it would have normally regained.
5	The creature's grip on life becomes tenuous and it has disadvantage on death saving throws.
6	Death calls for the creature's return. The creature gains the doomed condition, dying at a time determined by the Narrator. A spell of 7th-level or higher (such as resurrection) can remove the doomed condition but does not cure the disease.

Only powerful magic (such as a *wish* spell), a divine miracle, or the completion of a quest determined by the Narrator can cure a creature afflicted with netherblight.

Pastrasite (Tier 3)

This chrono-active parasite is native to Limbo, a result of the ever-shifting environment in which even time is malleable. Unfortunately pastrasites are drawn to the Material Plane where the rigid temporal structure of past, present, and future provides an excellent foundation to cling to, akin to a caterpillar climbing up and down a tree's bark. They are usually contracted in places of historical

significance where they exist in a dormant state around the time of the event itself, looking into the future in search of visitors who have an especially interesting past—adventurers.

There's no certainty as to what a pastrasite looks like as they can only be detected by their symptoms. They never come in contact with the infected creature itself, instead consuming the creature's background, subsiding on the temporal backlash that results when the timeline snaps back.

When an adventurer enters an area with pastrasites they make a DC 15 Charisma saving throw as their psyche instinctively tries to maintain their personal timeline.

On a success, the pastrasite immediately retreats, choosing another adventurer to infect until there are none at which point it can no longer maintain its temporal existence, disappearing and leaving behind a strong sense of imminence within its would-be victims. For the next several hours the adventurers have advantage on Intelligence checks made to recall information.

On a failure, the adventurer becomes infected and the pastrasite immediately destroys several years of their past. The infected adventurer loses its background and gains a randomly determined background. This new background is now—and always has been—the adventurer's past. The adventurer is vaguely aware of what happened with blurred recollection of things being somehow different than before becoming infected. Only spells that contact other planes can reveal information from the infected adventurer's previous timeline. Most facts change as little as possible to remain consistent with the infected adventurer's new past, but some friction remains. Whenever an inconsistency between the old and new timelines is first spoken of in front of the infected adventurer, it takes 10 (3d6) psychic damage.

The new timeline gradually settles, and the true past can only be restored through powerful magic such as *wish*. Once a pastrasite has altered an adventurer's timeline, although its effects remain the adventurer recovers from the disease. Spells like *remove disease* or features like a herald's Lay on Hands have no effect on pastrasites.

Rotter Plague (Tier 1)

Some zombies are creations of magic but others are the spawn of an affliction known as rotter plague. Whether this disease developed naturally or is the result of some mad necromancer's experiment is unknown.

Zombies infected with rotter plague hunger for living flesh. A rotter zombie has a speed of 35 feet, advantage on initiative checks, and gain the following attack:

> ***Bite.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage. If the target is a living creature, it makes a Constitution saving throw (DC 10 + the damage dealt) or it becomes infected with rotter plague.

A living creature infected with rotter plague suffers no negative effects from the disease and cannot transmit it unless it dies. An infected creature that dies rises as a rotter zombie after 1 minute. Sprinkling the creature's corpse with holy water or dealing it at least 1 damage prevents this transformation. A *gentle repose* spell cast on the body also prevents it from rising as a rotter zombie for the spell's duration.

Lesser restoration cures rotter plague. Casting *lesser restoration* on an infected zombie removes its ability to transmit rotter plague but has no other effect.

Scree Scale (Tier 2)

Prolonged exposure to the Elemental Plane of Earth sometimes results in the extraplanar malady known as scree scale. Though slow acting, an untreated case of scree scale can be debilitating.

A beast or humanoid exposed to scree scale makes a DC 15 Constitution saving throw or it becomes infected. After 1d10 days, an infected creature's skin develops pebble-like growths that spread for as long as the disease persists. Every 1d10 days, the infected creature repeats the saving throw, curing itself of the disease after three successful saves. A *lesser restoration* spell also cures the disease.

An infected creature that fails the saving throw three times before the disease ends becomes a creature of living stone. In this form, the creature's

type changes to elemental, and it gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantine. Once scree scale has progressed to this stage, only *greater restoration* or more powerful magic can reverse the effect.

A creature of living stone repeats the saving throw every 1d10 days. On a failure, the creature becomes petrified until the disease is cured. If the infected creature makes three successful saving throws before becoming petrified, the disease's progression halts and it remains in its living stone form until cured.

Sewer Plague (Tier 1)

Unsanitary conditions give rise to all manner of pestilence generically referred to as sewer plague. Contact with rotting waste or stagnant water can transmit sewer plague, as can the bites of rats and other creatures that live amid such filth.

A humanoid exposed to sewer plague makes a DC 11 Constitution saving throw or it becomes infected. After 1d4 days, an infected creature experiences cramps and exhaustion. The creature suffers 1 level of fatigue, it recovers only half the normal amount of hit points when spending Hit Dice, and it regains no hit points upon completing a long rest.

An infected creature repeats the saving throw whenever it finishes a long rest. On a failure, it suffers an additional level of fatigue. On a success, the creature instead recovers from 1 level of fatigue. The creature is cured of this disease when it has no levels of fatigue.

Sight Rot (Tier 1)

A beast or humanoid that drinks water tainted with sight rot makes a DC 15 Constitution saving throw or it becomes infected. After 24 hours, an infected creature's vision begins to blur, imposing a –1 penalty to attack rolls and sight-based ability checks. Each time the creature finishes a long rest, the penalty worsens by 1. Once the penalty reaches –5, the creature is blind for as long as it remains diseased.

A *lesser restoration* spell or similar magic cures sight rot, as does the application of an ointment extracted from eyebright (a rare flower found in some swamps). An hour of work with a single eyebright flower and a DC 14 herbalism kit check produces one dose of the ointment. Applying the ointment to an infected creature's eyes during a long rest prevents the disease from worsening, and three applications of the ointment cures sight rot.

Spectral Thought-Worms (Tier 4)

Spectral thought-worms are tiny parasitic creatures native to the Astral Plane. Their prefered habitat is a conscious mind where they subside on thoughts and ideals. When a creature interacts with the Astral Plane (via the *astral projection* spell or magic item mishaps) without the protection of a *mind blank* spell, or when it suffers prolonged exposure to the less stable areas of the Astral Plane's wild energies, roll 1d20. On a result equal to or less than its level (or CR), it may become afflicted with this disease. Spectral thought-worms can also be carried along a *detect thoughts* spell, telepathic connections, and similar effects. A creature exposed to a spectral thought-worm or an infected creature's mind makes a DC 16 Charisma saving throw or it becomes infected.

In 1d4 days the spectral thought-worm's symptoms manifest in an infected creature. The parasite infestation spreads and they eat the infected creature's psyche, creating a mental space into which they lay eggs. An infected creature has its memories altered (as the *modify memory* spell with no save), completely forgetting the events within 1d4 hours before and 1d4 hours after its affliction.

When an infected creature finishes a long rest, it repeats the saving throw.

On a success, the infected creature's mind fights against the spectral thought-worms and in the resulting struggle its memory is altered, forgetting the events within the last 2d4 hours.

On a failure, the worm clears enough space to lay eggs that hatch in 1d4 days. These start eating the infected creature's personality, reducing its Charisma by 1 at the end of each long rest. When an infected creature's Charisma score is reduced to 0 and it dies, the spectral thought-worms escape to the Astral Plane through the tiny planar opening created by the departing soul.

Spectral thought-worms are susceptible to psychic damage (thus their penchant to hide within minds as a shield against astral energies). When an infected creature is targeted by *lesser restoration*, or takes psychic damage equal to or more than its Charisma score, the parasite goes dormant for 1 week. A dormant spectral thought-worm is destroyed when the infected creature takes psychic damage equal to or more than its Charisma score. Upon destruction a spectral thought-worm dissolves into stray thoughts that are expelled throughout the next day as semi-insightful sayings that float through the creature's mind.

Troll Pox (Tier 2)

This virulent disease originated in trolls but has since spread to other creatures. Troll pox manifests as an outbreak of boils that are rapidly replaced by tumorous growths.

Whenever a creature infected with troll pox takes bludgeoning, piercing, or slashing damage, each living creature within 5 feet of it makes a DC 17 Constitution saving throw or becomes infected. After 1d4 hours, an infected creature's skin erupts with boils.

Though unpleasant, the initial stage of troll pox is harmless to the victim. However, each time the creature finishes a long rest, it repeats the saving throw. On a failure, the boils burst to reveal a host of fast-growing tumors. The creature's hit point maximum is reduced by 5 (1d10). Each time the creature fails the Constitution saving throw, its hit point maximum is reduced by an additional 5 (1d10) points. The target dies if this effect reduces its hit point maximum to 0.

In addition, the creature gains the following trait:

Regeneration. The creature regains 10 hit points at the start of its turn. If the creature takes acid or fire damage, this trait doesn't function at the start of its next turn. The creature dies only if it starts its turn with 0 hit points and doesn't regenerate.

Infected creatures can live with troll pox for extended periods, but they never recover naturally. Only a *greater restoration* spell or similar magic can cure the disease.

Poisons

There are countless interchangeable common poisons but some specific concoctions that are rightly feared for their lethal potency. These poisons are often restricted, outlawed, or are dangerous to acquire or brew, and each can carry societal stigmas or can only be purchased at high prices.

Poison Vectors

While most poisonings have similar goals of death or debilitation they must be delivered using one of four different vectors to be effective (determined by the type of poison).

Contact. Contact poison can be smeared on an object, weapon, or up to 3 pieces of ammunition as an action, and remain potent until it is touched or washed off. A creature that touches contact poison with exposed skin is subjected to the poison. You can also use an action to splash these poisons onto a target within 5 feet of you, or throw them up to 20 feet where they shatter on impact. In either case, make a ranged weapon attack against the target, treating the poison as an improvised weapon. On a hit, the target is subjected to the poison. The poison retains its potency for 1 minute or until you hit with the weapon or ammunition.

Ingested. Ingested poisons are only dangerous when consumed. The dose can be delivered in food or a liquid. When a creature consumes a full dose of ingested poison it is subjected to the poison. If a dose is only partially consumed the creature is subjected to the poison, but it has advantage on saving throws made against the poison and only takes half of any damage the poison inflicts.

Inhaled. These poisons are powders or gases that take effect when inhaled. You can use an action to blow these poisons onto a target within 5 feet of you, or throw them up to 20 feet where they shatter and form into a 5-foot radius cloud on impact. In either case, make a ranged weapon attack against the target, treating the poison as an improvised weapon. On a hit, the target is

subjected to the poison. Clouds of poisons formed in this way remain for 1d4 rounds or until harmlessly dispersed by a moderate or stronger wind. When a creature enters a poison cloud's area for the first time on a turn or ends its turn there it is also subjected to the poison. Creatures that do not breathe are immune to these poisons.

Injury. Injury poison can be applied to weapons, ammunition, trap components, and other objects that deal piercing or slashing damage. As an action you can coat one slashing or piercing weapon, or up to 3 pieces of ammunition. The poison retains its potency for 1 minute or until you hit with the weapon or ammunition. A creature that takes piercing or slashing damage from an object coated with the poison is subjected to the poison.

A creature that is immune to the poisoned condition is also immune to the effects of any poisons it is subjected to.

Poison Onsets

Many poisons work instantaneously but it can often take minutes, hours, or even days for foul ichors to complete their destructive work.

Instantaneous. When a creature is subjected to an instantaneous poison they are subjected to the poison's effects and immediately make saving throws against it.

Onset Duration. Creatures subjected to a poison with an onset duration are subjected to the poison's effects and make saving throws against it at the end of the onset duration.

Poison Cost and Rarity

Much like magic items, each poison has a rarity (common, uncommon, rare, very rare, or legendary) and a cost in gold for a single dose. These costs and ratings are optional guidelines for the Narrator to follow for optimal gameplay, but can be adjusted to better suit a given campaign—what follows assumes that most particularly potent poisons are either hard to come by or their creation is outlawed.



Treating Poisons

Spending 1 minute treating a poisoned creature with a successful Medicine check (DC equal to the poison's saving throw DC) ends the poisoned condition, though the creature is not cured of any damage it has taken from the poison.

Sample Poisons

Each poison is uniquely deadly or debilitating in its own way, found in exotic plants or animals or carefully brewed in malicious expert hands. Many of the poisons found here are the natural toxins of creatures and can be harvested directly from them using a poisoner's kit.

Arsenic

Uncommon, ingested, onset (30 minutes), cost 300 gold

While the simple mineral has many innocuous uses, it still numbers among the most prolifically used deadly poisons. A creature makes a DC 16 Constitution saving throw when subjected to this poison. On a failed saving throw, it takes 14 (4d6) poison damage and is poisoned and incapacitated for 24 hours. On a successful saving throw, the creature takes half damage and isn't poisoned or incapacitated.

Basilisk Drool

Uncommon, contact, instantaneous, cost 125 gold

A basilisk's mouth is among the world's most putrid locations. A creature makes a DC 12 Constitution saving throw when subjected to this poison, taking 7 (2d6) poison damage on a failure, or half as much damage on a success.

Belladonna

Uncommon, ingested, onset (10 minutes), cost 450 gold

Commonly known as deadly nightshade. A creature makes a DC 14 Constitution saving throw when subjected to this poison, and on a failure it becomes poisoned for 8 hours and takes 14 (4d6) poison damage. On a failure by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature uses an action to shake it awake.

If a creature with lycanthropy consumes this poison before their first transformation, they may make another saving throw against the effect that afflicted them, ending the lycanthropy permanently on a success (in addition to the poison's other effects).

Burnt Othur Fumes

Uncommon, inhaled, instantaneous, cost 450 gold

Othur bog mold emits caustic spores that are both toxic and intensely flammable. A creature makes a DC 13 Constitution saving throw when subjected to this poison, taking 10 (3d6) poison damage on a failure, or half as much on a success. Additionally, a creature that fails its saving throw takes an additional 3 (1d6) ongoing poison damage for the next 3 rounds.

If a cloud of this poison is exposed to an open flame or any target within it takes fire damage, the 5-foot radius cloud is immediately dispersed as it explodes. Each creature in the area makes a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failure, or half as much on a success.



Chuul Ichor

Uncommon, injury, instantaneous, cost 350 gold

This slime can be carefully harvested from a chuul's tentacles. A creature makes a DC 13 Constitution saving throw when subjected to this poison, and on a failure it becomes poisoned for 1 minute. Creatures poisoned in this way are also paralyzed. The poisoned creature repeats its saving throw at the end of each of its turns, ending the poison's effects on a success.

Couatl Venom

Rare, injury, instantaneous, cost 850 gold

Couatl sometimes gift their iridescent venom to those that have won their favor. A creature makes a DC 13 Constitution saving throw when subjected to this poison, and on a failure it becomes poisoned for the next 24 hours. Creatures poisoned in this way are also knocked unconscious. The creature wakes up if it takes damage or if another creature uses an action to shake it awake.

Green Dragon Breath

Rare, inhaled, instantaneous, cost 1,650 gold

Although it is not as potent in this powder form, the distilled draconic bile is still quite noxious. A creature makes a DC 18 Constitution saving throw when subjected to this poison, taking 28 (8d6) poison damage on a failure, or half as much damage on a success.

Naga Spit

Rare, contact, instantaneous, cost 1,000 gold

This venomous substance slithers and burns through veins at a mere touch. A creature makes a DC 15 Constitution saving throw when subjected to this poison, taking 45 (10d8) poison damage on a failure, or half as much damage on a success.

Oil of Taggit

Uncommon, contact, instantaneous, cost 400 gold

The roots of the taggit plant can be concentrated into this slick, gray, odorless oil. A creature makes a DC 13 Constitution saving throw when subjected to this poison, and on a failure it becomes poisoned for 24 hours. Creatures poisoned in this way are also knocked unconscious. The creature wakes up if it takes damage.

Pale Tincture

Rare, ingested, onset (24 hours), cost 650 gold

This malicious alchemical agent slowly eats away at the internal organs of its victim. A creature makes a DC 16 Constitution saving throw when subjected to this poison, and on a failure it takes 3 (1d6) poison damage, its maximum hit points are reduced by the same amount, and it becomes poisoned. The effects of this poison repeat every 24 hours until cured or until 1 week passes (whichever comes first). This poison and all of its effects can be cured by the *greater restoration* spell. Any hit point reduction caused by this poison lasts until the poison is cured or 1 week passes.

Perdita's Abandon

Rare, ingested, onset (1 minute), cost 1,750 gold

Perdita Ravenwing first created this violet herbal mixture to block years of training from the minds of her rivals. A creature makes a DC 16 Wisdom saving throw when subjected to this poison, and on a failure it becomes rattled for the next 24 hours. This poison and all of its effects can be cured by the *greater restoration* spell.

Powdered Fiendhorn

Rare, inhaled, instantaneous, cost 3,500 gold

This ash black powder is rendered from the horns of powerful fiends. A creature makes a DC 15 Constitution saving throw when subjected to this poison. On a failed saving throw, a creature takes 11 (3d6) necrotic damage and 11 (3d6) poison damage, and it becomes poisoned for 1 minute. While poisoned in this way the creature becomes vulnerable to necrotic damage. A creature that succeeds on its saving throw takes no damage from this poison.

Pseudodragon Poison

Common, injury, instantaneous, cost 50 gold

Though it is rarely given willingly, this kaleidoscopic liquid is drawn from the diminutive stinging tail of the humble pseudodragon. A creature makes a DC 11 Constitution saving throw when subjected to this poison, and on a failure it becomes poisoned for 1 hour. On a failure by 5 or more, the creature falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

Purple Worm Poison

Rare, injury, instantaneous, cost 2,000 gold

This dark magenta toxin is harvested from the fearsome purple worm. A creature makes a DC 19 Constitution saving throw when subjected to this poison, taking 42 (12d6) poison damage on a failure, or half as much damage on a success.

Serpent Venom

Common, injury, instantaneous, cost 75 gold

The venom sacs of exotic serpents can be carefully extracted and repurposed. A creature makes a DC 11 Constitution saving throw when it is subjected to this poison, taking 11 (3d6) poison damage on a failure, or half as much damage on a success.



Shadow Poison

Uncommon, injury, instantaneous, cost 200 gold

This bright purple sleeping agent is typically brewed by shadow elves. A creature makes a DC 13 Constitution saving throw when it is subjected to this poison, and on a failure it becomes poisoned for 1 hour. On a failure by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Striped Toadstool

Common, ingested, onset (1 hour), cost 50 gold

These red-striped mushrooms are well known as toxic to forest foragers. A creature makes a DC 12 Constitution saving throw when it is subjected to this poison, and on a failure it becomes poisoned for 1d4+2 hours. Creatures poisoned in this way also have disadvantage on Wisdom checks and saving throws. Prior to the onset, this poison can be counteracted by the *lesser restoration* spell or any ability that would cure the poisoned condition.

Truth Serum

Uncommon, ingested, instantaneous, cost 450 gold

This clear alchemical concoction unlocks and untethers the mind. A creature makes a DC 14 Constitution saving throw when it is subjected to this poison, and on a failure it becomes poisoned for 1 hour. While poisoned in this way a creature cannot knowingly lie (as per the *zone of truth* spell, using the poison's DC as the spell save DC.

Walking Death

Legendary, ingested, onset (3 days), cost 60,000 gold

The shredded petals of this black flower—said to only grow in the land of the dead—are the most potent known poison. A creature makes a DC 28 Constitution saving throw when it is subjected to this poison, and on a failure it is doomed. Prior to the onset, this poison can only be counteracted by the *wish* spell or similar magic.

Wyvern Poison

Rare, injury, instantaneous, cost 1,200 gold

It is practically impossible to take from a living specimen, but once slain the toxin drawn from a wyvern's stinging tail is lethal. A creature makes a DC 15 Constitution saving throw when it is subjected to this poison, taking 24 (7d6) poison damage on a failure, or half as much damage on a success.



CHAPTER 7

Adventuring Rewards

- *Analyzing the combat in their mind, the adept realizes the many opportunities they missed in the battle against the ankhegs, learning as much from their failed strikes against the monsters as their most impressive shell-cracking attacks.*

- *Just as soon as the herald's knee touches the floor a bright beam of light blasts out of the holy relic. It fills him with divine power then splits off into more rays, striking each of his companions in turn.*

- *The rogue chuckles with delight as she steps away from the chest and bows, sweeping one hand up to open it as she rises. Inside the adventurers find a plethora of coins, exquisitely crafted jewelry, and a blade that shimmers with cyan energy.*

A good adventure includes rewarding the adventurers! Most groups increase their class levels by accruing experience points, but the Narrator has a variety of ways to grant experience or advance the game through entirely different means. So too are there multiple ways to reward the party other than new magic items or heaps of gold. Even in the sparsest campaign however, when the battle is ended and the day won, the adventurers are sure to find some spoils as a reward for their valor. This section is all about artwork, coins, gems, jewelry, magic items, and how to create unique hoards of treasure for the party to find in the aftermath of successful encounters, as well as the unique rewards the group receives after completing an exploration challenge.

Experience and Other Rewards

The primary way that adventurers are rewarded is with experience points (gaining new class levels the more they accrue) and treasure like gold or magic items. These aren't the only ways that they can advance in level however, nor the only way the Narrator can reward the party.

Experience Points

As adventurers face deadly monsters, solve puzzles, explore new locations, overcome challenges, and navigate complex social situations they earn experience points that represent the knowledge and learning they've gained. All characters involved in an encounter divide the experience earned evenly and apply it to their experience point total. If the party was assisted by NPCs, count any NPCs as party members when dividing.

When an adventurer accumulates an amount of experience points determined by their character level, they advance a level in their current class or may select a level in a new class if multiclassing (see Chapter 5: Multiclassing & Feats in the *Adventurer's Guide*).

After winning a combat encounter, the party gains the total experience of all monsters and encounter elements in the encounter (treating encounter elements as monsters of a CR equal to their difficulty increase) divided up by the number of adventurers and NPCs in the party.

TABLE: CHARACTER ADVANCEMENT

EXPERIENCE	LEVEL	PROFICIENCY BONUS
0	1st	+2
300	2nd	+2
900	3rd	+2
2,700	4th	+2
6,500	5th	+3
14,000	6th	+3
23,000	7th	+3
34,000	8th	+3
48,000	9th	+4
64,000	10th	+4
85,000	11th	+4
100,000	12th	+4
120,000	13th	+5
140,000	14th	+5
165,000	15th	+5
195,000	16th	+5
225,000	17th	+6
265,000	18th	+6
305,000	19th	+6
355,000	20th	+6

Encounters

Unlike mundane activities, encounters have stakes. In combat the stakes are clear, but other encounter types can be as impactful or dangerous. Defeating a monster might save a family. Brokering peace between two warring barons could save thousands. It might be impossible for the party to carve their way into a dragon's vault, but they may be able to gain entry through a super poetry reading, sublime musical contest, or sneak in undetected.

The below list includes a range of encounters that most adventurers will face. Allow PCs to solve encounters in creative ways. If the party tries to turn a combat encounter into a social encounter by convincing a bandit leader that they want to join, let them! For more information on creating encounters, refer back to Chapter 3: Encounter Design.

Combat Encounters. Combat encounters typically involve violence. The goal may be to vanquish all enemies, capture a target, or hold a strategic point until reinforcements arrive.

Skill Encounters. Skill encounters include contests, research, puzzles, and other tasks dependent upon an adventurer's aptitude with a particular task. Perhaps the party needs to win an audition to gain an audience with a queen, research the location of an ancient temple, or

successfully use an ancient device before the new moon in order to stop a ritual.

Social Encounters. Social encounters often involve swaying the opinions or conclusions of one or more NPCs and include trials, negotiations, or debates.

Stealth Encounters. Sometimes no amount of force can overcome the odds. Stealth encounters might involve sneaking into a palace or breaking into a vault.

Exploration Encounters. Exploration encounters cover a range of potentially dangerous wilderness encounters. The adventurers might need to traverse a dangerous mountain range in the winter, braving blizzards and starvation, or track a criminal through a haunted bog. Perhaps the party needs to climb a crumbling shaft littered with traps in order to activate an ancient elevator. These are often exploration challenges but can be more specific scenarios crafted by the Narrator or introduced in an adventure.

Hybrid Encounters. Hybrid encounters involve elements from two or more of the above categories. Perhaps the party is forced to fight in a gladiatorial pit, fighting waves of enemies until they're able to win the favor of a spectating warlord, or must distract patrols while sneaking into an enemy encampment to replace a real document with their own forgery.

Encourage Players With Experience

When Narrators award experience points, they assign value to particular tasks. If a Narrator only awards experience for combat, most players will adapt appropriately. Over time this creates narrative fatigue. Provide a range of encounter types with a variety of solutions, and when the party finds clever solutions that subvert or avoid them, give them a bonus for their ingenuity!

Roleplaying Rewards

Level Up is all about roleplaying and Narrators are encouraged to consider awarding additional experience points at the end of every game session based upon how much the player behind an adventurer engaged with the game. While not everyone needs an accent or ten page backstory, if players mostly stay in character and avoid digressions award them with experience points equal to an easy or average encounter. Good roleplay that engages or entertains everyone and showcases character motivation or growth might be worth as much as a hard encounter. Spectacular roleplay that defines an adventurer or a campaign might be worth even more!

Absent Characters

Real life often intrudes on adventuring and deprives a party of a companion. The options below can help manage this inevitability.

First, some narrators decide that an adventurer is unavailable for any session that their player cannot attend. If possible, establish an in-game reason as to why the PC was not present. Some Narrators do not award XP to adventurers that do not participate in encounters. Over time, this can produce a level disparity. While a small level disparity is not mechanically disruptive, it can frustrate players that are unable to attend because of circumstances beyond their control. In some cases, this can lead to further absences or a player quitting altogether.

Alternatively, ask the player to explain why their adventurer was unavailable and award them the same experience points for whatever story they create. Perhaps a mischievous fey that the party encountered previously snatched the PC for a series of 'games', or after a night of drinking they woke up with a splitting headache on a boat out to sea. Reward creativity, work collaboratively, and use it as an opportunity to revisit past plots or foreshadow new ones.

Second, a player can request that someone else run their adventurer during combat encounters. Adventurers controlled by another player gain full experience points for a session. While this might disrupt social encounters or other planned interactions, it keeps a party at full strength when facing dangerous odds. Many Narrators decide that an absent player's adventurer automatically stabilizes if they are dropped to 0 unless the whole party is slain to avoid that player returning to find out their PC is dead.

Regardless of the approach a Narrator takes, the issue of what to do when a player has to miss a game session should be discussed during session zero.

Objectives

Instead of awarding experience points after each encounter, the Narrator can also award experience for completing objectives. Objectives are divided into major objectives or minor objectives. When planning an adventure, identify two or three major objectives and four to six minor objectives. For purposes of experience points, treat major objectives as hard encounters and minor objectives as easy encounters

As an option, the Narrator might ask the party to choose a major objective or a couple of minor objectives unrelated to the adventure at the beginning of each game session. This gives them some narrative control, rewards them for engaging with the story, and further ties them to the setting.

Major Objectives

Major objectives represent the major story beats, pivotal encounters, or significant side quests.

- Discover the location of Tancred's Crypt in the fey-haunted Westerwyld Forest
- Acquire the Tome of Illumination from the Illuminant Order
- Defeat Ogrusk One-Tusk, bandit king of Weepingmere

Minor Objectives

Minor objectives should represent smaller plot points, optional moments, or ancillary goals. When using a prepublished adventure, try to map them to goals rather than specific encounters. This creates flexibility in how the party accomplishes the objectives rather than dictating a specific set of encounters.

- Help a halfling farmer at the edge of the Westerwyld Forest pull his prize pig out of a bog
- Identify a way into the Illuminant Order's Archive
- Investigate rumors of a caravan guard that survived an attack by Ogrusk One-Tusk's bandits

Leveling Without Experience

Some Narrators eschew standard experience points all together, either because they find tracking it to be tedious or because it better suits a campaign's narrative structure.

By Session. With session based leveling, consider having the adventurers level after each 4 hour session in tier 1, after two sessions in tier 2, after 3 sessions in tier 3, and after 4 sessions in tier 4. This system is easy to track but does not always mesh well with story beats.

Over Time. The Narrator may decide that the adventurers level after time passes in-game. In tier 1, PCs might level at the end of each month. In tier 2, they might level at the end of each season. In tier 3, the party might level at the end of each year. In tier 4, the adventurers might level after 2 or five years. Be sure to tie the timeframe to the narrative beats of the campaign.

Simplified Experience. Encounter points can also be used as an alternative to standard experience points. Whenever a party fights a battle, each adventurer gains XP equal to the encounter point cost of a battle (for example no matter their level, an easy battle is worth half a point of XP, a medium battle is worth 1 XP, a hard battle is worth 2 XP, and so on.) For every 15 XP that an adventurer accumulates they gain a level.

Story-Based. With story-based leveling, the adventurers level after significant accomplishments during the campaign.

Other Rewards

Individuals become adventurers for many reasons, but most are interested in some sort of reward. The below list offers examples of rewards beyond experience points and treasure.

Prestige. While saving a village might not be the most lucrative of ventures, word of the party's deeds might increase their Prestige ratings (see Chapter 7: Adventuring in the *Adventurer's Guide*).

Property, Assets, and Businesses. Homes, castles, strongholds, ships, and businesses are all

fine rewards that can expand adventurers' scope of operations or add a new facet to the game.

Relationships. Over the course of their adventure the PCs form relationships with individuals and communities. Consider granting them the use of favors (page 435 in the *Adventurer's Guide*).

Room and Board. Adventurers touch the lives of common folk and business owners. While these grateful people might lack wealth, they can ensure that heroes never go hungry or without a roof over their heads. This could grant the party a moderate lifestyle at no cost within a particular town or region.

Secret Knowledge. Some individuals may offer knowledge as a reward. This could take the form of a key knowledge (see Chapter 7: Adventuring in the *Adventurer's Guide*), the location of something of interest, or an important secret.

Services. Religious or magical organizations might offer adventurers free or reduced cost spellcasting, and trading companies might allow PCs to travel more safely or at no cost.

Status or Titles. Rulers may bestow status or titles on deserving adventurers. While this can result in privileges, respect, and holdings, many rulers use this as a way to establish a hold over useful individuals.

Status can come from other sources. A tribe of wood elves might grant honorary membership to adventurers that aid them, allowing the party to access ruins in their forest, while a thieves guild might provide information and secret escape routes after the PCs help one of their members escape the noose.

Supernatural Boons. Supernatural creatures might grant some of their power to deserving adventurers. This could replicate the benefit of a magic item that does not require attunement or provide the use of a spell. Perhaps the merfolk priestess that the party saves grants them a blessing that allows them to swim and breathe underwater (as per a *cloak of the manta ray*).

Treasure. Treasure covers artwork, coins, gems, and jewelry, as well as magic items.

Treasure

With great risk comes great reward. Hoards of coins, glittering precious jewels, enchanted weapons, and magical trinkets await those who smite monsters or delve in forgotten labyrinths.

Adventurers earn treasure by accomplishing something notable. Dangerous adversaries, such as legendary monsters and long-standing enemies, guard treasure hoards. Allies might give rewards to the PCs in exchange for performing great deeds.

Treasure comes in two main forms: wealth (coins, gems, and salable valuables like jewelry, equipment, and art) and magic items (such as magic weapons, rings of invisibility, and so on). Treasures are physical objects. Information, allies, fame, and fulfillment of the party's goals and ambitions are desirable, and can often be earned along with treasure, but are not treasure.

How Much Treasure to Give?

The Narrator decides how much treasure to give out as rewards, but there is no requirement that adventurers must earn a certain amount of wealth—it depends on the style of game and scale of the campaign. The High and Low Treasure Campaigns section below has more information on departing from default treasure levels.

The Treasure by Level table shows the rate of treasure adventurers acquire if their rewards are generated randomly or use the sample treasures in the *Monstrous Menagerie*. The Narrator can vary widely from these numbers without seriously affecting game balance.

The Gold Acquired This Level column indicates how much wealth, in gold pieces, a single adventurer is likely to find or earn during the course of that character level. This accounts for their share of the coins found as well as the value of nonmagical treasure.

The Magic Items Acquired This Level column indicates the probability that an adventurer finds one or more magic items each level (roll 1d100 to determine which), and lists the treasure tables that offer appropriate magic rewards for that level. Over the course of their career, an adventurer should find about 24 magic items: 18 consumable magic items or enchanted trinkets as well as 6 permanent magic items.

Creating Treasure Rewards

The Narrator can give out treasure in one of three ways: crafting unique treasure rewards, rolling on the tables in this chapter to create random treasure, or granting the listed treasure for a particular encounter in the *Monstrous Menagerie* or in an adventure.

Crafting Unique Treasure Rewards

To determine the gold piece value of all the treasures a party finds at a given level, multiply the number of adventurers by the appropriate amount of wealth from the Gold Acquired This Level column of the treasure table above. Narrators don't have to stick to this number rigorously by any means—there's enough latitude to give anywhere between twice this amount and none based on the demands of the story.

With a total gold piece value worked out, the Narrator divides it into one, two, three, or more individual treasure hoards, each a reward for overcoming a different obstacle. Instead of granting each treasure hoard in gold pieces, these can be

TABLE: TREASURE BY LEVEL

CHARACTER LEVEL	GOLD ACQUIRED THIS LEVEL	MAGIC ITEMS ACQUIRED THIS LEVEL
1	50 gp	60% Magic Items Tables #1–2, 35% Magic Items Tables #4–6
2	150 gp	60% Magic Items Tables #1–2, 35% Magic Items Tables #4–6
3	500 gp	60% Magic Items Tables #1–2, 35% Magic Items Tables #4–7
4	600 gp	60% Magic Items Tables #1–2, 35% Magic Items Tables #4–7
5	800 gp	60% Magic Items Tables #1–2, 35% Magic Items Tables #4–7
6	1,000 gp	75% Magic Items Tables #1–2, 35% Magic Items Tables #4–7
7	1,500 gp	75% Magic Items Tables #1–2, 35% Magic Items Tables #4–7
8	2,000 gp	75% Magic Items Tables #1–2, 35% Magic Items Tables #4–8
9	3,000 gp	80% Magic Items Tables #1–3, 40% Magic Items Tables #4–8
10	4,000 gp	80% Magic Items Tables #1–3, 40% Magic Items Tables #4–8
11	5,000 gp	80% Magic Items Tables #1–3, 40% Magic Items Tables #4–8
12	6,000 gp	80% Magic Items Tables #1–3, 40% Magic Items Tables #4–9
13	8,000 gp	85% Magic Items Tables #1–3, 45% Magic Items Tables #4–9
14	10,000 gp	85% Magic Items Tables #1–3, 45% Magic Items Tables #4–9
15	15,000 gp	85% Magic Items Tables #1–3, 45% Magic Items Tables #4–9
16	20,000 gp	85% Magic Items Tables #2–3, 45% Magic Items Tables #4–10
17	30,000 gp	100% Magic Items Tables #2–3, 45% Magic Items Tables #4–10
18	40,000 gp	100% Magic Items Tables #2–3, 45% Magic Items Tables #4–10
19	50,000 gp	100% Magic Items Tables #2–3, 45% Magic Items Tables #4–10
20	60,000 gp	100% Magic Items Tables #2–3, 45% Magic Items Tables #4–10

customized by using different coin denominations, gems, and valuables of all kinds. See the Treasure Descriptions section below for inspiration.

For example, a 10th level party of four adventurers is expected to find an average of 16,000 gold over the course of leveling from 10th to 11th (4,000 gold x 4 adventurers). The Narrator decides that there are three large treasure hoards available—a hidden cache of 5,000 gold that can only be found by solving a puzzle, a ruby ring worth 5,000 gold which can be earned by finding a noble's missing relative, and a dragon's hoard worth 10,000 gold (half in coins and half in gems). This totals more than average treasure for the level, and it could vary even more depending on circumstances. The party could fail to decipher or even notice the puzzle, foregoing one of the treasures, they might be able to bargain the noble up to an even higher reward, or they could suffer defeat at the claws of the dangerous dragon. The PCs might also find other, smaller incidental treasures along the way.

To determine the average number of magic items found over the course of a level, multiply the number of adventurers by the percentages in the Magic Items Acquired This Level column of the Treasure by Level table. For instance, a single 1st level adventurer has a 60% chance of finding an expendable magic item from Table: Magic Items #1 or #2, and a 35% chance of finding a permanent magic item from Table: Magic Items #4, #5, or #6. Over the course of gaining their first level, a party of three adventurers is likely to find approximately 2 expendable magic items (three times they'll have 60% chance of finding one) and 1 permanent magic item (three times they'll have a 35% chance of finding one). Narrators may halve or double these numbers—granting anywhere between 1 and 4 expendable magic items, and 0 and 2 permanent magic items—without straying too far from the default rate of treasure acquisition.

Rolling for Random Treasure

Instead of doling out parcels of treasure, many Narrators like to randomly generate wealth or adopt a hybrid random-custom method: randomly generating a hoard and then altering it by swapping out pieces of wealth and magic items appropriate to the story.

To create a random treasure hoard, use the Random Treasure Tables section on pages 178–180. On average, a typical party finds roughly 1 to 3 random treasure hoards per character level. The Narrator decides the location of each treasure. An important adversary, such as a legendary or elite monster, might guard a massive cache which consists of two random treasure hoards.

Using Premade Treasure

Most monsters in the *Monstrous Menagerie* include an Encounters section listing one or more treasures, broken down by encounter difficulty. Narrators can use one of these treasures as it stands or modify it to better fit a campaign. When using premade treasure, it's important to remember that ***not every encounter gives out treasure!*** As with random treasure, the average party finds 1 to 3 treasures per level, and additional encounters might yield no treasure or only incidental treasure (see below).

Varying Treasure

Whenever considering treasure, the Narrator should customize rewards to the needs of the game, the logic of the ongoing story, and the party's desires.

Customizing Magic Items

Randomly assigned treasure doesn't take into account the party's classes or favorite weapon types. Some Narrators like to swap randomly assigned magic items for those that are more useful to their adventurers. For example, if one of the PCs is a greatsword wielding paladin, the Narrator might alter a randomly generated sun blade longsword, making it a greatsword instead, or even trade a robe of the archmagi for a holy avenger. In a party containing a wizard, the Narrator might convert some randomly-generated scrolls of cleric spells into wizard spells.

Incidental Treasure

Sometimes the party stumbles into a small amount of wealth that doesn't constitute a treasure hoard. They might pickpocket a noble, defeat a beast in its lair, or ransack a merchant's storeroom, but Narrators don't need to count or keep track of incidental treasure. Grant an incidental treasure whenever it

feels appropriate. When in doubt about whether incidental treasure is present (such as after defeating a minor adversary or after searching a room), roll a 1d6. On a roll of 4–6, incidental treasure is found.

To randomly determine incidental treasure, generate a treasure with a Challenge Rating of the party's average level – 1d6 (minimum 0). A low-level party defeating a bandit sentry is likely to find a handful of silver or gold coins while tier 4 adventurers might win a few hundred platinum in a dice game—in either case, what's gained is a fairly insignificant amount of money to the party.

High and Low Treasure Campaigns

When using the standard treasure rules, an adventurer finds an average of 6 or so permanent magic items over 20 character levels, along with enough money to buy a seventh, legendary item. Narrators might prefer more frequent treasure rewards and more fabulously wealthy adventurers, or to run a campaign with a lower level of magic or even no magic items at all.

Narrators that consistently grant more than double the amount of treasures per level (say, one treasure hoard per character per level) should raise the difficulty of combat encounters and exploration challenges. A well-equipped party of mid-level or higher can easily handle a steady diet of hard encounters, and probably has enough tricks to consistently succeed on medium and hard ability checks. Raise the level of challenge by including more deadly combats and more difficult obstacles to overcome, as well as encounter elements (pages 48–52).

When running a low-treasure campaign with few magic items, Narrators can expect a combat that's rated medium to provide a stiff challenge. A combat that's rated as a hard challenge may offer significant peril. Magic-poor adventurers don't have as many ways to escape the consequences of failure (extra healing, teleportation, and so on), and the Narrator should design challenges with the awareness that failure is a real possibility.



Treasure for Large and Small Groups

The above random and pre-computed treasure guidelines assume a party consisting of 4 or 5 adventurers. Smaller parties won't find enough treasure using these guidelines, and large parties will find too many high-level magic items. Use the following modifications to give small parties *fewer but richer* treasure hoards and large parties *more but poorer* treasure hoards.

Crafting Unique Treasure Rewards. No changes are necessary to the way treasure is given or crafted, making it a great choice for unusually large or small groups. Just grant the desired amount of treasure per party member.

Rolling for Random Treasure. For small parties of 2 or 3 adventurers, the PCs only find an average of 1 random treasure hoard per level. To generate each hoard, after determining the Challenge Rating of a combat encounter or quest, use the treasure table one band *higher*. For example, if a treasure's Challenge Rating is 6 (the Treasure for Challenge Ratings 5–10 table), instead use the Treasure for Challenge Ratings 11–6 table.

For large parties (6 or more adventurers), roll on a random treasure table 3 or 4 times per level (perhaps combining two or three treasure rolls into a single monster's hoard or quest reward). For each roll on the treasure table, after determining the Challenge Rating of a combat encounter or quest, use the treasure table one band *lower*. For

example, if a treasure's Challenge Rating is 6 (Treasure for Challenge Ratings 5–10 table), Treasure for Challenge Ratings 3–4 table.

Using Premade Treasure. Narrators can apply the same rules as for generating random treasure when using one of the treasure suggestions from the *Monstrous Menagerie*. Small groups find around 1 hoard per level, using the treasure for the next hardest encounter, while large groups find 3 or more hoards, each of which uses treasure from the next easiest encounter. If there is no harder or easier encounter, or when using a published adventure module, instead double (for small groups) or halve (for large groups) the number of coins, gems, and valuables they find.

Random Treasure Tables

The following tables allow Narrators to generate an appropriate treasure for a combat or noncombat challenge. There are nine tables, each with a reward for encounters of different challenge ratings.

Some treasure hoards are won by defeating monsters in battle. To randomly determine the treasure belonging to enemy combatants, total the Challenge Ratings of all the combatants to get the treasure's Challenge Rating.

Other treasures are discovered through exploration, given as a reward, or otherwise earned through noncombat encounters. Quests like these can be assigned a Challenge Rating just as combat encounters can. A simple task or a small treasure has a Challenge Rating equal to the party's average character level. A difficult or rewarding quest can have a Challenge Rating up to twice the party's average character level.

Once a treasure's Challenge Rating has been determined, find the matching Random Treasure Table and roll a d20 three times: once for coins, once for other wealth, and once for magic items. Each price category of gem and valuable (such as '10 gp gem' or '25 gp valuable') has its own subtable, as does each of the random magic item tables, numbered from 1 to 10.

TABLE: AVERAGE TREASURE VALUES

CHALLENGE RATING	AVERAGE VALUE
0	30 gp
1–2	100 gp
3–4	300 gp
5–10	1,000 gp
11–16	3,000 gp
17–22	10,000 gp
23–30	30,000 gp
31–40	100,000 gp
41+	300,000 gp

Coins

Caches of coins are found in denominations of pp (platinum), gp (gold), ep (electrum), sp (silver), and cp (copper). Fifty of any denomination of coins weigh 1 pound. A stack of 2,000 coins weighs 40 pounds and is considered to be one bulky item for the purposes of carrying capacity (page 404 in the *Adventurer's Guide*).

Each 'coins' result on the treasure table lists the average number of coins found, and then in parentheses lists the dice expression used to generate a random number of coins. For instance, a result of '700 (2d6 × 100) sp' indicates that 700 silver pieces, or 2d6 × 100 silver pieces, are found.

Other Wealth

Treasures can contain non-monetary wealth: gems and valuables. 'Valuables' is a catch-all term for jewelry, works of art and craft, and other costly but nonmagical objects.

Gems

Use the following tables to determine the specific types of gemstones found in a treasure. Most often, caches of gemstones contain only one or two types of gems. Large, flawless, or unusually colored gems might be worth as much as ten times the usual price for their type.

TABLE: TREASURE FOR CHALLENGE RATING 0

D20	COINS	D20	OTHER WEALTH	D20	MAGIC ITEMS
1–5	35 (1d6 × 10) cp	1–17	—	1–18	—
6–10	130 (2d12 × 10) sp	18	10 gp gem	19	1d4 rolls on Table: Magic Items #1
11–15	21 (2d20) gp	19–20	25 gp valuable	20	Table: Magic Items #4
16–20	70 (2d6 × 10) gp	—	—	—	—

TABLE: TREASURE FOR CHALLENGE RATINGS 1–2

D20	COINS	D20	OTHER WEALTH	D20	MAGIC ITEMS
1–5	900 (2d8 × 100) cp, 450 (1d8 × 100) sp	1–10	—	1–8	—
6–10	700 (2d6 × 100) sp	11–15	2 (1d4) 10 gp gems	9–12	1d6 rolls on Table: Magic Items #1
11–15	250 (1d4 × 100) sp, 70 (2d6 × 10) gp	16–20	25 gp valuable	13–18	2 rolls on Table: Magic Items #2, 1d2 rolls on Table: Magic Items #4
16–20	130 (2d12 × 10) gp	—	—	19	1d4 rolls on Table: Magic Items #5
—	—	—	—	20	1d4 rolls on Table: Magic Items #6

TABLE: TREASURE FOR CHALLENGE RATINGS 3–4

D20	COINS	D20	OTHER WEALTH	D20	MAGIC ITEMS
1–4	4,500 (1d8 × 1000) cp, 1,100 (2d10 × 100) sp	1–4	—	1–8	—
5–8	700 (2d6 × 100) sp, 350 (1d6 × 100) ep	5–8	25 gp valuable	9–12	1d6 rolls on Table: Magic Items #2
9–12	350 (1d6 × 100) sp, 210 (2d20 × 10) gp	9–12	50 gp gem	13–18	2 rolls on Table: Magic Items #1, 1d2 rolls on Table: Magic Items #4
13–16	250 (1d4 × 100) gp	13–16	2 (1d4) 25 gp valuables	19	1d4 rolls on Table: Magic Items #5
17–20	350 (1d6 × 100) gp	17–20	75 gp valuable, 2 (1d4) 10 gp gems	20	1d4 rolls on Table: Magic Items #6

TABLE: TREASURE FOR CHALLENGE RATINGS 5–10

D20	COINS	D20	OTHER WEALTH	D20	MAGIC ITEMS
1–4	3,500 (1d6 × 1000) sp	1–4	—	1–8	—
5–8	1,350 (3d8 × 10) sp, 450 (1d8 x 10) gp	5–8	75 gp valuable	9–12	1d6 rolls on Table: Magic Items #1
9–12	700 (2d6 × 100) gp	9–12	4 (1d8) 50 gp gems	13–18	2 rolls on Table: Magic Items #2, 1d2 rolls on Table: Magic Items #5
13–16	700 (2d6 × 100) gp, 35 (1d6 × 10) pp	13–16	250 gp valuable	19	1d4 rolls on Table: Magic Items #4
17–20	130 (2d12 × 10) pp	17–20	3 (1d6) 100 gp gems	20	1d4 rolls on Table: Magic Items #7

TABLE: TREASURE FOR CHALLENGE RATINGS 11–16

D20	COINS	D20	OTHER WEALTH	D20	MAGIC ITEMS
1–4	5,500 (1d10 × 1000) sp, 550 (1d10 × 100) gp	1–4	4 (1d8) 100 gp gems	1–7	—
5–8	1,650 (3d10 × 100) gp	5–8	750 gp valuable	8–12	1d6 rolls on Table: Magic Items #1
9–12	700 (2d6 × 100) ep, 165 (3d10 × 10) pp	9–12	1,000 gp gem	13–18	2 rolls on Table: Magic Items #2, 1d2 rolls on Table: Magic Items #6
13–16	550 (1d10 × 100) gp, 195 (3d12 × 10) pp	13–16	4 (1d8) 250 gp valuables	19	1d4 rolls on Table: Magic Items #5
17–20	275 (5d10 × 10) pp	17–20	3 (1d6) 500 gp gems	20	1d4 rolls on Table: Magic Items #7

TABLE: TREASURE FOR CHALLENGE RATINGS 17–22

D20	COINS	D20	OTHER WEALTH	D20	MAGIC ITEMS
1–4	3,500 (1d6 × 1,000) gp	1–4	3 (1d6) 500 gp gems	1–7	—
5–8	5,000 (2d4 × 1,000) gp	5–8	2 (1d4) 750 gp valuables	8–12	1d6 rolls on Table: Magic Items #1
9–12	2,500 (1d4 × 1,000) gp, 500 (2d4 × 100) pp	9–12	2 (1d4) 1,000 gp gems	13–18	2 rolls on Table: Magic Items #2, 1d2 rolls on Table: Magic Items #7
13–16	900 (2d8 × 100) gp, 700 (2d6 × 100) pp	13–16	2,500 gp valuable, 2 (1d4) 500 gp gems	19	1d4 rolls on Table: Magic Items #4
17–20	1,100 (2d10 × 100) pp	17–20	5,000 gp gem	20	1d4 rolls on Table: Magic Items #8

TABLE: TREASURE FOR CHALLENGE RATINGS 23–30

D20	COINS	D20	OTHER WEALTH	D20	MAGIC ITEMS
1–4	11,000 (2d10 × 1,000) gp	1–4	5,000 gp gem	1–6	—
5–8	4,500 (1d8 × 1,000) gp, 900 (2d8 × 100) pp	5–8	2 (1d4) 2,500 gp valuables, 2 (1d4) 500 gp gems	7–11	1d6 rolls on Table: Magic Items #3
9–12	5,500 (1d10 × 1,000) gp, 1,100 (2d10 × 100) pp	9–12	7,500 gp valuables, 2 (1d4) 1,000 gp gems	12–18	2 rolls on Table: Magic Items #2, 1d2 rolls on Table: Magic Items #8
13–16	2,500 (1d4 × 1,000) pp	13–16	2 (1d4) 5,000 gp gems	19	1d4 rolls on Table: Magic Items #4
17–20	11,000 (2d10 × 1,000) gp, 2,500 (1d4 × 1,000) pp	17–20	3 (1d6) 2,500 gp valuables, 6 (1d12) 1,000 gp gems	20	1d4 rolls on Table: Magic Items #9

TABLE: TREASURE FOR CHALLENGE RATINGS 31–40

D20	COINS	D20	OTHER WEALTH	D20	MAGIC ITEMS
1–4	35,000 (1d6 × 10,000) gp	1–4	4 (1d8) 5,000 gp gems	1–6	—
5–8	25,000 (1d4 × 10,000) gp, 2,500 (1d4 × 1,000) pp	5–8	3 (1d6) 7,500 gp valuables	7–11	1d6 rolls on Table: Magic Items #3
9–12	5,000 (2d4 × 1,000) gp, 5,000 (2d4 × 1,000) pp	9–12	3 (1d6) 7,500 gp valuables, 2 (1d4) 5,000 gp gems	12–18	2 rolls on Table: Magic Items #3, 1d2 rolls on Table: Magic Items #10
13–16	25,000 (1d4 × 10,000) gp, 5,000 (2d4 × 1,000) pp	13–16	3 (1d6) 7,500 gp valuables, 5 (1d10) 5,000 gp gems	19–20	1d4 rolls on Table: Magic Items #9
17–20	9,000 (2d8 × 1,000) pp	17–20	4 (1d8) 7,500 gp valuables, 6 (1d12) 5,000 gp gems	—	—

TABLE: TREASURE FOR CHALLENGE RATINGS 41+

D20	COINS	D20	OTHER WEALTH	D20	MAGIC ITEMS
1–4	100,000 (3d6 × 10,000) gp	1–4	13 (3d8) 5,000 gp gems	1–5	—
5–8	70,000 (2d6 × 10,000) gp, 7,000 (2d6 × 1,000) pp	5–8	10 (3d6) 7,500gp valuables	6–10	1d6 rolls on Table: Magic Items #3
9–12	16,000 (3d10 × 1,000) gp, 16,000 (3d10 × 1,000) pp	9–12	10 (3d6) 7,500 gp valuables, 7 (2d6) 5,000 gp gems	11–17	2 rolls on Table: Magic Items #3, 1d2 rolls on Table: Magic Items #10
13–16	70,000 (2d6 × 10,000) gp, 16,000 (3d10 × 1,000) pp	13–16	10 (3d6) 7,500 gp valuables, 16 (3d10) 5,000 gp gems	18–20	1d4 rolls on Table: Magic Items #10
17–20	27,000 (6d8 × 1,000) pp	17–20	13 (3d8) 7,500 gp valuables, 19 (3d12) 5,000 gp gems	—	—

TABLE: 10 GOLD GEMSTONES

D6	GEMSTONE	DESCRIPTION
1	Agate	Usually translucent green, brown, and yellow (fire agate is iridescent)
2	Lapis lazuli	Deep blue, sometimes flecked with gold
3	Malachite	Opaque, mottled green, often found in copper deposits
4	Obsidian	Opaque black, produced from lava
5	Quartz	Usually clear or subtly colored and transparent (rose quartz is light pink)
6	Turquoise	Opaque, blue-green

TABLE: 50 GOLD GEMSTONES

D6	GEMSTONE	DESCRIPTION
1	Bloodstone	Opaque, dark green stone with blood-red spots
2	Carnelian	Opaque orange, red, or brown
3	Citrine	Transparent yellow or orange
4	Jasper	Opaque, sometimes banded, often green or brown
5	Moonstone	Translucent bluish-white
6	Onyx	Opaque black or white

TABLE: 100 GOLD GEMSTONES

D8	GEMSTONE	DESCRIPTION
1	Amber	Translucent yellow-orange, made of fossilized tree resin
2	Amethyst	Transparent purple
3	Coral	Opaque red, made of polished sea coral
4	Garnet	Usually transparent red, but other colors are possible
5	Jade	Translucent green
6	Jet	Opaque black, made of fossilized wood
7	Pearl	Opaque white, or very rarely black, produced by oysters and similar creatures
8	Tourmaline	Transparent, nearly any color

TABLE: 500 GOLD GEMSTONES

D4	GEMSTONE	DESCRIPTION
1	Aquamarine	Transparent pale blue
2	Peridot	Transparent green or olive
3	Spinel	Transparent red, blue, purple, or pink
4	Topaz	Transparent, any color but most often yellow to red

TABLE: 1,000 GOLD GEMSTONES

D6	GEMSTONE	DESCRIPTION
1–2	Opal	Transparent, iridescent, many colors including white, black, blue, red, and green
3–4	Sapphire	Transparent and usually blue, but can be green, pink, yellow, or purple (star sapphires have white star-shaped inclusions)
5–6	Emerald	Transparent green

TABLE: 5,000 GOLD GEMSTONES

D6	GEMSTONE	DESCRIPTION
1–2	Diamond	Transparent and clear (the most prized diamonds have no visible inclusions or flaws)
3–4	Jacinth	Transparent red-orange
5–6	Ruby	Transparent red (star rubies have white star-shaped inclusions)

TABLE: 25 GOLD VALUABLES

D12	VALUABLES	EXAMPLES
1	Arms and armor	Rapier or shortbow
2	Artwork	Competent portrait or tavern sign
3	Bracelet	Bronze torque or silver bangle
4	Clothing	Fine fur-trimmed cloak or floppy feathered hat
5	Earrings	Silver and malachite pendants or tiny gold skulls
6	Equipment	A dulcimer or navigator's tools
7	Useful object	Copper pot, silver hatpin, or nonmagical crystal ball
8	Ring	Copper and garnet ring or plain gold band
9	Statuary	Painted wooden knight or stone elephant statuette
10	Trade goods	Bolt of cloth or 7 pounds of cloves
11	Vial of liquid	Acid or holy water
12	Writing	Ordinary book or local map

Valuables

Valuables include jewelry, equipment, art, and other objects, and can come in nearly limitless varieties. Each of the following tables contains some examples. Of all forms of treasure, valuables are the most useful for showing the characteristics and history of a treasure hoard or its owner. These may include items that point the way to further adventures, like letters and treasure maps.

TABLE: 75 GOLD VALUABLES

d12	Valuables	Examples
1	Ring	Gold band set with a moonstone or lion-headed gold ring
2	Bracelet	Electrum chain or silver and obsidian band
3	Earrings	Chalcedony pendants or small gold or silver studs
4	Necklace	Gold locket or thick silver chain
5	Clothing	Stylish cap or gloves
6	Statuary	Marble figurine or pair of bronze dragon bookends
7	Artwork	Watercolors or worn tapestry of rare plants
8	Trade goods	5 pounds of saffron or fifteen 1-pound silver bars
9	Arms and armor	Concealable boot dagger or silver-hilted longsword
10	Useful object	Gold-framed mirror, silver and quartz chalice, or silver snuff box
11	Writing	Bestiary or map of a distant land
12	Vial of liquid	Antitoxin or medicinal salve

TABLE: 250 GOLD VALUABLES

D12	VALUABLES	EXAMPLES
1	Ring	Mithral band or pearl solitaire
2	Bracelet	Gold armlet or silver and pearl bracelet
3	Earrings	Gold hoops or pearl pendants
4	Necklace	Dragontooth necklace or fine gold chain hung with gold leaves
5	Clothing	Pointy-toed shoes or a stylish silk doublet
6	Statuary	Marble bust or small silver idol
7	Artwork	Excellent portrait of a famous person or fine tapestry
8	Trade goods	5 pinches of diamond dust or five 1-pound gold bars
9	Arms and armor	Gold-hilted sword or silver helmet
10	Useful object	Set of gold buttons, silver ewer, or silver jewelry box
11	Writing	Rare book or treasure map which leads to the discovery of a rare spell of at least 2nd-level
12	Vial of liquid	Faerie dragon euphoria gas (acts as the breath weapon if inhaled) or shadow elf poison (200 gp)

TABLE: 750 GOLD VALUABLES

D12	VALUABLES	EXAMPLES
1	Ring	Black pearl nose ring or peridot ring carved with a family crest
2	Bracelet	Gold bangle or platinum chain
3	Earrings	Dangling platinum earrings or white and black pearl pendants
4	Necklace	Coral bead necklace or thick gold chain
5	Regalia	Gold tiara or silver scepter
6	Clothing	Gold-buckled belt or high fashion hat
7	Statuary	Gold idol or jade statuette
8	Artwork	Gold-threaded tapestry or masterpiece painting
9	Trade goods	Bolt of fine silk or 1-pound mithral bar
10	Arms and armor	Gold-handled sword stick (acts as rapier) or half plate
11	Useful object	Gold ewer, gold harp, or gold incense burner
12	Vial of liquid	Two doses oil of taggit (400 gp each) or pale tincture (650 gp)

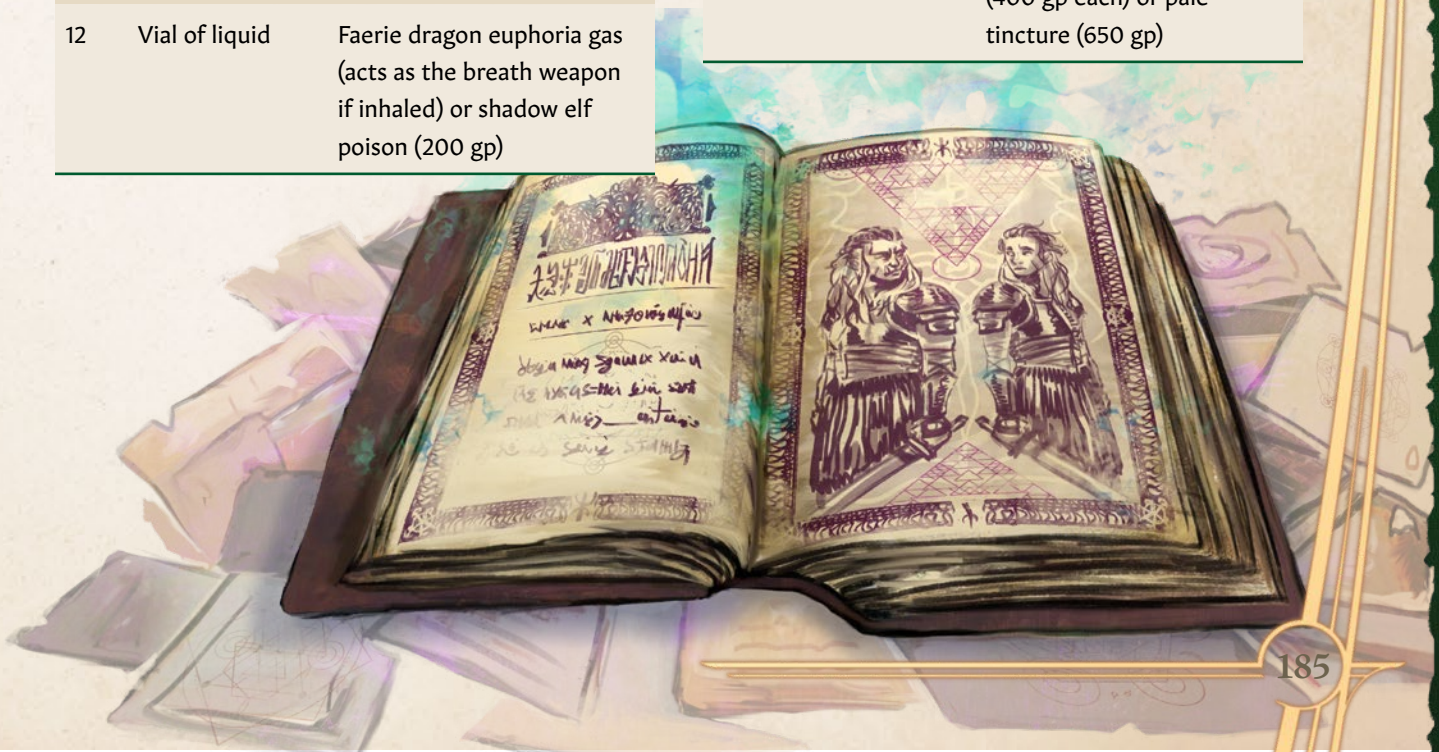


TABLE: 2,500 GOLD VALUABLES

D10	VALUABLES	EXAMPLES
1	Ring	Gold band set with a single emerald or with a dozen tiny opals
2	Earrings	Blue or yellow sapphire earrings
3	Necklace	Ruby pendant or string of pearls
4	Clothing	Royal dress or robe
5	Statuary	Figurine carved from emerald or gold idol
6	Useful object	Gem-studded gold goblet, gold jewelry box, or fine mithral-inlaid lute
7	Regalia	Platinum orb or silver and topaz crown
8	Vial of liquid	Purple worm poison (2,000 gp) or two doses of wyvern poison (1,250 gp each)
9	Writing	Undiscovered masterpiece play or deed to a fort
10	Arms and armor	Ceremonial gold-etched full plate or royal greatsword with gem-studded hilt



Magic Item Tables

When generating treasure hoards, use the following tables to randomly choose a magic item. The items in these tables are described in Chapter 8: Enchanted Gear. The Narrator can customize magical treasure by choosing items instead of rolling randomly or by using items from other sources. An adventure—whether published or invented by the Narrator—may also feature unique magic items like a *+1 weapon* with a power related to the events of the adventure, or mysterious magical objects with which the adventurers can interact (such as a magic door that opens when a riddle is answered).

Expendable Magic Items. The first three magic item tables consist of expendable items like

TABLE: 7,500 GOLD VALUABLES

D8	VALUABLES	EXAMPLES
1	Ring	Diamond solitaire or ruby and platinum ring
2	Earrings	Diamond studs or platinum and black sapphire earrings
3	Necklace	Flawless jacinth pendant or string of black pearls
4	Statuary	Life-sized silver statue or platinum statuette
5	Useful object	Bloodstone and jade chess set, gold and ruby warhorn, or gold bejeweled ewer
6	Regalia	Gemmed gold crown or gold scepter
7	Writing	Full royal pardon for one unspecified crime or legendary tome of magical theory which leads to the discovery of a rare spell of at least 5th-level
8	Trade goods	8-pound adamantine meteorite or ore of some exotic metal from a different plane (examples: cloudsilver, efreeti brass, glassteel)

potions and scrolls, with Table: Magic Items #1 most suitable for beginning adventurers, Table: Magic Items #2 for mid-level parties, and Table: Magic Items #3 for high-level PCs.

Enchanted Trinkets. Table: Magic Items #4 consists of magical trinkets, which are minor items which can be given freely to characters without upsetting game balance.

Permanent Magic Items. Table: Magic Items #5–#10 are composed of successively more powerful permanent items. Items on Table: Magic Items #5 are appropriate for 1st level adventurers, while items on Table: Magic Items #10 are most often earned only with great difficulty by the highest-level characters.

When a roll on a treasure table calls for 3 or more expendable items, the items are often of the same type. For example, a result of 3 items on Table: Magic Items #1 might be 3 potions of healing or 3 spell scrolls which each contain a different spell.

Note that magic items marked with a [c] are cursed.

TABLE: 25,000 GOLD VALUABLES

D6	VALUABLES	EXAMPLES
1	Necklace	Necklace of rubies or diamonds
2	Jewelry	Adamantine mask or platinum armlet studded with jacinths
3	Statuary	Gold statuette with ruby eyes or life-sized masterpiece bronze statue
4	Regalia	Gemmed gold breastplate or mithral crown
5	Useful object	Black dragon egg, mithral and gold chest with a masterwork lock, or portable door which opens to a permanent demiplane
6	Writing	Bank note for 25,000 gp from a bank in a major city, map that leads to a fabled treasure, mythical city, or the discover of a rare spell of at least 8th-level

Rare Spells as Treasure

Whenever adventurers find a spell scroll, there's a 50% chance they discover a rare version of a spell. During the course of adventuring from 1st to 20th level, the average party should find around 1 rare spell scroll per spellcaster.

TABLE: MAGIC ITEMS #1

D100	MAGIC ITEM
1–10	*+1 ammunition*
11–12	*Dust of disappearance*
13–14	*Dust of dryness*
15–16	*Dust of sneezing and choking*
17–20	*Elemental gem*
21–22	*Fizzy lifter*
23–24	*Oil of slipperiness*
25–26	*Philter of love*
27–28	*Potion of animal friendship*
29–30	*Potion of climbing*
31–32	*Potion of giant strength (hill giant)*
33–34	*Potion of growth*
35–63	*Potion of healing*
64–65	*Potion of poison*
66–67	*Potion of resistance*
68–69	*Potion of water breathing*
70–71	*Pumpkin bomb*
72–75	*Restorative ointment*
76–77	*Skull liqueur*
78–82	*Spell scroll* (cantrip)
83–87	*Spell scroll* (1st-level)
88–92	*Spell scroll* (2nd-level)
93–97	*Spell scroll* (3rd-level)
98–100	*Vial of beauty*

TABLE: MAGIC ITEMS #2

D100	MAGIC ITEM
1–10	*+2 ammunition*
11–12	*Bag of beans*
13–14	*Chime of opening*
15–24	*Feather token*
25–26	*Necklace of fireballs*
27–28	*Oil of etherealness*
29–30	*Potion of clairvoyance*
31–32	*Potion of diminution*
33–34	*Potion of gaseous form*
35–36	*Potion of giant strength (frost giant)*
37–38	*Potion of giant strength (stone giant)*
39–58	*Potion of greater healing*
59–60	*Potion of heroism*
61–70	*Potion of mind reading*
71–85	*Potion of superior healing*
86–90	*Spell scroll* (4th-level)
91–95	*Spell scroll* (5th-level)
96–100	*Spell scroll* (6th-level)

TABLE: MAGIC ITEMS #3

D100	MAGIC ITEM
1–10	*+3 ammunition*
11–15	*Arrow of slaying*
16–18	*Bead of force*
19–22	*Candle of invocation*
23–25	*Liquid luck*
26–28	*Marvelous pigments*
29–32	*Oil of sharpness*
33–36	*Potion of flying*
37–40	*Potion of giant strength (cloud)*
41–44	*Potion of giant strength (storm)*
44–48	*Potion of invisibility*
49–52	*Potion of speed*
53–77	*Potion of supreme healing*
78–81	*Sovereign glue*
82–86	*Spell scroll* (7th-level)
87–91	*Spell scroll* (8th-level)
92–96	*Spell scroll* (9th-level)
97–100	*Universal solvent*



TABLE: MAGIC ITEMS #4

D100	MAGIC ITEM
1	*Aerodite the Autumn Queen's true name*
2	*Alliance rings*
3	*Amber wings*
4	*Amulet of the pleasing bouquet*
5	*Anthology of Enhanced Radiance*
6	*Archaic creed*[C]
7	*Atlas to libation*
8	*Badge of seasons*
9	*Bag of cheese*
10	*Barbed devil's bracelet*
11	*Barrow bread*
12	*Birdsong whistle*
13	*Blackbird pie*
14	*Borrower's bookmark*[C]
15	*Box of bees*
16	*Bubble wand*

17	*Cage of folly*
18	*Candle of the surreptitious scholar*
19	*Charcoal stick of aversion*
20	*Clockwork calendar*
21	*Compendium of many colors*
22	*Confidante's journal*
23	*Contract of indentured service*
24	*Culdarath the Ninth Ring's true name*
25	*Draconic diorama*[C]
26	*Dreamscrying bowl*
27	*Enchanted music sheet*
28	*Essay on efficient armor management*
29	*Ever-shifting map*
30	*Explorer's chalk*
31	*Faerie love letter*
32	*Family scrapbook*
33	*Fathomer's ring*
34	*Finder gremlin*
35	*Fizzy rocks*
36	*Flask of inebriation*
37	*Focusing eye*
38	*Friendly joybuzzer*
39	*Gallow hand*
40	*Glass ring*
41	*Glasses of rodentius*
42	*Gossip earring*
43	*Hat of grand entrances*
44	*Humour realignment transfiguration*
45	*Hungry quasit*
46	*Inkpot of the thrifty apprentice*
47	*Inspiring pahu*
48	*Ivory knights*
49	*Jade tiger*
50	*Jarred brain*
51	*Legerdemain gloves*
52	*Library scar*
53	*Listening quills*
54	*Lockpicks of memory*
55	*Lucky halfling foot*
56	*Marble of direction*
57	*Maternal cameo*
58	*Message whistle*
59	*Meteorological map*
60	*Midnight pearls*
61	*Mourning medallion*
62	*Mug of warming*
63	*Oil of cosmetic enhancement*
64	*Opera-goer's guise*
65	*Organizer gremlin*
66	*Paramour's daisy*
67	*Perdita Ravenwing's true name*
68	*Perfect disguise*
69	*Perfume vile*
70	*Plague doctor's mask*
71	*Preserved imp's head*
72	*Prismatic gown*
73	*Protean needlepoint*
74	*Quick canoe paddle*
75	*Sack of sacks*
76	*Satyr boots*
77	*Scrap of forbidden text*[C]
78	*Seafarer's quill*
79	*Second-light lantern*
80	*Security gremlin*
81	*Seven-sided coin*
82	*Shoulder dragon brooch*
83	*Sinner's ashes*
84	*Skeleton key*
85	*Snake-eye bones*
86	*Stick awl*
87	*Tailored suit of armor*
88	*That Which Spies From Infinity's true name*
89	*Timekeeper gremlin*
90	*Tome of the Endless Tale*
91	*Tome of Triumphant Tavern Keeping*
92	*Tools of the hidden hand*
93	*True weight gloves*

94	*Unliving rune*[C]
95	*Wand of cobwebs*
96	*Wand of the scribe*
97	*Waystone*
98	*Wig of styling*
99	*Wood woad amulet*
100	*Zlick's message cushion*

TABLE: MAGIC ITEMS #5

D100	MAGIC ITEM
1	*Air charm*[C]
2–15	*Bag of holding*
16	*Bag of tricks (blue)*
17	*Bag of tricks (gray)*
18	*Bag of tricks (green)*
19	*Bag of tricks (rust)*
20	*Bag of tricks (tan)*
21	*Bead of tracking*
22	*Book of storing*
23–25	*Boots of elvenkind*
26	*Boots of striding and springing*
27	*Boots of the winterlands*
28	*Bottle of fizz*
29	*Box of party tricks*
30	*Bracers of archery*
31–33	*+1 breastplate*
34	*Brooch of shielding*
35	*Cantrip wand*
36–38	*+1 chain shirt*
39	*Circlet of blasting*
40	*Cloak of the manta ray*
41	*+1 cloth brigandine*
42	*Cunning tools*
43	*Decanter of endless water*
44	*Describing gremlins*
45	*Efficient quiver*
46	*Eversmoking bottle*
47	*Eyes of charming*
48	*Eyes of minute seeing*
49	*Eyes of the eagle*
50–52	*Gauntlets of ogre power*
53	*Glamoured padded leather*
54	*Glove of swift return*
55	*Gloves of missile snaring*
56	*Gloves of swimming and climbing*
57	*Gremlin translator*
58	*Guide to Respecting Social Mores*
59–61	*Hat of disguise*
62	*+1 hauberk*
63	*Helm of comprehending languages*
64	*+1 hide*
65	*Ice riders*
66	*Immovable rod*
67	*Ironweed rope* (50 feet)
68	*+1 leather brigandine*
69	*Luminescent gum*
70	*Magic mirror (pocket)*
71	*Medallion of thoughts*
72	*Message stones*
73	*Necklace of adaptation*
74	*+1 padded cloth*
75	*+1 padded leather*
76–78	*Pearl of power*
79	*Periapt of health*
80	*Periapt of wound closure*
81	*Pipes of the sewers*
82	*Portraiture gremlin*
83	*Quiver of the hunt*
84	*Ring of jumping*
85	*Ring of swimming*
86	*Robe of useful items*
87–88	*+1 scale mail*
89	*Spindle of spinning*
90	*Stone of good luck (luckstone)*
91	*Vicious weapon*
92	*Wand of magic detection*
93	*Wand of secrets*
94–99	*Wand of the war mage +1*
100	*Wind fan*

TABLE: MAGIC ITEMS #6

D100	MAGIC ITEM
1–9	*Armor of resistance*
10	*Berserker axe*[C]
11	*Boots of levitation*
12–13	*+2 chain shirt*
14–17	*Cloak of elvenkind*
18–22	*Cloak of protection*
23	*+2 cloth brigandine*
24	*Death's essence pendant*
25	*Deck of illusions*
26	*Earth charm*[C]
27	*Elemental quiver*
28	*Figurine of shared affliction*
29	*Figurine of wondrous power (silver raven)*
30	*Fire charm*[C]
31	*Gem of brightness*
32	*Goggles of night*
33–34	*Headband of intellect*
35	*Helm of telepathy*
36	*+2 hide*
37	*Horn of valhalla (silver)*
38	*Instrument of irresistible symphonies*
39	*Ioun stone (protection)*
40	*Ioun stone (reserve)*
41	*Ioun stone (sustenance)*
42	*Iron bands of binding*
43–45	*Javelin of lightning*
46	*+2 padded cloth*
47	*Periapt of proof against poison*
48	*Pipes of haunting*
49	*Ring of mind shielding*
50–54	*Ring of protection*
55–57	*Ring of resistance*
58	*Ring of warmth*
59	*Ring of water walking*
60	*Rope of climbing*
61	*Seeds of necessity*
62–67	*+1 shield*
68	*Slippers of spider climbing*
69	*Spellcasting symphony (harp of harmony)*
70	*Spirit lantern*
71–72	*Staff of the python*
73	*Trident of fish command*
74	*Wand of elocution*
75	*Wand of erudition*
76–78	*Wand of magic missiles*
79	*Water charm*[C]
80–100	*+1 weapon*



TABLE: MAGIC ITEMS #7

D100	MAGIC ITEM
1	*Armor of vulnerability*[C]
2	*Assassin's ring*
3	*Assembling armor*
4–5	*Belt of hill giant strength*
6–8	*Boots of speed*
9	*Bowl of commanding water elementals*
10	*Bracers of defense*
11	*Brazier of commanding fire elementals*
12–13	*+2 breastplate*
14	*Broom of flying*
15–17	*Cape of the mountebank*
18	*Censer of controlling air elementals*
19	*+3 chain shirt*
20	*+3 cloth brigandine*
21	*Cord of spirit stealing*
22	*Dagger of venom*
23	*Devil's eye ring*
24	*Dimensional shackles*
25	*Fellow candlestick*
26	*Gauntlets of summer*
27–28	*+1 half plate*
29–38	*Handy haversack*
39	*+2 hauberk*
40	*+3 hide*
41	*Lantern of revealing*
42	*+2 leather brigandine*
43	*Magic mirror (handheld)*
44	*Necklace of prayer beads*
45	*Orb of chaotic assault*
46	*Orb of the dragon breaker*
47	*Osseous plate*
48	*Osseous warhammer*
49	*+3 padded cloth*
50	*+2 padded leather*
51	*Poisoner's almanac*
52	*Quiver of the endless hunt*
53	*Ring of animal influence*
54	*Ring of evasion*
55	*Ring of feather falling*
56	*Ring of free action*
57	*Ring of x-ray vision*
58	*Robe of eyes*
59	*Rope of entanglement*
60	*Rose of the enchantress*
61	*+2 scale mail*
62–64	*Schooled weapon*
65	*Sea witch's amulet*
66	*Spellcasting symphony (defending drum)*
67	*+1 splint*
68	*Survivor's cloak*
69	*Sword of life stealing*
70	*Wand of enemy detection*
71	*Wand of paralysis*
72–76	*Wand of the war mage +2*
77–79	*Wand of web*
80–98	*+2 weapon*
99	*Winged boots*
100	*Wings of flying*

TABLE: MAGIC ITEMS #8

D100	MAGIC ITEM
1	*Aegis of the eternal moon*
2	*Amulet of health*
3	*Amulet of proof against detection and location*
4	*Angel eyes*
5–6	*Animated shield*
7	*Arrow-catching shield*
8	*Belt of dwarvenkind*
9	*Cloak of displacement*
10	*Cloak of the bat*
11	*Cloak of the shadowcaster*

12	*Cube of force*
13	*Demon armor* [C]
14	*Echo force*
15–16	*Elven chain*
17	*Figurine of wondrous power (bronze griffin)*
18	*Figurine of wondrous power (ebony fly)*
19	*Figurine of wondrous power (golden lions)*
20	*Figurine of wondrous power (ivory goats)*
21	*Figurine of wondrous power (marble elephant)*
22	*Figurine of wondrous power (onyx dog)*
23	*Figurine of wondrous power (serpentine owl)*
24–26	*Flame tongue*
27	*Flicker dagger*
28	*Folding boat*
29–30	*+1 full plate*
31	*Gem of seeing*
32–34	*Giant slayer*
35	*+3 hauberk*
36	*Horn of blasting*
37	*Horn of valhalla (brass)*
38	*Horseshoes of speed*
39	*Impossible cube*
40	*Mace of disruption*
41	*Mace of smiting*
42	*Mace of terror*
43	*Madam yolanda's prison*
44	*Mantle of spell resistance*
45	*Mask of the white stag*
46	*Necklace of hunger* [C]
47–49	*Oathbow*
50–61	*Portable hole*
62	*Pouch of emergency healing*
63	*Red cloak of riding*
64–66	*Ring of spell storing*
67	*Rod of rulership*
68–70	*Scimitar of speed*
71–76	*+2 shield*
77	*Shield of missile attraction* [C]
78	*Spellcasting symphony (triangle of terror)*
79	*+2 splint*
80	*Staff of charming*
81	*Staff of gravity bending*
82	*Staff of healing*
83	*Staff of swarming insects*
84	*Staff of the web-tender*
85	*Staff of the woodlands*
86	*Staff of withering*
87	*Steelsilk mantle*
88	*Stone of controlling earth elementals*
89–91	*Sun blade*
92	*Sword of wounding*
93	*Wand of binding*
94	*Wand of fear*
95–97	*Wand of fireballs*
98–99	*Wand of lightning bolts*
100	*Wand of wonder*

TABLE: MAGIC ITEMS #9

D100	MAGIC ITEM
1	*Absurdist web*
2	*Bag of devouring*
3	*Belt of fire giant strength*
4–5	*Belt of frost or stone giant strength*
6	*+3 breastplate*
7	*Carpet of flying* (3 ft. × 5 ft.)
8	*Carpet of flying* (4 ft. × 6 ft.)
9	*Celestial aegis*
10	*Cloak of arachnida*
11	*Dancing sword*
12–14	*Dragon scale mail*
15–17	*Dragon slayer*
18	*Dwarven plate*
19	*+1 dwarven plate (stone)*

20	*Dwarven thrower*
21	*Efreeti bottle*
22	*+3 elven breastplate (mithral)*
23	*+1 elven plate (mithral)*
24	*+2 elven plate (mithral)*
25	*Emperor's blade*
26	*Figurine of wondrous power (obsidian steed)*
27–29	*Frost brand*
30	*Frost giant's plate*
31	*+2 full plate*
32	*Ghost metal axe*
33	*Goblin mask*
34	*+2 half plate*
35	*+3 half plate*
36	*Hopeful slippers*
37	*Horn of valhalla (bronze)*
38	*Horseshoes of a zephyr*
39	*Infernal carapace*
40	*Instant fortress*
41	*Ioun stone (absorption)*
42	*Ioun stone (agility)*
43	*Ioun stone (awareness)*
44	*Ioun stone (greater absorption)*
45	*Ioun stone (insight)*
46	*Ioun stone (intellect)*
47	*Ioun stone (leadership)*
48	*Ioun stone (strength)*
49	*+3 leather brigandine*
50	*Magic mirror (wall)*
51	*Manual of Bodily Health*
52	*Manual of Gainful Exercise*
53	*Manual of Guardians*
54	*Manual of Quickness of Action*
55	*Mirror of life trapping*
56	*Nine lives stealer*
57	*Obsidian butterfly knife*
58	*+3 padded leather*
59	*Ring of shooting stars*
60–63	*Ring of telekinesis*
64	*Ring of the ram*
65	*Robe of scintillating colors*
66	*Rod of alertness*
67	*+3 scale mail*
68	*Sonic staff*
69	*Spellcasting symphony (flute of the wind)*
70	*Spellguard shield*
71	*+3 splint*
72	*Staff of fire*
73	*Staff of frost*
74	*Staff of striking*
75	*Staff of thunder and lightning*
76–77	*Sword of sharpness*
78	*Tyrant's teeth*
79	*Vekeshi blade*
80	*Wand of polymorph*
81–84	*Wand of the war mage +3*
85–100	*+3 weapon*



TABLE: MAGIC ITEMS #10

D100	MAGIC ITEM
1	*Amulet of the planes*
2	*Apparatus of the crab*
3	*Armor of invulnerability*
4	*Belt of cloud giant strength*
5	*Belt of storm giant strength*
6	*Carpet of flying* (5 ft. × 7 ft.)
7	*Carpet of flying* (6 ft. × 9 ft.)
8–12	*Crystal ball*
13	*Cubic gate*
14	*Deck of many things*
15–16	*Defender*
17	*Dragonslaying lance*
18–19	*+2 dwarven plate (stone)*
20	*+3 dwarven plate (stone)*
21	*+3 elven plate (mithral)*
22	*Excalibur*
23	*Excalibur's scabbard*
24	*Eye of elsewhere*
25	*Grappling gun*
26–27	*+3 full plate*
28–29	*Hammer of thunderbolts*
30	*Harvest*
31	*Helm of brilliance (half charged)*
32	*Helm of brilliance (fully charged)*
33	*Helm of teleportation*
34–36	*Holy avenger*
37	*Horn of valhalla (iron)*
38	*How to Make Fiends and Influence People*
39	*Ioun stone (fortitude)*
40	*Ioun stone (mastery)*
41	*Ioun stone (regeneration)*
42	*Iron flask*
43	*Long fang of the moon*
44–45	*Luck blade*
46	*Mindrazor*
47	*Mirror shield*
48	*Orb of elsewhere*
49	*Plate armor of etherealness*
50	*Ring of djinni summoning*
51	*Ring of elemental command (air)*
52	*Ring of elemental command (earth)*
53	*Ring of elemental command (fire)*
54	*Ring of elemental command (water)*
55–57	*Ring of invisibility*
58–59	*Ring of regeneration*
60	*Ring of spell turning*
61–62	*Ring of three wishes*
63	*Robe of stars*
64–65	*Robe of the archmagi*
66–67	*Rod of absorption*
68	*Rod of lordly might*
69	*Rod of security*
70	*Scarab of protection*
71–75	*+3 shield*
76	*Skrivena MocC*
77–78	*Spellcasting symphony (lute of legends)*
79	*Sphere of annihilation*
80–82	*Staff of power*
83–85	*Staff of the magi*
86	*Star heartC*
87	*Talisman of pure good*
88	*Talisman of the sphere*
89	*Talisman of ultimate evil*
90	*The Traveling Chest*
91	*Tome of Clear Thought*
92	*Tome of Leadership and Influence*
93	*Tome of Understanding*
94	*Transforming cloak (gnome)*
95	*Transforming cloak (salamander)*
96	*Transforming cloak (sylph)*
97	*Transforming cloak (undine)*
98	*Vorpal sword*
99	*Warpblade*
100	*Well of many worlds*

Boons and Discoveries

When the adventurers overcome a great obstacle or are triumphant in the face of a difficult struggle they deserve to be rewarded. Boons and discoveries are a different way for Narrators to reward the party, and although they sometimes result in coin or an enchanted trinket, their greater purpose is to make journeys all the more memorable.

When the party gains a boon or discovery, the Narrator can invent one or roll 1d10 on the following table. Note that not all boons and discoveries are appropriate for all tiers of play, and the Narrator should reroll when a reward is too powerful (for a lower tier party) or insignificant (for higher tier adventurers).

TABLE: BOONS AND DISCOVERIES

D10	BOON
1	***Animal:*** An animal accompanies the adventurers for the rest of this region.
2	***Blessing:*** The adventurers receive divine or local favor.
3	***Follower:*** The adventurers gain a temporary follower who aids them in some way.
4	***Herbs and Medicinals:*** The adventurers find some rare herbs or medicinals.
5	***Route:*** The adventurers discover a shortcut, reducing their journey time by 1 day (to a minimum of 1 day).
6	***Secret:*** The adventurers learn some rare or secret information.
7	***Shelter:*** The adventurers find a cave or other location which can be used as a haven.
8	***Supply:*** The adventurers find Supply equal to 1d4 + 1 Supply per adventurer.
9	***Treasure:*** These discoveries are either coins, valuables, or magic items.
10	***Other:*** Roll on the Unusual Items table (page 203).



Animal

Animals which accompany the adventurers typically do so for as long as they remain in this region. The animal assists in combat, uses its senses and other abilities to aid the adventurers, and if large enough will allow the adventurers to use it as a mount. When bloodied, a boon animal flees.

The Challenge Rating of the animal is based on the region's tier. Select one animal appropriate to the environment, or one animal per adventurer from a lower tier.

A boon animal does not generally possess intelligence greater than those of a regular animal of its type, but there is a 50% chance that an animal understands basic commands and engages in crude attempts at communication.

Flying animals such as birds are especially good at warning adventurers of impending danger, and additionally grant advantage on ability checks made to avoid being surprised.

The Narrator is encouraged to invent colorful or thematic ways for the animal to be introduced. Some examples follow.

- A bear cub or other young animal follows the party.
- A hunting hawk tangled in a branch because of the jesses on its legs. If freed, the party gains its loyalty.
- A flock of birds takes off and flies in an ominous pattern, accompanying the adventurers and warning of danger.
- A large feline stretches, yawns, and moves its tail aside to reveal kittens.
- Cow wearing a bell engraved with the name 'Osiress, Death to all She Sees'.
- A very plump rodent is stuck in its burrow. If freed it loyally follows the party.
- The party finds well-trained mounts or labor animals (one per adventurer) appropriate to their environment such as axe beaks in grasslands, camels in a desert, elephants in the jungle, or giant spiders in Underland, but no sign of the beasts' previous tenders. The creatures return home when released or left unmonitored.
- A court of fey have been watching the adventurers from afar and are amused by their success, rewarding each of them with giant elks that are loyal mounts until the party leaves the region.

TABLE: BOON ANIMALS

TIER	CHALLENGE RATING	EXAMPLES
0	0–1/2	Ape, axe beak, baboon, black bear, camel, cat, eagle, wolf
1	1–2	Brown bear, dire wolf, giant eagle, giant spider, hippogriff, lion, raptor, tiger, giant boar, polar bear, giant elk, saber-toothed tiger
2	3–4	Ankylosaurus, griffon, winter wolf, elephant
3	5–6	Mammoth, triceratops
4	7–8	Giant ape, tyrannosaurus rex

Blessing

The gods are pleased with the party's actions. These boons are sometimes the result of divine favor, or sometimes reflect approval of local communities.

TABLE: BLESSING BOONS

D12	BLESSING
1	The adventurers discover an enchanted spring. When a creature consumes water directly from the spring, for the next hour it gains advantage on Strength checks and doubles its carrying capacity. Water that is bottled or otherwise stored for later retains this blessing for only 1 hour.
2	Spirit who wants to give the adventurers a gift. The item appears to be extremely mundane, but has an immense situational benefit (such as an *arrow of dragon slaying* or waterskin with a secret compartment holding a *potion of superior healing*).
3	Something the party did not intend frees a trapped spirit or undoes an ancient curse, granting each of them good fortune for 1 week. While an adventurer has good fortune, the next time they roll a natural 1 on a d20 they reroll the die, expending their good fortune.
4	The party witnesses an aurora in the night sky that rejuvenates them, granting the benefits of a long rest after they complete their next short rest.
5	Butterflies follow the party. If an adventurer holds out a finger, a butterfly lands on it and they gain an expertise die on their next saving throw. Once 1d4+1 butterflies have granted this boon the rest disappear.
6	The next time the party uses healing magic the location around them becomes a holy site infused with radiant power. The faithful begin traveling far and wide to rest at this site. Any living creature that spends 24 hours in the area regains 2d4 hit points.
7	One adventurer finds an important trophy or trinket that grants them inspiration (though they lose the keepsake after the inspiration is used).

TABLE: BLESSING BOONS (CONTINUED)

D12	BLESSING
8	An air elemental impressed by the party lightens their burdens. Each adventurer increases their Speed by 5 feet until the next time they finish a short or long rest.
9	The adventurers find a book filled with stories about their quests and successes. Once per week, a new paragraph appears on its pages and after reading it one PC gains an expertise die on an ability check (whichever member of the party chooses to use it first).
10	One of the adventurers gets bitten by an insect that leaves a wound in a geometric shape which won't go away. The next time they fail a Wisdom saving throw against a spell, they succeed instead and the bite mark disappears.
11	Clouds of pollen (well known to locals) permanently stain the cuffs and hems of the party's clothing. The party gains an expertise die on Charisma checks made against people local to the area.
12	Some people that witnessed the adventurers overcome the obstacle tell everyone about it, and for the next month the PCs gain an expertise die on Charisma checks made in this region.

Follower

To randomly flesh out the follower's heritage, name, and other details, see Social Encounters on page 103. The expertise of the follower is based on the region's tier (tier 0–1: inexperienced, tier 2–3: seasoned, tier 4: expert). A boon follower typically remains with the party until they leave the current region.

More information on followers can be found in Chapter 4: Equipment, in the *Adventurer's Guide*.

TABLE: BOON FOLLOWERS

D20	FOLLOWER
1	Apothecary
2	Bodyguard
3	Cook
4	Diviner
5	Footpad
6	Healer
7	Interpreter
8	Minstrel
9	Porter
10	Sage
11	Smith
12	Squire
13	Teamster
14	Torchbearer
15	The party meets a traveling trade caravan or circus which journeys with them, sharing their meals in exchange for help on the road and the security offered in numbers.
16	The party gains a fan who asks them for a new story or autograph or souvenir at every turn. This might be a merchant, a young traveler, or just a commoner in a town that gets a lot of foot traffic. While the fan is with them, the adventurers' Prestige rating is increased by 1 point.
17	The ghost of a fallen traveler finds the party and haunts them, pulling harmless pranks such as blowing off their hats and scaring their pack animals. Despite this, the ghost warns the party of danger and can answer questions about the region.

TABLE: BOON FOLLOWERS (CONTINUED)

D20	FOLLOWER
18	A friendly nature spirit takes a liking to the party and leads them towards safe paths with pleasant smells or other signs or wards them away from danger with bad odors or noises. While in this region, the adventurers gain an expertise die on Survival checks made to find their way.
19	A pixie decides to tag along with the party until it gets bored.
20	A wandering knight travels with the party for a while, regaling them with stories about their heroic deeds.

Herbs and Medicinals

The party discovers a small patch of vegetation that can be harvested and used as an herbal remedy or potion (see Medicinals, Chapter 4: Equipment, in the *Adventurer's Guide*).

TABLE: HERBS AND MEDICINAL DISCOVERIES

D20	DISCOVERY
1	1d4 doses of adderwort which can be prepared to make adderwort roots.*
2	1d6 doses of fairy cap.
3	1d6 doses of ironwood acorn.*
4	1d4 doses of lavender which can be crushed into lavender paste.*
5	10 doses of spiderbulb which can be made into pressed spiderbulb.*
6	1d4 doses of sycamore, the petals of which can be made into a poultice.*
7	1d6 doses of yewclaw which can be prepared to make dried yewclaw bark.*
8	1 dose of antitoxin.*
9	1 rare magewrist flower. When a creature uses a bonus action to inhale the flower's magical pollen, the next spell it casts within 1 minute increases in range by one step (from self to touch, touch to short, and so on). The spell must have a casting time of 1 action.
10	2d4 flower blossoms with healing properties. A creature can use a bonus action to eat one of the blossoms and regain 1d6 hit points.
11	1 very rare dose of angelus root which can cure any nonmagical disease.*
12	1 dose of moon clovers, which undead cannot come within 10 feet of. Once picked, this plant permanently loses its efficacy in 1 week.
13	A patch of 1d4 saffron lilies. A creature can use a bonus action to eat a saffron lilly and gain resistance to poison damage for one hour.
14	2d4 fireroots. It takes an hour to crush and prepare one of these warm, red roots, but when ingested they provide immunity to the effects of cold weather until the creature has taken a long rest.
15	Leeches sufficient to fill one jar.
16	A mix of rare ingredients which can be combined to make a single dose of laudanum.*
17	Roots which can be pulped to make a medicinal salve.*
18	A rare combination of plants which form a single *basic healing potion*.*
19	A rare combination of plants which form a single *greater healing potion*.*
20	A rare combination of plants which form a single *superior healing potion*.*

TABLE: HERBS AND MEDICINAL DISCOVERIES (CONT.)

**These plants must be prepared before use, which requires 1 hour and a DC 10 Intelligence (Nature) check.*

Route

The adventurers discover a shortcut, reducing their journey time by 1 day (to a minimum of 1 day).

TABLE: ROUTE DISCOVERIES

D6	DISCOVERY
1	The stars align showing unique paths when a map is held up to the sky.
2	An animal shows the adventurers a new route.
3	Discarded backpack with a local map, a distant map, and a frontier map. One of these maps depicts the region around the adventurers.
4	Runes or glyphs carved into nearby trees or rocks point out a shortcut.
5	A local tells the adventurers of a better path.
6	Unusual tracks reveal a secret path.

Secret

Something mysterious is revealed to the party.

TABLE: SECRET DISCOVERIES

D12	DISCOVERY
1	The adventurers find a warning of dangers in the area etched into stone or painted on a wooden sign. For the rest of the day the party cannot be surprised by monsters.
2	Half-filled out or outdated map (roll 1d4: on a 1–2 it's a frontier map, on a 3 it's a distant map, and on a 4 it's a local map) that is only useful half of the time. If the map is useful and local, it can be used as a Route result.

TABLE: SECRET DISCOVERIES (CONTINUED)

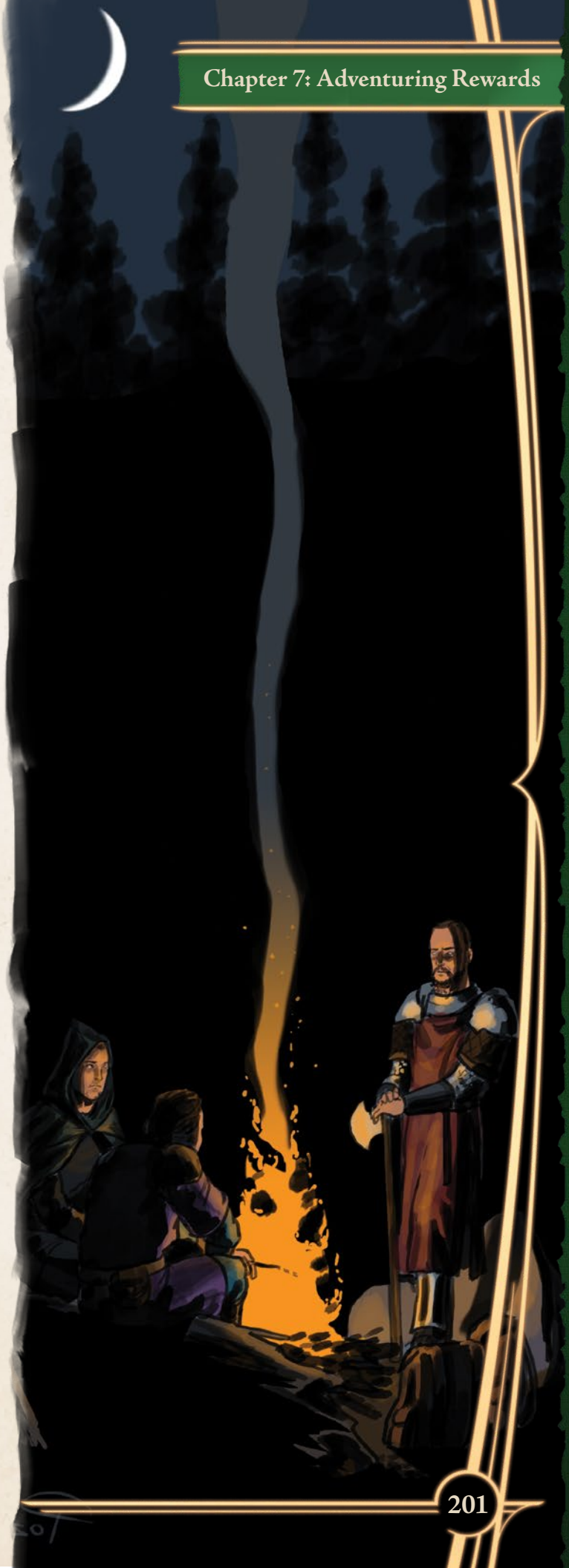
D12	DISCOVERY
3	Wizard's spellbook containing either four 1st-level spells, a 1st-level spell and 3rd-level spell, two 2nd-level spells, or one 4th-level spell. These spells are chosen by the Narrator.
4	Letter containing a piece of information that would be very valuable in the right hands.
5	Old journal containing scandalous rumors about acquaintances that was written by the current governor of a local town decades ago when she was a young woman.
6	Map case containing an accurate map of an unexplored location (roll 1d4: on a 1–2 it's a frontier map, on a 3 it's a distant map, and on a 4 it's a local map). There is a slit in it as if a knife was driven through it to mark a point. If the map is local, it can be used as a Route result.
7	Someone has carved a prophecy into the bark of a tree.
8	One of the adventurers receives a dream with information about an item, locale, or creature they've been seeking.
9	A spirit that has been bound to the area since losing its life there is finally freed and as thanks it answers one question for the party (as the divination spell but with a plain and straightforward response).
10	The adventurers pick up a few basic phrases of the local language if they do not already know it, making it easier for them to communicate simple concepts.
11	The adventurers uncover an ancient stone carving that has a prophecy etched out in an obscure language, and when deciphered it reveals something useful for their current quest.
12	The secret formula to a rare spell (see Rare Spells on page page 491 in the *Adventurer's Guide*) etched in the walls of a cave.

Shelter

These discovered shelters can all be used as havens.

TABLE: DISCOVERED SHELTERS

D10	SHELTER
1	A homestead belonging to a married couple of halfling ranchers. They offer to sell common supplies to the party (none of which has a cost greater than 10 gold).
2	A warm, dry cave, safe from the elements and monsters.
3	A massive dead tree with a hollowed-out interior that is comfortable.
4	A tranquil grove protected by a dryad.
5	A sailing vessel that makes for a perfect place to take shelter in.
6	A shortcut that just so happens to go by an inn or trading post.
7	A ruined temple which radiates an aura of comfort and peace.
8	An abandoned cottage or farmhouse. There is no sign of the occupants, who clearly left a long time ago.
9	An old military fort or watchtower built by some conquering army or ancient civilization.
10	A tiny village of fey folk who offer the adventurers a night's food and rest.



Supply

The adventurers find Supply equal to 1d4 + 1 Supply per adventurer. Roll 1d10 to determine the nature of the Supply.

TABLE: DISCOVERED SUPPLY

D10	SUPPLY
1	A grove of edible mushrooms.
2	A prime fishing spot.
3	Prey dangling from a hunter's snare.
4	Tracks from either hooves or paws lead to a stream of clear, potable water.
5	A well-tended campsite with food and a friendly note.
6	A berry bush with ripe and very tasty pieces of filling fruit.
7	A smashed wagon.
8	An abandoned hut with a stocked larder.
9	An animal leads the adventurers to a cache of nuts and berries.
10	A friendly adventuring party offers the adventurers a meal at their camp.

Treasure

Roll on the treasure table for a Challenge Rating equal to the CR of the encounter or challenge, or of the average character level (see Treasure on page 176). The table below can be used to describe how the treasure is revealed to the adventurers.

TABLE: DISCOVERED TREASURE

D8	NATURE OF THE DISCOVERY
1	Coins lead to a dropped coin purse or other treasure.
2	Travelers whose lives were made easier by the actions of the adventurers give them treasure as thanks.
3	Desiccated remains of an adventuring party. There may be clues to what they were doing.
4	A shepherd or other local who witnessed the party's success gives them rare treasures.
5	An animal leads the adventurers to a hidden cache.
6	A wagon stands abandoned with scorch marks and multiple arrows embedded in it.
7	An adventurer receives a vision from a pleased god or powerful being, who claims to have hidden a surprise along their path.
8	The adventurers spot a symbol on their map that they hadn't noticed before. It leads to a cache of buried treasure.



Other

The value of an unusual item is based on the region's tier (tier 0: 50 gold, tier 1: 150 gold, tier 2: 600 gold, tier 3: 1,500 gold, tier 4: 4,000 gold).

TABLE: UNUSUAL ITEMS

D100	UNUSUAL ITEM
1–3	Pocket watch that tells perfect time and never needs to be wound.
4–6	Portable sundial made with gilded wood. Anyone carrying the sundial always knows what time it is while the sun is up.
7–9	Sheet music to a rousing song that when played inspires great confidence in those who hear it. The performer chooses any number of creatures that can hear them. These creatures gain an expertise die on the next ability check, attack roll, or saving throw they make before the beginning of the performer's next turn. Once performed, the sheet music burns up out of existence and further performances of the song have no benefit.
10–12	A half dozen thick vines that are 20 feet long and as strong as hemp rope (roll separately for each vine). The vines dry out after 1 week unless treated daily with water by a druid or ranger.
13–15	Strange mechanical device that walks about after being wound, delighting children and often adults as well.
16–18	Beautiful lute with a recognizably noble name engraved on the handle in a sturdy leather case.
19–21	Sentient magical ring of uncommon rarity. It is blind and able to communicate with any creature wearing it, but it has a rather abrasive personality and no other magical properties.
22–24	Trees offer ripened sweet fruits that are a desired trade item with local cultures, though they spoil within 1d4 days of being plucked.
25–27	Mysterious chunk of ore that has never been encountered before worth gold when melted down.
28–30	A single silver bell. When a creature uses an action to ring it, an otherworldly guide and vehicle appear to transport the party (as the teleport spell). After the first time it is rung the bell loses any magical properties.
31–33	The adventurers find a plant with 1d4+2 leaves that are Huge-sized, durable (AC 15, 12 hit points), lightweight (1 pound), and waterproof. After 1 week the leaves harden in whatever shape they have been kept in.
34–36	Mask made from simple materials that turns the wearer's head into that of an animal common to the region. While wearing the mask, an adventurer gains an expertise die on Animal Handling checks made against that type of animal.
37–39	The uniform of local law enforcement or security, or the raiments of a local religious sect—perfect for disguises.
40–42	Unbroached cask of a rare gnomish mead.
43–45	Beautiful lute with a recognizably noble name engraved on the handle in a sturdy leather case.
56–48	Abandoned length of silk rope that seems perfectly serviceable measuring 60 feet.
49–51	A shadow on a tree stump and refracted sunlight give away the presence of an invisible dagger.

TABLE: UNUSUAL ITEMS (CONTINUED)

D100	UNUSUAL ITEM
52–54	Explorer's pack that also has a natural magnetic stone, ball bearings, a pouch full of talc, a mirror, and a curious glass prism.
55–57	An adventurer stumbles into a honey bee hive but none of the insects attack them. The hive makes 1 gold worth of honey each month, and if destroyed the insects inside spill out in a swarm to surround the adventurer for 10 minutes, granting half cover and damaging creatures within reach.
58–60	The adventurers acquire a fundamental piece of planar essence from another dimension. The form it takes—an *elemental gem*, an **imp**, a sentient thought—is at the Narrator's discretion.
61–63	The party stumbles upon a witch's hut. Its owner (use **mage** statistics) takes a liking to one of the adventurers—if they return her advances, they awaken the next morning healed of all curses and diseases.
64–66	A **minstrel** witnessed the adventurers' success. For the next month, whenever the party is in a tavern roll 1d20. On a result of 17 or higher they hear a performer sing their own exploits, albeit much exaggerated, and when their presence becomes known their drinks are free.
67–69	Breadcrumb trail that when followed leads to a pair of young siblings who are hopelessly lost. They are the children of rich nobles who will reward the adventurers handsomely.
70–72	A cadre of constructs sit around a flame made of bizarre energies—not fire but cold, necrotic, psychic, thunder, or another type of energy. When a weapon spends 1 minute or longer placed in the flame, for the next 24 hours it deals an extra 1d6 fire damage on a hit. Before they will share their strange flame however, the constructs want their mechanical engine fueled first.
73–75	Single, divinely perfect and surprisingly large feather that inspires awe in all who see it.
76–78	At the end of their next long rest, each member of the party finds a playing card in their pocket that depicts a skill or tool kit they are proficient with. An adventurer can use a bonus action to pull out the playing card and gain an expertise die when they make an ability check using the depicted skill or tool kit, after which the playing card disappears.
79–81	Shedded crystalline antler.
82–84	Gaming set that contains dice and the rules for a game that is about to become a popular local pastime.
85–87	Locket containing a portrait of a lovely tiefling.
88–90	A bizarre skull that seems not of this world.
91–93	Unmistakably beloved wedding ring half-buried in the muck. An engraving on the inside reads "K+R".
94–96	Seeds from a rare or unidentifiable plant.
97–100	The next time one of the adventurers casts a spell, instead of its normal effects the spell takes on a life of its own! The living spell has an AC of 10 + spell level, hit points equal to spell level × 10, a fly speed equal to spell level × 5 feet (hover), and a 10 in each ability score. A cantrip counts as a 1st-level spell. In addition, the living spell can cast itself a number of times equal to 10 – spell level, using the spell attack bonus or spell save DC of the adventurer that originally cast it. Until it fades away the next time the sun sets, the living spell becomes an ally of the party (controlled by the Narrator).



CHAPTER 8

Enchanted Gear

- *As the mists close in around them and monstrous growls grow louder, the bard produces a simple fan that blows the fog away with a single swipe.*
- *Thinking quickly, the rogue grabs at his deck of cards and throws one down. An illusory fire giant suddenly flares into existence and the wolves scatter.*
- *Time is of the essence—the ranger dons their mask of the white stag, becoming one with the hunt and as they dash into the night.*

Magic Items

Hidden away inside trapped chests in ancient and forgotten tombs, hoarded by monsters, and prized by societies that have been changed by their presence, magic items are an essential part of *Level Up*. Although it's possible for a Narrator to mount an entire campaign without them, adventurers acquiring enchanted gear is a pivotal and fun part of the game, granting access to abilities and prowess that can help them change the very course of history.

Category

Every magic item falls into one of the following categories: armor, potion, ring, rod, scroll, staff, wand, weapon, or wondrous item. In addition, some items are more particular and use a set of general rules specific to a subcategory like gear gremlins or patron tokens.

Charms

Charms are magic items that can be attached to a nonmagical item (like a bracelet or necklace) or worn as an earring. A charm attached to a magic item confers no benefits unless its rarity is greater, in which case the magic item the charm is attached to confers no benefits.

Gear Gremlins

Gear gremlins are Tiny magical quasi-real creatures summoned through technomancy to fulfill a purpose, and each is ethereal and unable to interact with objects on the Material Plane—except for their housing items and items they were specifically designed to interact with. A gear gremlin has Armor Class 10 and 1 hit point, though it can only be damaged by creatures on the Ethereal Plane or by creatures who can specifically affect creatures on the Ethereal Plane. Gear gremlins have limited intelligence and can speak Common, though they typically only converse about subjects that relate to their purpose.

Patron Tokens

Familiars, tomes, and weapons are among the most impressive gifts otherworldly patrons grant their servants—other things are simply baubles designed to delight or unsettle the recipient and those around them. Warlocks typically receive these tokens after completing a significant task, such as when they defeat the patron's enemies or further its interests in the mortal realm. A servant may deliver it directly, or a gift may appear mysteriously among the warlock's belongings while their attention is focused elsewhere.

Patron tokens function only for the warlock who receives them. Though the flavor of the items presented here suggests the type of otherworldly patron that might grant them, Narrators can adapt the descriptions to make them more suitable for characters of a different stripe. For example, a warlock with a fiendish patron may receive a *confidante's journal* bound in demon flesh, while a fey might grant their servant a *seven-sided coin* stamped with images of fey creatures.

Rarity

Magic items range from small things that are surprisingly useful to potent relics of unimaginable power. The availability of a magic item, as well as its lowest and highest possible price, are determined by its rarity. More common magic items might be found among the kit of many adventurers, while rare magic items can only be afforded by successful adventurers or wealthy nobles, and legendary magic items are just that—the stuff of legends.

Cost

Each magic item is also listed with a suggested cost for purchase, though the Narrator may choose to reduce or increase the price of any piece of enchanted gear depending on the campaign.



TABLE: MAGIC ITEM COSTS

RARITY	LOW PRICE	HIGH PRICE
Common	2 gp	100 gp
Uncommon	101 gp	500 gp
Rare	501 gp	5,000 gp
Very Rare	5,001 gp	50,000 gp
Legendary	50,001 gp	500,000 gp
Artifact	—	—

Attunement

The magical properties of some magic items are locked away until they have linked to the creature bearing them, bonding the energies of both together into attunement. Certain pieces of enchanted gear have prerequisites that must be met before they can be attuned to, such as levels in a class. In the case of monsters attuning to an item, they must have spell slots and have access to the prerequisite class spell list. Any creature able to cast one spell qualifies as a spellcaster for the purposes of attunement.

Magic items that require attunement are treated as mundane unless they are described otherwise—a magic sword is still a magic sword, but if it requires attunement it does not deal magical damage or confer its other properties until the creature wielding it has attuned to the blade.

The process of attunement requires a creature to finish a short rest where all it does is remain in physical contact with and focus upon the magic item. This could mean practicing with a magic weapon, concentrating on the details of a wondrous item, referencing arcane tomes, or praying for guidance. An interrupted short rest ruins the attempt to attune to the magic item. Once attuned the creature intuitively knows how to activate the magic item and any command words, but not if it is cursed (or how it is cursed).

Unless it has a feature or trait that allows it, a creature can be attuned to a maximum of three magic items at a time. Attempts to attune to additional magic items fail until the creature ends one of its attunements first. In addition, it is impossible to attune to two identical items at the same time—a creature can only attune to a single *ring of protection*.

The most common method to end an attunement is by finishing a short rest focused on the item, but it can also be ended in the following ways: the magic item is more than 100 feet away from the creature for 24 hours, the creature no longer meets the attunement prerequisites, or the creature dies.

Identifying Magic Items

A magic item that requires attunement can have its properties identified by a creature that attunes to it, but otherwise learning what a piece of enchanted gear is and what it can do is the remit of learned minds or magic like the *identify* spell. Identifying a magic item is similar to the process for attuning to one and requires just as much concentration. A creature can spend a short rest inspecting a magic item, making an ability check at the end against a DC based on the magic item's rarity (see Table: Identifying Magic Items) after searching its memories for references as it scrutinizes the magic item for clues. The type of the ability check and any skills used for it are at the Narrator's discretion, determined by the magic item and its origins, but often include Arcana, Culture, History, Nature, or Religion. On a success, at the end of the short rest the creature recognizes what the magic item is and remembers any command words it might require. Whether or not a magic item is cursed requires a success by 10 or more.

Recognizing Artifacts. Extremely potent relics are literally items of myth and even when it might not be immediately recognized for what it is, the countless tales about an artifact make it easy to recognize without all of its secrets laid bare. More information on recognizing artifacts is on page 325.

TABLE: IDENTIFYING MAGIC ITEMS

RARITY	CHECK DC
Common	10
Uncommon	13
Rare	16
Very rare	19
Legendary	22
Artifact	Special

Curses

Remember that most methods of identifying magic items, including the *identify* spell, fail to reveal an item's cursed properties so they offer an opportunity to surprise adventurers when the curse is revealed. When describing the items, it's important for Narrators to highlight their extraplanar connections as the party may be justifiably wary of items with aberrant, fiendish, or otherwise questionable connections.

The curses included with certain magic items in this chapter focus on story possibilities rather than mechanical consequences, and the Narrator can choose to ignore them if their implementation would distract rather than engage the party. Likewise, these items are specific to the adventurer that acquires them and they cannot be sold (even if they were bought).

Wearing and Wielding Magic Items

In order for a magic item to function properly it must be worn or wielded as the item intended: feet in boots, hands in gloves, heads under hats or inside helmets, fingers in rings. Magic armors and shields only work when they are donned, weapons have to be wielded, and cloaks fastened around a creature's shoulders.

Unless noted otherwise, a worn magic item automatically stretches or shrinks to match the size and shape of the creature wearing it. When a nonhumanoid creature attempts to wear a magic item, it's up to the Narrator whether it works or not—a merfolk can certainly use rings and amulets, but probably not a pair of enchanted boots.

Multiple Magic Items of the Same Type

Most creatures have only two legs and one head so usually a creature can only make use of a single pair of boots and one hat or helmet. Whether or not more than one item can be worn in the same spot is at the Narrator's discretion. For example, an ettin (which has two heads) might be able to wear two magic hats, or a half-elven mage may be allowed to wear a magic circlet beneath an enchanted helmet.

Paired Magic Items

When a magic item is described as a pair—boots, bracers, gauntlets, gloves—any properties it grants only function when the full set is worn. For example, an adventurer wearing one half of *bracers of defense* and one half of *bracers of archery* doesn't gain the benefits of wearing either.

Activating Magic Items

There are magic items that require something special to function, like speaking a command word while holding it. Each magic item's description provides details on how it is activated, otherwise using the following rules.

Note that the Use an Item action does not apply to magic items—any item that requires an action to activate is treated as its own separate action, not the Use an Item action.

Charges

Magic items often have charges which must be expended to activate one or more of their properties. How many charges the magic item has is revealed either when a creature attunes to it or after a casting of the *identify* spell. In addition, when an attuned magic item regains charges the creature attuned to it knows how many charges have been regained.

Command Words

Command words are specific words or phrases that when spoken cause a magic item to use one of its properties. Magic items that require a command word to be spoken can't be activated in the area of a *silence* spell or other circumstance where sound is prevented.

Consumables

Magic items can also be used up when activated—elixirs and potions have to be swallowed, oils applied to an item or creature's body, arcane or divine script disappearing as it is read from a spell scroll, and so on. A consumable magic item loses its magic after being used.



Spells

Many magic items grant the creature using them the ability to cast one or more spells. Unless stated otherwise, a spell cast from a magic item is cast at the lowest possible spell level, and it requires no components or spell slots. The spell uses its normal rules unless the item describes a change to how the spell functions, and if it requires concentration the creature must maintain concentration on the spell. Some magic items (like potions) simply grant the benefits of a spell, with its usual duration, without requiring the spell be cast or for the creature to concentrate.

When a staff or other magic item requires a creature to use its own spellcasting ability and it has more than one spellcasting ability, it chooses which to use. A creature without a spellcasting ability that uses such an item cannot use its proficiency bonus and it treats its spellcasting ability modifier as +0.

Enchanted Trinkets

Level Up has a plethora of common and uncommon magic items that cost 150 gold or less. Narrators shouldn't be afraid or wary of rewarding the adventurers with these innocuous enchanted trinkets—they are perfectly suited for enhancing the roleplaying experience without introducing an unbalancing element to the game. Unless the party are in a metropolis known for its arcana or divinity, most shops specializing in magic items will only have a few more expensive pieces but plenty of enchanted trinkets.

Magic Items A–Z

Each magic item is presented in alphabetical order with a description, category, rarity, and its magical properties.

Absurdist Web

Wondrous item, very rare (cost 11,250 gp)

Crafting Components: Silk of a giant spider and the soul of an ettercap

When you try to unfold this bed sheet-sized knot of spidersilk, you occasionally unearth a long-dead sparrow or a cricket that waves thanks before hopping away. It's probably easier just to wad it up and stick it in your pocket. The interior of this ball of web is an extradimensional space equivalent to a 10-foot cube. To place things into this space you must push it into the web, so it cannot hold liquids or gasses. You can only retrieve items you know are inside, making it excellent for smuggling. Retrieving items takes at least 2 actions (or more for larger objects) and things like loose coins tend to get lost inside it. No matter how full, the web never weighs more than a half pound.

A creature attempting to divine the contents of the web via magic must first succeed on a DC 28 Arcana check which can only be attempted once between long rests.

Any creature placed into the extradimensional space is placed into stasis for up to a month, needing no food or water but still healing at a natural pace. Dead creatures in the web do not decay. If a living creature is not freed within a month, it is shunted from the web and appears beneath a large spider web 1d6 miles away in the real world.

Aegis of the Eternal Moon

Armor (shield), very rare (requires attunement; cost 6,075 gp)

Crafting Components: Metal that has fallen from space

The circular surface of this gleaming silver shield is marked by dents and craters making it reminiscent of a full moon. While holding this medium shield, you gain a magical +1 bonus to AC. This item has 3 charges and regains 1 charge each night at moonrise.

While this shield is equipped, you may expend 1 charge as an action to cast *moonbeam*, with the following exceptions: the spell manifests as a line of moonlight 10 feet long and 5 feet wide emanating from the shield, and you may move the beam by moving the shield (no action required). When the first charge is expended, the shield fades to the shape of a gibbous moon and loses its magical +1 bonus to AC. When the second charge is expended, the shield fades to the shape of a crescent moon and becomes a light shield, granting only a +1 bonus to AC. When the final charge is expended, the shield fades away completely, leaving behind its polished silver handle. When the shield regains charges, it reforms according to how many charges it has remaining.

Aerodite the Autumn Queen's True Name

Wondrous item, uncommon (requires attunement; cost 120 gp)

Crafting Components: Autumn leaf taken from The Dreaming

This slip of parchment contains the magically bound name "Airy Nightengale" surrounded by shifting autumn leaves. While you are attuned to it, you can use a bonus action to invoke the name on this parchment to summon a vision of a powerful archfey beside you for 1 minute. Airy acts catty and dismissive but mellows with flattery. Once a vision is summoned in this way, it cannot be summoned again for the next 24 hours.

You can use an action to verbally direct the vision to do any of the following:

- Perform minor acts of nature magic (as *druidcraft*).
- Whisper charming words to a target creature within 5 feet. Creatures whispered to in this way must make a DC 13 Charisma saving throw, on a failed save targets become charmed by the vision until the end of their next turn, treating the vision and you as friendly allies.
- Bestow a magical fly speed of 10 feet on a creature within 5 feet for as long as the vision remains.

Alternatively, as an action while the vision is summoned you can agree to revoke your claim on Aerodite in exchange for her direct assistance. When you do so the parchment disappears in a flurry of autumn leaves, and for the next minute the figment transforms into an alluring vision of the Dreaming at a point you choose within 60 feet (as *hypnotic pattern*, save DC 13). Once you have revoked your claim in this way, you can never invoke Aerodite's true name again.

Air Charm

Wondrous item (charm), uncommon (cost 500 gp)

Crafting Components: Feather from a migratory bird collected on its third return home

While wearing this charm you can hold your breath for an additional 10 minutes, or you can break the charm to release its power, destroying it to activate one of the following effects.

- Flight: Cast *fly*.
- Float: Cast *feather fall*.
- Whirl: Cast *whirlwind kick* (+7 spell attack bonus, spell save DC 15).

Curse. Releasing the charm's power attracts the attention of a **djinni** who seeks you out to request a favor.

Alliance Rings

Ring, uncommon (requires attunement; 125 gp each)

Crafting Components: Matching rings worn for at least a year by a cleric and a herald

These matched glass rings shimmer from a stitch of eldritch energy that runs through their center. They contain some residual memories of the cleric and herald who originally wore the bands, relying on the enchanted jewelry as much as each other through many adventures together. When you and another creature attune to the rings, you each gain the ability to sense your approximate distance from one another. You also receive a slight jolt when the other ring wearer drops to 0 hit points.

When the other ring wearer takes damage, you can use your reaction to concentrate and rotate the ring. When you do so, both you and the other

ring wearer receive an image of an elderly herald giving up her life to shield her cleric companion from enemy arrows. The effect, spell, or weapon's damage dice are rolled twice and use the lower result. After being used in this way, the energy in each ring disappears and they both become mundane items.

Amber Wings

Wondrous item, uncommon (requires attunement; cost 115 gp)

Crafting Components: Tree sap taken from The Dreaming

This pair of amber dragonfly wings holds the memories of a native of the Dreaming who befriended several insect companions. You can speak with insects when carrying the wings in your hand or wearing them as a piece of jewelry. When you speak the name of the fey creature whose memories lie within the wings, you briefly experience the sensation of flying atop a giant dragonfly. For 1 minute after speaking the name, you can glide up to 60 feet per round. This functions as though you have a fly speed of 60 feet, but you can only travel horizontally or on a downward slant. The wings crumble to dust after the gliding effect ends.

Ammunition +1, +2, or +3

Weapon (any ammunition), uncommon (cost 500 gp), rare (cost 2,000 gp), or very rare (cost 8,000 gp)

Crafting Components: Naturally fallen branches from a druid's grove

This ammunition comes in bundles of 10. When used to make a ranged weapon attack, a piece of this ammunition grants a bonus to attack and damage rolls made with it: +1 (uncommon), +2 (rare), or +3 (very rare). After hitting a target, a piece of ammunition loses its magical properties.

Amulet of Health

Wondrous item, rare (requires attunement; cost 5,000 gp)

Crafting Components: Troll heart

Wearing this amulet increases your Constitution score to 19. It has no effect if your Constitution is equal to greater than 19.

Amulet of Proof against Detection and Location

Wondrous item, rare (requires attunement; cost 5,000 gp)

Crafting Components: Quasit eye

You are hidden from divination magic while wearing this amulet, including any form of scrying (magical scrying sensors are unable to perceive you).

Amulet of the Planes

Wondrous item, very rare (requires attunement; cost 50,000 gp)

Crafting Components: *Scroll of plane shift* crafted by a deceased wizard

While wearing this amulet, you can use an action and name a location that you are familiar with on another plane of existence, making a DC 15 Intelligence check. On a success you cast the *plane shift* spell, but on a failure you and every creature and object within a 15-foot radius are transported to a random location determined with a d100 roll. On a 1–60 you transport to a random location on the plane you named, or on a 61–100 you are transported to a randomly determined plane of existence.

Amulet of the Pleasing Bouquet

Wondrous item, common (cost 50 gp)

Crafting Components: Flower potpourri with petals taken from wedding bouquets and flowers laid at gravestones

Various schools of magic employ all manner of particularly foul-smelling and noxious substances, nauseating some would-be wizards to the point of illness. These enchanted amulets were created to guard against the various stenches found in their masters' laboratories and supply closets. Enterprising apprentices quickly saw the value of peddling the enchanted trinkets to the affluent wishing to avoid the stench of the streets however, and now they are commonplace among nobility.

The most typical of these amulets look like pomanders though dozens of different styles, varieties, and scents are available for sale. While wearing it, you can spend an action and expend 1 charge from the amulet to fill your nostrils with

pleasing scents for 1 hour. These scents are chosen by the amulet's creator at the time of its crafting.

In more extreme circumstances like a *stinking cloud* spell or troglodyte's stench, you can expend 3 charges as a reaction to have advantage on saving throws against the dangerous smell until the end of your next turn.

The amulet has 3 charges and regains 1d3 charges each dawn. If you expend the last charge, roll a d20. On a or 5 or less, the amulet loses its magic and becomes a mundane item.

Angel Eyes

Wondrous item, rare (requires attunement; cost 4,500 gp)

Crafting Components: Glass tempered in a Celestial Plane

Both the frame and lenses of these magnificent spectacles are made of the finest crystal. While you are wearing and attuned to the spectacles, you are immune to mental stress effects that would result from a visual encounter, you have advantage on saving throws against sight-based fear effects, and you are immune to gaze attacks.

Animated Shield

Armor (shield), very rare (requires attunement; cost 6,000 gp)

Crafting Components: Marilith swords, or a *scroll of animate objects*

As a bonus action, you can verbally command the shield to animate and float in your space, or for it to stop doing so. The shield continues to act as if you were wielding it, but with your hands free. The shield remains animated for 1 minute, or until you are incapacitated or die. It then returns to your free hand, if you have one, or else it falls to the ground. You can benefit from only one shield at a time.

Anthology of Enhanced Radiance

Wondrous item, common (cost 50 gp)

Crafting Components: Assorted vegetables, bound book, bed pillow

This slightly enchanted book holds lessons for how to look healthier. When you spend 1 hour reading and memorizing the book's lessons, after your next long rest for the following 24 hours you appear as if you've slept and eaten well for months. At the end of the duration, the effect ends and you are unable to benefit from this book until 28 days have passed.

Apparatus of the Crab

Wondrous item, legendary (requires attunement; cost 60,000 gp)

Crafting Components: Dragon turtle shell

This ingeniously crafted item (known by some as the crabaratus) is a tightly shut 500 pound iron barrel. Making a DC 20 Investigation check reveals a hidden catch which unlocks one end of the barrel—a hatch. Two Medium or smaller creatures can crawl inside where there are 10 levers in a row at the far end. Each lever is in a neutral position but can move up or down. Use of these levers makes the barrel reconfigure to resemble a giant metal crab.

This item is a Large object with the following statistics:

Armor Class: 20

Hit Points: 200

Speed: 30 ft., swim 30 ft. (both are 0 ft. without legs and tail extended)

Damage Immunities: poison, psychic

The item requires a pilot to be used as a vehicle. The hatch must be closed for it to be airtight and watertight. The apparatus holds 10 hours worth of air for breathing, dividing by the number of breathing creatures inside.

The apparatus floats on water and may dive underwater down to 900 feet, taking 2d6 bludgeoning damage at the end of each minute spent at a lower depth.

Any creature inside the apparatus can use an action to position up to two of the levers either up or down, with the lever returning to its neutral position upon use. From left to right, the Apparatus of the Crab table shows how each lever functions.

TABLE: APPARATUS OF THE CRAB

LEVER	UP	DOWN
1	Extends legs and tail.	Retracts legs and tail. Speed is 0 ft. and it cannot benefit from bonuses to Speed.
2	Shutter on forward window opens.	Shutter on forward window closes.
3	Shutters (two each side) on side windows open.	Shutters on side windows close.
4	Two claws extend, one on each front side.	The claws retract.
5	Each extended claw makes a *melee attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) bludgeoning damage.	Each extended claw makes a *melee attack:* +8 to hit, reach 5 ft., one target. *Hit:* The target is grappled (escape DC 15).
6	The apparatus moves forward.	The apparatus moves backward.
7	The apparatus turns 90 degrees left.	The apparatus turns 90 degrees right.
8	Bright light shines from fixtures resembling eyes, shedding bright light in a 30-foot radius and dim light an additional 30 feet.	The light extinguishes.
9	If in liquid, the apparatus sinks 20 feet.	If in liquid, the apparatus rises 20 feet.
10	The hatch opens.	The hatch closes.

Archaic Creed

Wondrous item, common (cost 60 gp)

Crafting Components: Confession of an act of callous cruelty (the confessor must be present for at least 1 hour of the item's creation time)

This crumpled vellum scroll is scrawled with an Infernal statement outlining the beliefs of a specific yet unnamed fiend. Whether or not you can read the language, while studying the statement you gain an expertise die on a Religion check made to recall or learn information about fiends. You can't do so again until you finish a long rest.

By repeatedly reciting the creed aloud as an action each round for 1 minute, you can cast *find familiar*, except your familiar takes the form of either an **imp** or a **quasit**. The creed is irrevocably absorbed into the familiar's body and is completely destroyed when the familiar drops to 0 hit points.

Curse. The familiar summoned by the creed is cursed. The fiend who wrote the creed can observe you through the summoned familiar, and can command the familiar to take actions while you are asleep or unconscious.



TABLE: ARMOR +1, +2, OR +3

BASE ARMOR	+1 AC		+2 AC		+3 AC	
Padded cloth	Common	65 gp	Uncommon	500 gp	Rare	2,500 gp
Padded leather	Uncommon	400 gp	Rare	2,500 gp	Very rare	10,000 gp
Cloth brigandine	Uncommon	150 gp	Uncommon	500 gp	Rare	2,200 gp
Leather brigandine	Uncommon	400 gp	Rare	2,200 gp	Very rare	8,000 gp
Hide armor	Uncommon	150 gp	Uncommon	500 gp	Rare	2,000 gp
Scale mail	Uncommon	250 gp	Rare	2,000 gp	Very rare	8,000 gp
Breastplate or cuirass	Uncommon	500 gp	Rare	2,000 gp	Very rare	8,000 gp
Elven breastplate (mithral)	Rare	1,300 gp	Rare	2,800 gp	Very rare	8,800 gp
Chain shirt	Uncommon	150 gp	Uncommon	500 gp	Rare	2,000 gp
Half plate	Rare	2,000 gp	Very rare	8,000 gp	Very rare	32,000 gp
Hauberk	Uncommon	450 gp	Rare	1,500 gp	Very rare	6,000 gp
Splint	Rare	1,500 gp	Very rare	6,000 gp	Very rare	24,000 gp
Full plate	Very rare	6,000 gp	Very rare	24,000 gp	Legendary	96,000 gp
Elven plate (mithral)	Very rare	9,000 gp	Very rare	27,000 gp	Legendary	99,000 gp
Dwarven plate (stone)	Very rare	24,000 gp	Legendary	96,000 gp	Legendary	150,000 gp

Armor +1, +2, or +3

Armor (light, medium, or heavy), varies (cost varies)

Crafting Components: varies

- common: giant wolf spider silk
- uncommon: hide or scales of a beast of CR 1–4 (like an ankheg)
- rare: special metal (adamantine, mithral, etc) or the hide or scales of a beast of CR 5–10 (like a bulette) with a high natural armor
- very rare: raw unworked precious metal (gold or platinum) or the hide or scales of a creature of CR 11–16 (like a remorhaz) with a high natural armor
- legendary: magic armor that has fended off an attack by a legendary monster of CR 17+, or the hide or scales of a creature CR 17+

Wearing this armor gives an additional magic boost to AC as well as the base AC the armor provides. Its rarity and value are listed above.

Armor of Invulnerability

Armor (full plate), legendary (requires attunement; cost 70,000 gp)

Crafting Components: Scales from an ancient dragon turtle's shell

This armor grants you resistance to nonmagical damage. Once between long rests, you can use an action to become immune to nonmagical damage for 10 minutes or until you are no longer wearing the armor.

Armor of Resistance

Armor (light, medium, or heavy), rare (cost 1,250 gp) or very rare (cost 5,500 gp)

Crafting Components: Lump of elemental matter corresponding to the energy resisted (air for lightning or thunder, astral for psychic, earth for acid, ethereal for force, fire for fire, lower planes

for necrotic, shadow for poison, upper planes for radiant, or water for cold)

This armor grants you resistance to one type of damage. The type of damage is determined when the armor is created, from the following list: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder. A suit of light or medium *armor of resistance* is rare, and a heavy suit is very rare.

Armor of Vulnerability

Armor (full plate), rare (requires attunement; cost 4,000 gp)

Crafting Components: Fool's gold and rust left over from a rust monster's attack

This armor grants you resistance to one of the following damage types: bludgeoning, piercing, or slashing. The type of damage is determined when the armor is created.

Cursed. Once attuned to this armor, you are cursed until you are targeted by *remove curse* or similar magic; removing the armor does not end it. While cursed, you have vulnerability to the other two damage types this armor does not protect against.

Arrow-Catching Shield

Armor (shield), rare (requires attunement; cost 5,000 gp)

Crafting Components: Wood from the winning bulls-eye target from a prestigious archery tournament

This shield grants you +2 to AC against ranged attacks, in addition to the shield's normal bonus to AC. In addition, whenever a target within 5 feet of you is targeted by a ranged attack, you can use your reaction to become the target of the attack instead.

Arrow of Slaying

Weapon (arrow), very rare (cost 8,000 gp)

Crafting Components: Piece of flint from a stream in primeval forest

A particular kind of creature is chosen when this magic arrow is created. When the *arrow of slaying* damages a creature belonging to the chosen type, heritage, or group, the creature makes a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one. Once the *arrow of slaying* deals its extra damage to a creature, it loses its magical properties.

Other types of magic ammunition of this kind exist, such as bolts meant for a crossbow, or bullets for a firearm or sling.

Assassin's Ring

Ring, rare (cost 2,500 gp)

Crafting Component: Gemstone worn by an assassination victim at the time of their death

This unassuming-looking signet ring comes with sinister features. The first is a four-chambered extradimensional space, each of which can hold one dose of poison. While wearing the ring, you can use an action to press part of its filigree to deploy one of the poisons and apply it to a weapon or piece of ammunition. You have advantage on checks made to conceal this action from observers.

In addition, you can use a bonus action to whisper a command word that makes a garrote of shadowy force unspool from the ring. A creature grappled using this garrote has disadvantage on saving throws made to escape the grapple.

This ring's magic is subtle and creatures have disadvantage on checks made to notice it is magical or determine its purpose.

Assembling Armor

Wondrous item, rare (requires attunement; cost 2,500 gp)

Crafting Component: Plates from a damaged suit of armor that saved its wearer from a mortal blow

This thick leather belt pouch jingles softly as if filled with metal rings. This item has 6 charges and regains 1d4 each dawn.

You can use an action to speak one of three command words and expend 1 or more of the pouch's charges, causing metal rings and plates to stream out of the pouch and assemble into a suit of armor on your body.

- Leather brigandine (1 charge)
- Half plate (2 charges)
- Full plate (3 charges)

Alternatively, you can use a bonus action to speak a fourth command word and expend 1 charge to summon a medium shield from the pouch.

If you are already wearing armor that provides equal or greater protection than the armor provided by the pouch, the charges are wasted and nothing happens. If you are wearing armor that provides

less protection, the assembling armor reinforces the armor you are already wearing and you benefit from the same level of protection as if you activated the pouch while unarmored. The armor remains on your person for up to 1 hour or until you use an action to dismiss it, after which it disassembles and returns to the pouch.

Atlas to Libation

Wondrous item, common (cost 35 gp)

Crafting Components: Tavern sign stolen while drunk

This golden-brown parchment has an odd handle-like wooden stave and a seal marked with an ale tankard. As a bonus action, you can break the seal and unfurl the map. When you do so, the map fills in with accurate topography in a 1-mile radius around you. A miniature image of you appears at the map's center along with a dotted line leading to an X that marks the nearest potable alcohol. The map immediately rolls back up if brought within 50 feet of alcohol or if no alcohol is within 1 mile when the seal is opened.

Once used in this way, the seal reforms and is usable again after 24 hours.

Alternatively, you can form a cylinder with the map and grasp it by the handle as an action. If you do so, the map hardens into a tall wooden tankard and magically fills with high quality ale, then loses all magical properties and becomes a mundane object.

Badge of Seasons

Wondrous item (patron token), uncommon (cost 150 gp)

Crafting Components: An annual flower bloomed in each of the 4 seasons

Glowing, magical symbols of spring, summer, autumn, and winter decorate this wooden badge. So long as at least one of the symbols remains on the badge, fey creatures regard you as a figure of authority. You gain an expertise die on Intimidation and Persuasion checks made to influence fey.

Whenever you create your pact weapon, you can choose to imbue it with the magic of one of the badge's four symbols. For the next minute or until your pact weapon disappears, you gain a benefit related to the chosen symbol:

Spring: Whenever you use your pact weapon to damage a creature, you regain 1d4 hit points.



Summer: Attacks made with your pact weapon deal an additional 1d6 fire damage.

Autumn: Whenever you use your pact weapon to damage a creature, the target makes a Charisma saving throw against your spell save DC or it deals half damage with weapon attacks until the end of your next turn.

Winter: You can use a bonus action to teleport up to 15 feet to an unoccupied space that you can see. Creatures within 5 feet of the space you left each take 1d4 cold damage.

The symbol disappears after its effect ends. Once you've used all four symbols, the badge becomes a mundane item.

Bag of Beans

Wondrous item, rare (cost 5,000 gp)

Crafting Components: Dry beans and something stolen from the sack of a cloud giant

This cloth bag contains 3d4 dry beans and weighs 1/2 pound plus 1/4 pound for each bean inside.

Dumping the bag's contents on the ground creates a fiery 10-foot radius explosion. The fire ignites unattended flammable objects. Each creature in the area makes a DC 15 Dexterity saving throw, taking 5d4 fire damage on a failure, or half damage on a success.

You may also take a bean from the bag and plant it in dirt or sand and water it, producing an effect 1 minute later centered on where it was planted.

To determine the effect the Narrator may create something entirely new, choose one from the following table, or roll.

TABLE: BAG OF BEANS

D100	EFFECT
1	5d4 toadstools with strange markings appear. When a creature eats a toadstool (raw or cooked), roll any die. An even result grants 5d6 temporary hit points for 1 hour, and an odd result requires the creature to make a DC 15 Constitution saving throw or take 5d6 poison damage and become poisoned for 1 hour.
2–10	1d4+1 geysers erupt. Each one spews a different liquid (chosen by the Narrator) 30 feet into the air for 1d6 rounds: beer, berry juice, cooking oil, tea, vinegar, water, or wine.
11–20	A fully developed treant appears. There is a 50% chance it is chaotic evil, in which case it immediately attacks the nearest creature.
21–30	A stone statue in your likeness with an angry countenance rises. The statue is immobile except for its mouth, which can move and speak. It constantly rails threats and insults against you. If you leave the statue, it knows where you are (if you are on the same plane of existence) and tells anyone who comes near that you are the worst of villains, urging them to kill you. The statue attempts to cast *geas* (save DC 10) on any nearby creature that can speak a language you do (and isn't your friend or companion) with the command to find and kill you. After 24 hours, the statue loses the ability to speak and cast *geas*, becoming completely inanimate.
31–40	A campfire with green flames appears for 24 hours or until it is extinguished. The area in a 10-foot radius is a haven (see page 57 in Chapter 4: Exploration).
41–50	1d6+6 fully developed shriekers appear.
51–60	1d4+8 small pods sprout, which then unfurl to allow a luminescent pink toad to crawl out of each one. A toad transforms into a Large or smaller beast (determined by the Narrator) whenever touched. The beast remains for 1 minute, then disappears in a puff of luminescent pink smoke.
61–70	A fully developed shambling mound appears. It is not hostile but appears perplexed as it is stunned for 1d4 rounds. Once the stun effect ends, it is frightened for 1d10+1 rounds. The source of its fear is one randomly determined creature it can see.
71–80	A tree with tantalizing fruit appears, but then turns into glass that refracts light in a dazzlingly beautiful manner. The glass tree evaporates over the next 24 hours.
81–90	A nest appears containing 1d4+3 vibrantly multicolored eggs with equally multicolored yolks. Any creature that eats an egg (raw or cooked) makes a DC 20 Constitution saving throw. On a success, the creature's lowest ability score permanently increases by 1 (randomly choosing among equally low scores). On a failure, the creature takes 10d6 force damage from an internal magical explosion.
91–99	A 5-foot hole with swirling multicolored vapors inside appears. All creatures within 10 feet of the hole that have an Intelligence of 6 or higher hear urgent, loving whispers from within in a language they understand. Each creature makes a DC 15 Wisdom saving throw or try to leap into the hole. The first creature to jump into the hole (or more than one, if multiple creatures jump in simultaneously) disappears for 1 day before reappearing. A creature has no memory of the previous 24 hours when it reappears, but finds a new randomly determined magic item of uncommon rarity among its possessions. It also gains the benefits of a long rest. The hole disappears after 1 minute, or as soon as a creature jumps completely into it.
100	A fantastic, gargantuan beanstalk erupts and grows to a height determined by the Narrator. The Narrator also chooses where the top leads. These options (and more) are possible: the castle of a giant, a magnificent view, a different plane of existence.

Bag of Cheese

Wondrous item, common (cost 5 gp)

Crafting Components: Piece of cheese taken from a mouse trap baited with it for at least 24 hours

This item is often bought from apprentice wizards with an adventurer's first reward from questing. It is a yellow bag with the word "cheese" embroidered on it (in Common). Any food you put in this bag becomes cheese, but retains its original taste and condition—a moldy and dirty loaf of bread becomes a moldy and dirty piece of cheese. Any non-food items develop a distinctly cheesy aroma.

Alternatively, you can turn the bag inside out, transforming it into 1 Supply worth of any type of mundane cheese.

Bag of Devouring

Wondrous item, very rare (cost 10,000 gp)

Crafting Components: Behir stomach

This item is actually an aperture for the mouth of an immense extradimensional creature and is often mistaken for a bag of holding.

The creature can perceive everything placed inside the bag. Up to a cubic foot of inanimate objects can be stored inside, however once per day the creature swallows any inanimate objects inside and spews them into another plane of existence (with the Narrator deciding the plane and time of day). Animal or vegetable matter placed completely inside is instead ingested and destroyed.

This item can be very dangerous. When part of a creature is inside the bag (including a creature reaching a hand inside) there is a 50% chance the bag pulls it inside. A creature that ends its turn inside the bag is ingested and destroyed.

A creature inside the bag can try to escape by using an action and making a DC 15 Strength check. Creatures outside the bag may use an action to attempt to reach in and pull a creature out with a DC 20 Strength check. This rescue attempt is subject to the same 50% chance to be pulled inside.

Piercing or tearing the item destroys it, with anything currently inside shifted to a random location on the Astral Plane. Turning the bag inside out closes the mouth.

Bag of Holding

Wondrous item, uncommon (cost 500 gp)

Crafting Component: Phase spider silk

This bag's interior space is significantly larger than its apparent size of roughly 2 feet at the mouth and 4 feet deep. The bag can hold up to 500 pounds and has an internal volume of 64 cubic feet. Regardless of its contents, it weighs 15 pounds. Retrieving an item from the bag requires an action. If you have never interacted with a specific bag of holding before, the first time you use it, it requires 1d4 rounds to take stock of its contents before anything can be retrieved from the bag.

Food or water placed in the bag immediately and permanently lose all nourishing qualities—after being in the bag, water no longer slakes thirst and food does not sate hunger or nourish. In a similar fashion, the body of a dead creature placed in the bag cannot be restored to life by *revivify, raise dead,* or other similar magic. Breathing creatures inside the bag can survive for up to 2d4 minutes divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

The bag cannot hold any item that would not fit in a normal bag of its apparent size or any item with the Bulky quality.

If the bag is punctured, torn, or otherwise structurally damaged, it ruptures and is destroyed, and the contents are scattered throughout the Astral Plane.

Placing a *bag of holding* inside another extradimensional storage device such as a *portable hole* or *handy haversack* results in planar rift that destroys both items and pulls everything within 10 feet into the Astral Plane. The rift then closes and disappears.

Bag of Tricks

Wondrous item, uncommon or rare (varies)

Crafting Component: Ball of shed chimera fur or a molted owlbear feather

This seemingly empty cloth bag comes in several colors and has a small, fuzzy object inside.

You can use an action to pull a fuzzy object from the bag and throw it up to 20 feet. Upon landing, it becomes a creature determined by a roll on the Bag of Tricks table (depending on the bag's color).

The resulting creature is friendly to you and any companions you have. It acts on your turn, during which you can use a bonus action to give it simple commands such as "*attack that creature*" or "*move over there*". If the creature dies or if you use the bag again, it disappears without a trace. After the first use each day, there is a 50% chance that a creature from the bag is hostile instead of friendly and obedient.

Once you have used the bag three times, you cannot do so again until the next dawn.

TABLE: BAGS OF TRICKS

BLUE BAG OF TRICKS *(uncommon; cost 400 gp)*	
d8	Creature
1	Quipper
2	Octopus
3	Seahorse
4	Hunter shark
5	Swarm of quippers
6	Reef shark
7	Giant seahorse
8	Giant octopus

GRAY BAG OF TRICKS *(uncommon; cost 350 gp)*	
d8	Creature
1	Weasel
2	Giant rat
3	Badger
4	Boar
5	Panther
6	Giant badger
7	Dire wolf
8	Giant elk

GREEN BAG OF TRICKS *(rare; cost 800 gp)*	
d8	Creature
1	Giant Crocodile
2	Allosaurus
3	Ankylosaurus
4	Raptor
5	Giant lizard
6	Triceratops
7	Plesiosaurus
8	Pteranodon

RUST BAG OF TRICKS *(uncommon; cost 400 gp)*	
d8	Creature
1	Rat
2	Owl
3	Mastiff
4	Goat
5	Giant goat
6	Giant boar
7	Lion
8	Brown bear

TAN BAG OF TRICKS *(uncommon; cost 300 gp)*	
d8	Creature
1	Jackal
2	Ape
3	Baboon
4	Axe beak
5	Black bear
6	Giant weasel
7	Giant hyena
8	Tiger

Barbed Devil's Bracelet

Wondrous item (patron token), uncommon (requires attunement; cost 150 gp)

Crafting Components: Talons of a fiend

The hand on which you wear this bracelet transforms into a claw covered with a dozen wicked spines. Your unarmed attacks with the claw deal 1d6 piercing damage, and you gain an expertise die on Sleight of Hand checks made to steal small items. Your hand returns to normal if you remove the bracelet.

As an action, you can draw upon the claw's magic to cast *produce flame*. Whenever you use the claw in this way, one of the bracelet's spines disappears and your hit point maximum is reduced by 1d8. This reduction lasts until you finish a long rest. If this effect reduces your hit point maximum to 0, you die and your body permanently transforms into a barbed devil. When the bracelet has no more spines it becomes a mundane item.

Barrow Bread

Wondrous item, common (cost 2 gp)

Crafting Components: Rock salt licked by a basilisk

Barrow bread is made from mashing together plantains and starches that are grown in the tropical barrows. While this viscous, starchy paste is not actually a bread, it perfectly preserves and maintains the temperature of any food tucked inside it for up to a week, protecting and preserving 1 Supply. The magic is contained in the plantain leaves that are wrapped around the barrow bread. Once unwrapped, the barrow bread itself can be consumed (as 1 Supply) within 15 minutes before the outside elements spoil it.

Bead of Force

Wondrous item, rare (requires attunement; cost 3,000 gp)

Crafting Component: Dust from the Astral Plane or a pocket dimension

This sphere of black glass is ¾ an inch in diameter and can be thrown up to 60 feet as an action. On impact it creates a 10-foot radius explosion. Creatures in the area make a DC 15 Dexterity saving throw, taking 5d4 force damage on a failure. A sphere of force then encloses the same area for 1 minute. Any creature that is completely in the area and fails its save is trapped within the sphere. Creatures that succeed on the save or that are only partially within the area are pushed away from the point of impact until they are outside the sphere instead.

The wall of the sphere only allows air to pass, stopping all other attacks and effects. A creature inside the sphere can use its action to push against the sides of the sphere, moving up to half its Speed. The sphere only weighs 1 pound if lifted, regardless of the weight of the creatures inside.

Bead of Tracking

Wondrous item, uncommon (requires attunement; cost 200 gp)

Crafting Components: Hide of an insect from the Dreaming

This miniature bead is covered with hundreds of small hooks. When you use an action to place it on a creature's clothing or hide, the bead hangs there imperceptibly and creates a bond between you and the creature. You gain an expertise die on checks made to track the creature while the bead remains on it. To place the bead during combat without being noticed, you must succeed on a Dexterity (Sleight of Hand) check against the creature's maneuver DC (or when outside of combat, the creature's passive Perception).

Belt of Dwarvenkind

Wondrous item, rare (requires attunement; cost 5,000 gp)

Crafting Components: Lock of hair from a dwarf's beard, freely given in friendship

While wearing this belt, you gain the following benefits:

- Your Constitution score increases by 2, to a maximum of 20.
- Advantage on Charisma (Persuasion) checks made against dwarves.
- Advantage on saving throws against poison, and resistance to poison damage.
- Darkvision to a range of 60 feet.
- The ability to speak, read, sign, and write Dwarvish.

In addition, while you are attuned to this belt there is a 50% chance at dawn each day that you grow a full beard (or a noticeably thicker beard if you have one already).

Belt of Giant Strength

Wondrous item, varies (requires attunement; cost varies)

Crafting Components: Braided rope made of hair from the same kind of giant as the belt to be made

Wearing this belt increases your Strength score to the score granted by the belt. It has no effect if your Strength is equal to or greater than the belt's score.

Each variety of belt corresponds with a different kind of giant.

TABLE: BELTS OF GIANT STRENGTH

TYPE	STRENGTH	RARITY	COST
Hill giant	20	Rare	4,000 gp
Frost or stone giant	23	Very rare	9,000 gp
Fire giant	25	Very rare	20,000 gp
Cloud giant	27	Legendary	55,000 gp
Storm giant	29	Legendary	150,000 gp

Berserker Axe

Weapon (any axe), rare (requires attunement; cost 600 gp)

Crafting Components: Haft of oak smoothed with wax from an infernal insect

You gain +1 bonus to attack and damage rolls made with this magic axe, and while you are attuned to it your hit point maximum is increased by 1 for each level you have attained.

Curse. After you attune to this axe you are unwilling to part with it, keeping it within reach at all times. In addition, you have disadvantage on attack rolls with weapons other than this one unless the nearest foe you are aware of is 60 feet or more away from you.

In addition, when you are damaged by a hostile creature you make a DC 15 Wisdom saving throw or go berserk. While berserk, on your turn each round you move to the nearest creature and take the Attack action against it, moving to attack the next nearest creature after you incapacitate your current target. When there is more than one possible target, you randomly determine which to attack. You continue to be berserk until there are no creatures you can see or hear within 60 feet of you at the start of your turn.

Birdsong Whistle

Wondrous item, common (cost 85 gp)

Crafting Components: Cuckoo bird egg

This carving of reddish soapstone resembles a miniature cardinal. When air is blown through the lower back high-pitched sounds are emitted through the bird's open beak. When the whistle is blown the sounds of songbirds are heard by all creatures in a 100-foot radius. These calls are indistinguishable from actual birds singing.



Alternatively, you can use an action to break the whistle to summon a large flock of birds that appear at the start of your next turn and surround you in a 10-foot radius. The flock moves with you and makes you heavily obscured from creatures more than 10 feet away for 1 minute, or until the flock takes 10 or more damage from area effects.

Blackbird Pie

Wondrous item, uncommon (cost 150 gp)

Crafting Components: Feather from the Dreaming

This item appears to be a freshly baked pie in a tin. When the crust is fully punctured the pie explodes as 24 magic blackbirds fly out and flit through the air in a 20-foot radius for 2d4 rounds, at which point the birds and the pie disappear. A creature that starts its turn in the area or first enters into the area on its turn makes a DC 15 Dexterity saving throw, taking 1 slashing damage on a failure. A creature damaged by the blackbirds has disadvantage on ability checks and attack rolls until the beginning of its next turn. The blackbirds are magical and cannot be interacted with like normal animals, and attacking them has no effect.

Book of Storing

Wondrous item, uncommon (cost 350 gp; requires attunement)

Crafting Components: Beautiful leather bound tome, scroll of *major image*

After you attune to this 1-foot square 6-inch thick book it hides its true nature to anybody else, appearing to be a mundane diary. When you open it however, the book reveals a Tiny storage compartment.

The storage space is the same size as the book, and because this item doesn't function as a pocket dimension it can be safely used to store such items (such as a *portable hole*).

Boots of Elvenkind

Wondrous item, uncommon (cost 300 gp)

Crafting Components: Owlbear hide

These boots cause your steps to make no sound, no matter the material stepped upon. While wearing these boots, you gain advantage on Dexterity (Stealth) checks to move silently.

Boots of Levitation

Wondrous Item, rare (requires attunement; cost 750 gp)

Crafting Components: Lodestone brought above the treeline and then down to sea level

While wearing these boots, up to 3 times between long rests you can use an action to cast *levitate* on yourself.

Boots of Speed

Wondrous item, rare (requires attunement; cost 3,000 gp)

Crafting Components: Soles of the shoes worn by the winner of a prestigious race

While wearing these boots, you can use a bonus action to click the heels together. You double your Speed, and opportunity attacks made against you have disadvantage. You can end the effect as a bonus action.

Once the boots have been used in this way for a total of 10 minutes (each use expends a minimum of 1 minute), they cease to function until you finish a long rest.

Boots of Striding and Springing

Wondrous item, uncommon (requires attunement; cost 400 gp)

Crafting Components: Athletic wraps worn while joyfully frolicking through a pixie's flower field or jumping over a deadly drop

While wearing these boots, your Speed increases to 30 feet, unless it is higher, regardless of encumbrance or armor. In addition, your jump distances increase 15 feet vertically and 30 feet horizontally (as the *jump* spell).

Boots of the Winterlands

Wondrous item, uncommon (requires attunement; cost 500 gp)

Crafting Components: Fur from a winterwolf or yeti

While wearing these boots, you gain the following benefits:

- Resistance to cold damage.
- You ignore difficult terrain caused by ice or snow.
- You can survive temperatures as low as –50° Fahrenheit (–46° Celsius) without effect, or as low as –100° Fahrenheit (–74° Celsius) with heavy clothes.

Borrower's Bookmark

Wondrous item, common (requires attunement; cost 40 gp)

Crafting Components: Recommendation of a good book (the creature making the recommendation must be present for at least 1 hour of the item's creation time)

A neat strap of embossed leather, the borrower's bookmark can be placed in a book, allowing it to be stored in an extradimensional space. As an action you can send the book into a pocket dimension. While it is in the pocket dimension, you can use an action to summon it to your hand or an unoccupied space within 5 feet of you. If you unattune from the bookmark while its book is within the pocket dimension, the bookmark reappears on your person, but the book is lost. The bookmark's magic can't be used to store anything other than a book.

Curse. The borrower's bookmark is cursed. Books dismissed to the pocket dimension are sent to a powerful entity's lair. The entity learns all the knowledge contained therein, as well as your identity and location.

Bottle of Fizz

Wondrous item, uncommon (cost 350 gp)

Crafting Components: Ruby, ember from the Plane of Fire

When found this thick glass bottle has 25 (5d10) small red rocks inside. You can use an action to throw a red rock to the ground to create a spectacular fireworks show that lasts for 1 round. The fireworks cast bright light for 50 feet and dim light for a further 30 feet, and they can be heard up to 200 feet away.

Bowl of Commanding Water Elementals

Wondrous item, rare (cost 3,000 gp)

Crafting Component: Water elemental mote

This heavy glass bowl weighs 3 pounds and can hold 3 gallons of water. While it is filled, you can use an action to summon a water elemental as if you had cast the *conjure elemental* spell. Once used, you must wait until the next dawn to use it again.

Box of Bees

Wondrous item, uncommon (requires attunement; cost 110 gp)

Crafting Components: Queen bee from a hive that has persisted for at least 5 years

Many apprentices play pranks on one another, some of which can be quite painful—the *box of bees* is a particularly popular example and now sold by those with their own mischievous designs. Each of these wooden boxes is rectangular and approximately 2 inches long. It is usually unadorned, though some boxes seem to have something moving or vibrating inside.

When you speak the command word and use an action to expend 1 charge, the lid slides open and a bee erupts out of the box to harass a creature of your choice within 20 feet. A creature harassed by the bee must succeed on a DC 5 Constitution saving throw at the start of each of its turns for 1 minute. On a failure, the creature makes its next attack roll or ability check with disadvantage.

When you speak another command word and expend all 3 charges, a dozen or more bees swarm out of the box and attack. A creature attacked by the bees must succeed on a DC 10 Constitution saving throw at the start of each of its turns for 1 minute. On a failure, the creature takes 1 point of damage and has disadvantage on attack rolls and ability checks for 1 round.

The box has 3 charges and regains 1d3 charges each dawn. If you expend the last charge, roll a d20. On a result of 5 or less, the box loses its magic and becomes a mundane item.

Box of Party Tricks

Wondrous item, uncommon (cost 500 gp)

Crafting Components: Pearls, tears of a puppet master

This small neat box contains 1d12 glowing vials. You can use an action to remove a vial and smash it to the ground, creating a randomly determined effect from the Box of Party Tricks table.

TABLE: BOX OF PARTY TRICKS

D8	EFFECT
1	A small bonfire appears in the nearest unoccupied 5-foot cube and remains for 1 minute. All other sources of flame within 50 feet double in brightness.
2	For the next minute you gain +1 bonus to ability checks, attack rolls, damage rolls, and saving throws using Strength.
3	You summon a small, fiercely loyal armored **weasel** into your service (with 7 hit points and Armor Class 14 thanks to its miniature mithral outfit) that obeys only your commands.
4	A metal ball appears floating in your space and remains there until you say the command word, making it slam into the nearest hostile creature to deal 3d6 bludgeoning damage before disappearing.
5	For the next 1d6 hours your voice becomes higher by an octave.
6	Until the next dawn you leave a trail of wildflowers wherever you walk.
7	A pair of *boots of elvenkind* appear in the nearest unoccupied square. After this effect has appeared once, any further results of 7 are rerolled.
8	All hostile creatures in a 30-foot radius are ensnared by ice. An ensnared creature is grappled until it uses an action to make a DC 16 Strength check to break out.



Bracers of Archery

Wondrous item, uncommon (requires attunement; cost 500 gp)

Crafting Components: Bracer worn by a centaur

While wearing these bracers, you gain proficiency with the longbow and shortbow, and you gain a +2 bonus on damage rolls on ranged attacks made with them.

Bracers of Defense

Wondrous item, rare (requires attunement; cost 2,000 gp)

Crafting Components: Portion of a shield worn by a commander to war

While wearing these bracers, you gain a +2 bonus to AC if you are not wearing armor or using a shield.

Brazier of Commanding Fire Elementals

Wondrous item, rare (cost 3,000 gp)

Crafting Component: Fire elemental mote

While fire burns in this 5 pound brass brazier, you can use an action to summon a fire elemental as if you had cast the *conjure elemental* spell. Once used, you must wait until the next dawn to use it again.

Brooch of Shielding

Wondrous item, uncommon (requires attunement; cost 450 gp)

Crafting Component: Willingly given dragon scale

While wearing this brooch, you gain resistance to force damage and immunity to the *magic missile* spell.

Broom of Flying

Wondrous item, rare (requires attunement; cost 2500 gp)

Crafting Component: Roc feathers

You can sit astride this ordinary-seeming 3 pound broom and speak its command word, causing it to hover. While it is hovering you can ride the broom to fly through the air. The broom can carry up to 200 pounds at a speed of 40 feet, or up to 400 pounds at a speed of 20 feet. It stops hovering if you land.

You can send the broom up to 1 mile from you by speaking its command word and naming a location you are familiar with. It can also be called back from up to a mile away with a different command word.

Bubble Wand

Wand, uncommon (cost 120 gp)

Crafting Components: Perfectly spherical frozen soap bubble

This slender timber wand has a wooden ring at its tip. The wand has 7 charges and regains 1d6+1 charges each dawn. If you expend the last charge, roll a d20. On a 1, the wand bursts into a spray of colorful bubbles and is lost forever.

While holding the wand, you can use an action to expend its charges and either create a harmless spray of colorful bubbles (1 charge) or cast the *dancing lights* cantrip (2 charges). The *dancing lights* appear as glowing bubbles.

When a creature targets you with an attack while you are holding the wand, you can use your reaction to snap it (destroying the wand). You can do this after the roll is made, but before the outcome of the attack is determined. You gain a +5 bonus to AC and a fly speed of 10 ft. as a giant soap bubble coalesces around you. The bubble persists for 1 minute or until you are hit with an attack, at which point it bursts with a loud 'pop'.

Cage of Folly

Wondrous item, common, (requires attunement; cost 75 gp)

Crafting Components: Remains of a magic item whose crafting check was failed

This small silver or gold birdcage traps your bad ideas and puts them on display. When you fail an Arcana, History, Nature, or Religion check, a little piece of a mechanical bird materializes inside the cage: first the feet, then legs, body, wings, and head. You can immediately reconsider and reroll the ability check. The *cage of folly* can be used once every 24 hours, and recharges at the end of each week.

Once you have used the birdcage 5 times, the bird sings a mocking song for 1 hour when you fail an Arcana, History, Nature, or Religion check. If you open the birdcage and let the bird go free, it gives you one piece of good advice about a current problem or question that you face. At the Narrator's discretion, the advice may give you advantage on one ability check made in the next week. Afterward it flies away as the birdcage loses its magic and becomes a mundane item (though some who have released their birds claim to have encountered them again in the wilds later.)

Candle of Invocation

Wondrous item, very rare (requires attunement; cost 50,000 gp)

Crafting Component: Blood from a divine servant such as an angel or fiend

This golden candle is infused with raw divine magic. When attuned to by a cleric or druid, it takes on a color appropriate to the cleric's deity.

You can use an action to light the candle and activate its magic. The candle can burn for a total of 4 hours in 1 minute increments before being used up.

While lit, the candle sheds dim light in a 30-foot radius. Any creature within the area who worships the same deity as the attuned creature (or at the Narrator's discretion, an allied deity) has advantage on attack rolls, saving throws, and ability checks. If one of the creatures gaining the prior benefit is also a cleric, druid, or herald, they can cast 1st-level spells from one of those classes at that spell level without expending spell slots.

Alternatively, one of these candles that has not yet been lit can be used to cast the *gate* spell. Doing so consumes the candle.

Candle of the Surreptitious Scholar

Wondrous item, uncommon (requires attunement; cost 150 gp)

Crafting Components: Wax harvested from bees fed lavender nectar

Initially crafted by wizard apprentices trying not to irritate their roommates, these candles became extremely popular with the thieves and other ne'er-do-wells that can afford them (helping some less scrupulous novice mages to afford tuition). The candle has 3 charges and regains 1d3 charges each dawn.

When you speak the command word and use an action to expend 1 charge, the candle's flame to spring to life. Its bluish flame provides clear illumination within 5 feet and dim light for another 5 feet. The enchantment of the candle is such that the light that it sheds is visible only to you, allowing you to read, write, or engage in other tasks with no penalties from darkness. Each charge is good for 1 hour of illumination, after which the candle winks out.

By expending all 3 charges at once, you can create an effect identical to *light* except that only you are able to see the light it sheds.

If you expend the last charge, roll a d20. On a

result of 5 or less, the candle loses its magic and becomes a mundane item.

Cantrip Wand

Wand, uncommon (cost 500 gp)

Crafting Components: Scroll of the cantrip to be imbued and a branch from a treant or awakened tree

This wand can be used as a spellcasting focus and allows you to cast one additional cantrip as if you knew it, as long as it is on your spell list. Each cantrip wand has a cantrip imbued within it upon creation, and will be known by its name (such as a *fire bolt wand* or *light wand*).

Other implements exist for the storing of cantrips from other classes (like *cantrip holy symbols* or *cantrip instruments*), and though these are wondrous items they function like wands.

Cape of the Mountebank

Wondrous item, rare (requires attunement; cost 2,500 gp)

Crafting Components: Brimstone from the lower planes

While wearing this cape, you can use an action to cast *dimension door* once between long rests. You disappear and reappear in a cloud of smoke which dissipates at the end of your next turn, or sooner if conditions are windy.

Carpet of Flying

Wondrous item, very rare (cost varies; see table)

Crafting Component: Thread spun on the top of a mountain

You can use an action to speak this carpet's command word, making it hover and fly. It moves according to your verbal commands as long as you are within 30 feet of it.

These carpets come in four sizes. The Narrator can choose or randomly determine which size a given carpet is.

If the carpet is carrying half its capacity or less, its Speed is doubled.

TABLE: CARPET OF FLYING

D20	SIZE	CAPACITY	FLYING SPEED	COST
1–4	3 ft. x 5 ft.	250 lb.	30 ft.	15,000 gp
5–11	4 ft. x 6 ft.	500 lb.	25 ft.	20,000 gp
12–16	5 ft. x 7 ft.	800 lb.	20 ft.	25,000 gp
17–20	6 ft. x 9 ft.	1,000 lb.	15 ft.	30,000 gp

Celestial Aegis

Armor (full plate), very rare (requires attunement; cost 17,500 gp)

Crafting Components: Blessed text, plate armor

This suit of imposing +2 *full plate* is engraved with holy runes of a forgotten divinity. You cannot attune to this armor if you have the Evil alignment trait. While attuned to and wearing this armor, you gain the following benefits:

- Your AC increases by 2.
- You count as one size category larger when determining your carrying capacity.
- Your Strength score increases to 20. This property has no effect if your Strength is equal to or greater than 20.
- You have advantage on Strength checks and saving throws.
- You gain an expertise die on Intimidation checks.
- You can use a bonus action to regain 2d6 hit points. Once you have used this property a number of times equal to your proficiency bonus, you cannot do so again until you finish a long rest.
- Your unarmed strikes and weapon attacks deal an extra 1d6 radiant damage.
- Aberrations, fiends, undead, and creatures with the Evil alignment trait have disadvantage on attack rolls made against you.

Censer of Controlling Air Elementals

Wondrous item, rare (requires attunement; cost 3,000 gp)

Crafting Component: Air elemental mote

While incense burns in this 1 pound censer, you can use an action to summon an air elemental as if you had cast the *conjure elemental* spell. Once used, you must wait until the next dawn to use it again.

Charcoal Stick of Aversion

Wondrous item, uncommon (cost 150 gp)

Crafting Components: Forged document that passed bureaucratic scrutiny

At every level of society—but especially when you're on the bottom—going unnoticed can be a great benefit. Invisibility is one thing but effectively hiding your home and your possessions can be harder. As an action, you can expend 1 charge to draw a large X on one object up to the size of a normal door. This has no effect on creatures, or objects worn by creatures. Creatures other than you that see the marked object roll a DC 10 Intelligence saving throw. On a failed save, they do not notice the marked object as anything out of the ordinary from its surroundings (such as a blasphemous icon in a church, a barrel of gunpowder in a kitchen, or an unsheathed weapon resting against the wall of a bedroom going unnoticed). On a success, they can interact with the object normally. A creature that remains in the area and is consciously searching for the kind of object that you have marked receives a new saving throw at the end of each minute. A creature interacting with a marked object automatically reveals it to all creatures who observe the interaction. A charcoal mark lasts for 24 hours or until it is wiped away as an action.

Alternatively, you can expend 2 charges to increase the DC to notice the object to 15.

The charcoal has 2 charges and regains 1 charge each dusk. If you expend the last charge, the charcoal is consumed.

Chime of Opening

Wondrous item, rare (cost 750 gp)

Crafting Component: Key from a decommissioned prison

You can use an action to strike this foot-long metal tube while pointing it at an object that can be opened (such as a lid, lock, or window) within 120 feet. The chime sounds and one lock or latch on the object opens as long as the sound can reach the object. If no closures remain, the object itself opens. After being struck 10 times, the chime cracks and becomes useless.

Circlet of Blasting

Wondrous item, uncommon (300 gp)

Crafting Component: Ashes from a massive explosion such as a volcanic eruption

Once per dawn, while wearing this circlet you can use an action to cast *scorching ray*. The attack bonus for the spell when cast this way is +5.



Cloak of Arachnida

Wondrous item, very rare (requires attunement; cost 10,000 gp)

Crafting Components: Drider's silk and silver thread spun on a wheel in moonlight

While wearing this cloak, you gain the following benefits:

- Resistance to poison damage.
- A climbing speed equal to your Speed, allowing hands-free movement across vertical and upside down surfaces.
- The ability to ignore the effects of webs and move through them as if they were difficult terrain.
- Once between long rests you can use an action to cast the *web* spell (save DC 13), except it fills double the normal area.

Cloak of Displacement

Wondrous item, rare (requires attunement; cost 5,000 gp)

Crafting Components: The breath of an invisible stalker

This cloak creates a visual illusion that distorts your position. Attack rolls against you have disadvantage unless the attacker does not rely on sight. When you take damage, this property stops until the start of your next turn, and it is otherwise negated if you are incapacitated, restrained, or unable to move.

Cloak of Elvenkind

Wondrous item, uncommon (requires attunement; cost 500 gp)

Crafting Components: Leaves and bark from an awakened tree

While you wear this cloak with its hood up, its color changes to camouflage you. While camouflaged, you gain advantage on Dexterity (Stealth) checks made to hide and creatures have disadvantage on Wisdom (Perception) checks made to see you. You can use an action to put the hood up or down.

Cloak of Protection

Wondrous item, uncommon (requires attunement; cost 500 gp)

Crafting Components: Bracelet of a seasoned bodyguard

While wearing this cloak, you gain a +1 bonus to Armor Class and saving throws.

Cloak of the Bat

Wondrous item, rare (requires attunement; cost 5,000 gp)

Crafting Components: Blood from a vampire spawn

While wearing this cloak, you gain advantage on Dexterity (Stealth) checks. In addition, while in an area of dim light or darkness, you gain the following benefits:

- A fly speed of 40 feet while gripping the edges of the cloak with both hands.
- Once between long rests you can use an action to cast *polymorph* on yourself, transforming into a bat. Unlike normal, you retain your Intelligence, Wisdom, and Charisma scores.

Cloak of the Manta Ray

Wondrous, uncommon (cost 400 gp)

Crafting Components: A merfolk's joyous song

While you wear this cloak with its hood up, you gain a swim speed of 60 feet and can breathe water. You can use an action to put the hood up or down.

Cloak of the Shadowcaster

Wondrous item, rare (requires attunement; cost 5,000 gp)

Crafting Components: Thread from the Plane of Shadow

Shadows writhe underneath this cloak. While attuned to and wearing this incredibly dark cloak, you have advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

In addition, you can use an action to animate your shadow for up to 1 hour. While animated, you can see and hear through your shadow's senses and control it telepathically. If your shadow is slain while animated, your shadow disappears until the new moon, during which time the cloak becomes nonmagical. Once you have used this property, you cannot do so again until the next dawn.

Clockwork Calendar

Wondrous item, uncommon (cost 150 gp)

Crafting Components: 4 bronze clockwork gears, each one forged during a different season

A circular disk of dozens of interlocking gears almost a foot in diameter, upon first examination this device is unfathomably complex. The gears are covered with runes that appear to be a much older form of Dwarvish script. Rotating some of the raised gears causes this apparatus to slowly tick through a series of symbols that seem to correspond to astrological signs.

To understand how to operate the *clockwork calendar*, you must carefully study the device and turn the gears through their myriad configurations. After 1 hour you can make a DC 16 Investigation or Arcana check. On a failure, you cannot reach a conclusion regarding how to interpret the intended function of the calendar. On a success, you understand how to utilize the device as indicated below. Casting *identify* on the calendar reveals a moderate aura of divination magic but provides no information on how to use this complex object.

Once you know how the *clockwork calendar* functions, you can adjust the dials to display the current day of the year for the geographical region of the world you are located in (this property does not function outside of the Material Plane). The exposed faces of the gears composing the calendar display the position of the stars in the sky and the dials can be adjusted throughout the day or night to continue to track their position. The calendar can also be adjusted to any past or future dates and times to ascertain the position of any of the celestial objects visible in the night sky.

Additionally, you can use a bonus action to smash the *clockwork calendar* and destroy it, gaining the benefits of the *haste* spell until the end of your next turn.

Compendium of Many Colors

Wondrous item, common (cost 60 gp)

Crafting Components: Vial of nectar from the Dreaming, high quality parchment

This spellbook made from high quality blank parchment is covered in tiny runes. When one of these small inscriptions is pressed the parchment changes color.

Confidante's Journal

Wondrous item (patron token), uncommon (cost 145 gp)

Crafting Components: Papyrus made from albino reeds

Living vines hold shut this journal's cover and part only for you. Your patron can read anything you write in the journal and can cause brief messages to appear on its pages.

If you spend a short or long rest writing your most secret thoughts in the journal, you can choose to gain Inspiration instead of regaining expended Pact Magic spell slots. The seventh time you gain Inspiration in this way, you fill the journal's pages and can't write in it again.

Contract of Indentured Service

Wondrous item, common (requires attunement; purchase of the debt for 150 gp)

Crafting Components: Binding contracts of service signed in good faith

Necromancers occasionally act as apparent benefactors, offering loans to victims now in exchange for service after death. This contract details an account of a spirit that has become indentured to the contract's holder. While holding the contract, you can speak the command word as an action to summon the invisible undead spirit, which functions as the spell *unseen servant*. You can't do so again until you finish a long rest.

Alternatively, you can use an action to tear up the contract and release the undead spirit. The spirit appears as a friendly specter you can telepathically command (as a bonus action) for as long as you maintain concentration. The specter acts immediately after your turn. If your concentration is broken, the specter attacks you and your companions. Otherwise the specter disappears 10 minutes after it is summoned, vanishing to whichever afterlife awaits it.

Cord of Spirit Stealing

Wondrous item, rare (cost 1,250 gp)

Crafting Components: An item that has been used to kill a sapient creature

This leather cord is the color of stained blood and feels slightly moist. When wrapped around the handle of a melee weapon, the cord captures some

of the energy of any sapient creature the weapon is used to kill. When you reduce a hostile sapient creature to 0 hit points, the cord gains 1 charge (to a maximum of 5). You can use a bonus action to spend 1 charge from the cord to cast *false life*, or expend more additional charges to increase the spell's level to the number of charges expended.

Crystal Ball

Wondrous item, very rare or legendary (requires attunement; 50,000 gp or 150,000 gp)

Crafting Component: Solid, silver-laced crystal ball (rare) or stone from an aligned plane (legendary)

A typical enchanted *crystal ball* can be used to cast the *scrying* spell (save DC 17) once between short rests while touching it.

Three legendary variations exist. In all cases, the legendary variants have an alignment (Chaotic, Evil, Good, or Lawful). If you do not have an alignment trait that matches the *crystal ball*'s, after using it you take 6d6 psychic damage and gain a level of strife.

Crystal Ball of Mind Reading. You can use an action to cast *detect thoughts* (save DC 17) on a creature within 30 feet of the spell's sensor. This effect does not require concentration, but it ends when the *scrying* does.

Crystal Ball of Telepathy. While the *scrying* is active, you can communicate telepathically with creatures within 30 feet of the spell's sensor, and you can use an action to cast *suggestion* (save DC 17) through the sensor on one of them. This effect does not require concentration, but it ends when the *scrying* does.

Crystal Ball of True Seeing. In addition to the normal benefits of scrying, you gain true-sight through the spell's sensor out to a range of 120 feet.

Cube of Force

Wondrous item, rare (requires attunement; cost 4,000 gp)

Crafting Component: Adamantine cube

This inch-long cube has a recessed button with a distinct marking on each face. It starts with 36 charges and regains 1d20 of them at dawn.

You can use an action to press one of the buttons, expending charges as shown on the Cube of Force table. If the cube has insufficient charges, nothing happens.



Otherwise, the cube creates a 15-foot cube of force that is centered on you and moves with you. It lasts for 1 minute, until you use an action to press another button, or the cube's charges are depleted.

You can change the cube's effect by pressing a different button. Doing so expends the requisite number of charges and resets the duration.

If moving causes the cube to come into contact with a solid object that can't pass through the cube, you cannot move any closer to that object while the cube is active.

The cube loses charges when targeted by effects from the following spells or magic items: *disintegrate* (1d12 charges), *horn of blasting* (1d10 charges), *pass-wall* (1d6 charges), *prismatic spray* (1d20 charges), *wall of fire* (1d4 charges).

TABLE: CUBE OF FORCE

FACE	CHARGES	EFFECT
1	1	Gasses, wind, and fog can't penetrate the cube.
2	2	Nonliving matter can't penetrate the cube, except for walls, floors, and ceilings (at your discretion).
3	3	Living matter can't penetrate the cube.
4	4	Spell effects can't penetrate the cube.
5	5	Nothing penetrates the cube (exception for walls, floors, and ceilings at your discretion).
6	0	Deactivate the cube.

Cubic Gate

Wondrous item, legendary (cost 250,000 gp)

Crafting Component: Metal from each of the six planes on the cube

This 3-inch cube has 3 charges and regains 1d3 charges each dawn. Each side of the cube is keyed to a different plane, one of which is the Material Plane. The other five sides are determined by the Narrator.

As an action, you may press one side of the cube and spend a charge to cast the *gate* spell, expending a charge and opening a portal to the associated plane. You may instead press a side twice, expending 2 charges and casting *plane shift* (save DC 17) which sends the targets to the associated plane.

Culdarath the Ninth Ring's True Name

Wondrous item, common (requires attunement; cost 70 gp)

Crafting Components: Parchment charred with flames from the Plane of Fire

This slip of parchment contains the magically bound name "Ozzacath'ta Culd" and is burned black at the edges. While you are attuned to it, you can use a bonus action to invoke the name on this parchment to summon a vision of a powerful efreet beside you for 1 minute. Ozzacath is haughty and impatient when conjured but seems to relish the chance to burn anything. Once a vision is summoned in this way, it cannot be summoned again for the next 24 hours.



You can use an action to verbally direct the vision to do any of the following:

- Light a bonfire, candle, or similar flammable object within 15 feet.
- Burn brightly (or cease burning brightly) for the next minute providing bright light in a 30-foot radius and dim light for a further 15 feet.
- Translate up to 25 words of spoken or written Ignan into Common.

Alternatively, as an action while the vision is summoned you can agree to revoke your claim on Culdarath in exchange for his direct assistance. When you do so the parchment burns to cinders and for the next minute the vision roars into a ball of fire within 5 feet of you (as *flaming sphere*, save DC 13). On each of your turns, you can use a bonus action to verbally indicate where the ball of fire moves. Once you have revoked your claim in this way, you can never invoke Culdarath's true name again.

Cunning Tools

Wondrous item, uncommon (cost 250 gp)

Crafting Components: Silver worked only by the light of the full moon

This exquisitely designed set of thieves' tools are enchanted to guide even the clumsiest felons to success. While using these thieves' tools you are proficient with them, and you gain an expertise die on checks made to pick locks or disable devices such as traps.

In addition, these thieves' tools fold down into a single smooth rosewood handle that appears to be a finely polished piece of wood, and you gain an expertise die on checks made to conceal them.

Dagger of Venom

Weapon (dagger), rare (cost 2,500 gp)

Crafting Components: Mushrooms gathered from a mummy's tomb

You gain a +1 bonus to attack and damage rolls made with this magic blade. In addition, once each dawn you can use an action to poison the dagger's blade for 1 minute or until it is used to damage a creature. When a creature is damaged by the blade's poison, it makes a DC 15 Constitution saving throw or takes 2d10 poison damage and becomes poisoned for 1 minute.

Dancing Sword

Weapon (any sword), very rare (requires attunement; cost 8,000 gp)

Crafting Components: Fey-crafted instrument

While you are attuned to this magic sword, you can use a bonus action to speak the command word and throw it into the air. The sword hovers, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it (using your attack roll and ability score modifier to damage rolls). On each of your turns you can use a bonus action to make the sword fly up to 30 feet to attack another creature within 5 feet of it.

After the sword attacks for the fourth time, it tries to return to your hand. It flies 30 feet towards you, moving as close as it can before either being caught in your free hand or falling to the ground.

The sword ceases to hover if you move more than 30 feet away from it or grasp it.

Death's Essence Pendant

Wondrous item, uncommon (cost 500 gp)

Crafting Components: Humanoid remains, pearl

You can use an action to activate this small black pendant, making any undead of CR 1 or lower indifferent to you and creatures you choose within 30 feet of you. The undead remain indifferent until you threaten or harm them.

The pendant has 5 charges and regains 1d4 charges each day at dawn. Three times each day you can use a bonus action and expend a charge to summon a skeleton (page 334 or zombie (page 335). Your summoned creature follows you and is hostile to creatures that are hostile to you. You may decide the action the undead takes and where it moves during its next turn, or you can issue a general command, such as guarding an area. If not given a command, the undead only defends itself. The undead continues to follow a command until its task is complete.

Decanter of Endless Water

Wondrous item, uncommon (cost 450 gp)

Crafting Component: water elemental mote

This flask sloshes when shaken as if full of water. You can use an action to remove the stopper and speak a command word, causing undrinkable water to flow out of the flask. It stops at the start of your next turn.

Stream. This command word produces 1 gallon of water.

Fountain. This command word produces 5 gallons of water.

Geyser. This command word produces 30 gallons of water that manifests as a geyser 30 feet long and 1 foot wide. As a bonus action, you can aim the geyser at a target within 30 feet, forcing it to make a DC 13 Strength saving throw or take 1d4 bludgeoning damage and be knocked prone. Any object less than 200 pounds is knocked over or pushed up to 15 feet away.

Deck of Illusions

Wondrous item, uncommon (500 gp)

Crafting Component: paper made by the fey

This box houses a set of 34 illustrated cards when new. A found deck is typically missing 1d20 cards.

As an action, you can draw a random card (one manually selected does nothing) and throw it up to 30 feet from you.

Upon landing, the card creates an illusion of one or more creatures. These illusions are of normal size for the creatures depicted and act normally, but are insubstantial and harmless. While you are within 120 feet of the illusion, you can use an action to move it anywhere within 30 feet from its card.

The illusions are revealed to a creature when it uses an action to make a DC 15 Investigation check or automatically upon any physical interaction. Once revealed, an illusion becomes translucent.

The illusion lasts until its card is moved or it is dispelled. In either case the card disappears and cannot be reused.

TABLE: DECK OF ILLUSIONS

PLAYING CARD	ILLUSION
♣ Ace of Clubs	Iron golem
♣ King of Clubs	Erinyes
♣ Jack of Clubs	Berserker
♣ Ten of Clubs	Hill giant
♣ Nine of Clubs	Ogre
♣ Eight of Clubs	Orc
♣ Two of Clubs	Kobold
♦ Ace of Diamonds	Murmuring worm
♦ King of Diamonds	Archmage and mage apprentice
♦ Queen of Diamonds	Night hag
♦ Jack of Diamonds	Assassin
♦ Ten of Diamonds	Fire giant
♦ Nine of Diamonds	Ogre mage
♦ Eight of Diamonds	Gnoll
♦ Two of Diamonds	Kobold
♥ Ace of Hearts	Red dragon
♥ King of Hearts	Knight and 4 guards
♥ Queen of Hearts	Incubus/Succubus
♥ Jack of Hearts	Druid
♥ Ten of Hearts	Cloud giant
♥ Nine of Hearts	Ettin
♥ Eight of Hearts	Bugbear
♥ Two of Hearts	Goblin
♠ Ace of Spades	Lich
♠ King of Spades	Priest and 2 acolytes
♠ Queen of Spades	Medusa
♠ Jack of Spades	Veteran
♠ Ten of Spades	Frost giant
♠ Nine of Spades	Troll
♠ Eight of Spades	Hobgoblin
♠ Two of Spades	Goblin
Joker (2)	The deck's wielder

Deck of Many Things

Wondrous item, legendary (cost 100,000 gp)

Crafting Components: Deck of cards touched by a god or goddess of luck and essence from a chaotic plane

A legend of ruination and wonder to those that have heard of it, the *Deck of Many Things* is the fickle power of fate distilled. Most were created by gods of luck and are found in small and ornately carved coffers and have only 13 cards, but some have the full 22. The Narrator may decide, or roll 1d4 to determine randomly (a partial deck on a 1–3, or a full deck on a 4).

Before drawing, you must declare the number of cards that you intend to draw. A modified poker deck can be used to create your own physical deck using the substitutions below. A card's magic takes effect as soon as it is drawn. Once you begin drawing, each subsequent card must be drawn within an hour of the card that came before it. Failure to do so causes all of your remaining draws to fly out of the deck and take effect immediately. Once a card is drawn, if it is not a joker it is reshuffled into the deck, making it possible to draw the same card twice.

Once you have drawn the number of cards that you've declared, the deck resets and you may never draw from that deck again. Once all individuals present when the deck is discovered have drawn their cards, roll 1d4. On a 1–3 the deck vanishes, or on a 4 it returns to its coffer, allowing you to transport it should you so choose.

The Balance, Comet, Donjon, Fates, Fool, Gem, Idiot, Talons, and Vizier cards only appear in the 22 card deck.

♣ ***Ace of Clubs: Talons.*** Every magical item that you own is immediately destroyed. Artifacts are not destroyed and are instead cast into the multiverse.

♣ ***King of Clubs: Void.*** Your soul is torn from your body and trapped in an object in a location of the Narrator's choosing where it is guarded by powerful beings. While your soul is trapped, your body is incapacitated. Even a *wish* cannot restore your soul, but it can reveal its location. Any remaining draws from the deck are lost.

♣ ***Queen of Clubs: Flames.*** You gain the enmity of a powerful devil. It seeks to destroy you along with all that you love or have built, inflicting as much misery upon you and your loved ones as possible before finally slaying you. This antagonism lasts until either you or the devil perish.

♣ ***Jack of Clubs: Skull.*** A merciless harbinger of death appears and attempts to slay you. The harbinger appears in an unoccupied space within 10 feet and immediately attacks. A sense of mortal dread fills any allies present, warning them to stay away. The harbinger fights until you die or it is reduced to 0 hit points. It cannot be harmed by anyone other than you, and if anyone other than you attempts to harm it, another harbinger of death is summoned for them. Creatures slain by a harbinger cannot be restored to life by any means.

♣ ***Two of Clubs: Idiot.*** Your Intelligence score is permanently reduced by 1d4+1, to a minimum of 1. You may draw one additional card beyond what you declared.

♦ ***Ace of Diamonds: Vizier.*** At any point within a year of drawing this card, you may ask a question while meditating and immediately receive a truthful answer that helps you to solve a problem or dilemma as well as the wisdom and the knowledge to apply it.

♦ ***King of Diamonds: Sun.*** You gain 50,000 XP, and a randomly determined wondrous item appears in your hands.

♦ ***Queen of Diamonds: Moon.*** You are granted 1d3 wishes (as the *wish* spell).

♦ ***Jack of Diamonds: Star.*** Increase an ability score of your choice by 2. The score cannot exceed 24.

♦ ***Two of Diamonds: Comet.*** Defeating the next hostile monster or group of monsters alone will grant you enough experience points to advance to the next level.

♥ ***Ace of Hearts: Fates.*** You are granted the ability to reweave the fabric of reality, allowing you to circumvent or erase a single event as though it had never happened. You may use this ability immediately upon drawing the card or at any point prior to your death.

♥ ***King of Hearts: Throne.*** You are granted proficiency in the Persuasion skill and gain a 1d6 expertise die on all Charisma (Persuasion) checks. You are also granted legal domain over a small keep or fortress on the plane that your character inhabits. Your new domain is overrun by monsters and must be liberated before it can be inhabited.

♥ ***Queen of Hearts: Key.*** A magic weapon of at least rare rarity that you are proficient with appears in your hand. The weapon is chosen by the Narrator.

♥ ***Jack of Hearts: Knight.*** A veteran appears and offers you their service, believing it to be destiny, and will serve you loyalty unto death. You control this character.

♥ ***Two of Hearts: Gem.*** You are showered in wealth. A total of 25 trinkets, easily portable pieces of art, or jewelry worth 2,000 gold each, or 50 gems worth 1,000 gold each appear directly in front of you.

♠ ***Ace of Spades: Donjon.*** You vanish and are trapped in an extradimensional space. You are either unconscious in a sphere (50%) or trapped in a nightmare realm drawn from your own experiences and fears (50%). You remain in your prison until you are freed. While divination magics cannot locate you, a *wish* spell reveals the location of your prison. You cannot draw any more cards.

♠ ***King of Spades: Ruin.*** All nonmagical wealth that you own is lost. Material items vanish. Property and other holdings are lost along with any documentation. You are destitute.

♠ ***Queen of Spades: Euryale.*** You are cursed by the card. You suffer a permanent –2 penalty to all saving throws. Only a god or the Fates Card can end this curse.

♠ ***Jack of Spades: Rogue.*** A trusted ally, friend, or other NPC (chosen by the Narrator) becomes a bitter enemy, although their identity is not revealed. They will act against you based upon their abilities and resources, and will try to utterly destroy you. Only a *wish* spell or divine intervention can end the NPC's hostility.

♠ ***Two of Spades: Balance.*** Your history rewrites itself. You gain a randomly determined background, replacing your background feature with the new background feature. You do not change the skill proficiencies or ability score increases from your previous background, or gain new skill proficiencies or ability score increases.

🃏 ***Joker with Trademark: Fool.*** You lose 10,000 xp and must immediately draw again. If the experience lost in this manner would cause you to lose a level, you are instead reduced to the beginning of your current level instead.

🃏 ***Joker without Trademark: Jester.*** Fortune smiles on the foolish. Either gain 10,000 XP or draw twice more from the deck beyond what you declared.

HARBINGER OF DEATH

MEDIUM UNDEAD — CHALLENGE — 0 XP

Armor Class 20

Hit Points half the hit point maximum of its summoner

Speed 60 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	16 (+3)	16 (+3)	16 (+3)

Proficiency +3; **Maneuver DC** 14

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., truesight 60 ft., passive Perception 13

Languages all languages known to its summoner

Incorporeal Movement. The harbinger can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Turning Immunity. The harbinger is immune to features that turn undead.

ACTIONS

Reaping Scythe. The harbinger sweeps its spectral scythe through a creature within 5 feet of it, dealing 7 (1d8+3) slashing damage plus 4 (1d8) necrotic damage. The sixth time and each subsequent time that a creature is damaged by this attack, it makes a DC 14 Charisma saving throw or becomes doomed.

Defender

Weapon (any sword), legendary (requires attunement; cost 60,000 gp)

Crafting Components: Heart of an ancient dragon

You gain +3 bonus to attack and damage rolls made with this magic sword. In addition, while you are attuned to the sword, on each of your turns before you make your first attack with it you can transfer some or all of the +3 bonus to your Armor Class (instead of using it for attacks) until the start of your next turn or until you drop the sword (whichever comes first).

Demon Armor

Armor (full plate), very rare (requires attunement; cost 6,660 gp)

Crafting Components: Marilith sword or nalfeshnee tusks

While wearing this armor, your Armor Class increases by +1 and you can understand and speak Abyssal. You can attack with the armor's clawed gauntlets (which deal 1d8 slashing damage) and gain a +1 bonus to attack and damage rolls when doing so.

Cursed. You cannot remove this armor until you are targeted by *remove curse* or similar magic. You have disadvantage on attack rolls against demons and on saving throws made against them.

Describing Gremlins

Wondrous item (gear gremlins), uncommon (cost 225 gp)

Crafting Components: Scroll of *enlarge/reduce*

This little porcelain chair has a Tiny ethereal purple goblinoid sitting on it, and in the creature's hands sits another even smaller purple goblinoid, and in their hands sits an even smaller goblinoid, and the motif seems to go on forever smaller.

This item includes 10 gremlins of decreasing scale from the largest at 4 inches tall, to the smallest that's roughly the size of an amoeba.

If you place a single drop of a substance in front of the series of gremlins, the largest of them leans towards it and allows the smaller gremlins a minute to observe the drop's contents at a cellular level. The

smallest gremlin explains to the next size up, and so on, with the largest gremlin communicating back to you the description of the contents at a cellular level.

The gremlins are not particularly intelligent so most of their descriptions are similar to "*some sorta green globs*" or "*a buncha squidgy spiny things what tried to eat me*".

Although this information is not scientifically or medically helpful, it can easily be used to identify if a substance is the same as another previously observed substance as the gremlins are consistent in their descriptions.

Devil's Eye Ring

Ring, rare (cost 1,500 gp)

Crafting Components: Eye of a devil received through bargaining

This silver ring contains the sentient eye of a devil. While you are wearing the ring and it is uncovered, you have disadvantage on Persuasion checks but gain an expertise die on Intimidation checks.

In addition, you gain darkvision to a range of 120 feet, and are able to see through both magical and nonmagical darkness.

Dimensional Shackles

Wondrous item, rare (cost 2,000 gp)

Crafting Components: Adamantine ore, chain devil link

You can use an action to shackle an incapacited Small- to Large-sized creature using these manacles. Once shackled, the creature is incapable of using or being affected by any sort of extradimensional travel or effect (including teleportation or plane shift spells and effects, but not portals).

You and any creature you designate when you use the shackles can use an action to remove them. At the end of every 2 weeks that pass, a shackled creature can make a DC 30 Strength (Athletics) check to break free and destroy the shackles.

Draconic Diorama

Wondrous item, common (cost 45 gp)

Crafting Components: Skeleton of a dragon wyrmling

This Tiny diorama is contained within a cube-shaped box 5 inches on each side. The bottom is lead and the rest made of transparent crystal. Inside the box there are several trees made of paper and wire, a treasure chest made of clay, and a 1 1/2-inch dragon skeleton. The skeleton stands in a different position each time the box is examined but it does not move while being observed.

While you carry the diorama, you have advantage on saving throws against Frightful Presence.

A successful DC 13 Arcana or Nature check reveals the skeleton is an actual dragon skeleton that has been shrunk to fit inside the box.

Curse. While carrying the cursed diorama you are compelled to amass more wealth. As long as you are compelled, you must succeed on a DC 13 Charisma saving throw to willingly part with the diorama, even temporarily.

Dragon Scale Mail

Armor (scale mail), very rare (requires attunement; cost 15,000 gp)

Crafting Components: Scales from an adult dragon

While wearing this armor, you gain following benefits:

- Your Armor Class increases by +1.
- Advantage on saving throws against the Frightful Presence and breath weapons of dragons.
- Resistance to one damage type (determined by the type of dragon that provided the scales).

In addition, once between long rests you can use an action to magically detect the distance and direction to the closest dragon of the same type as the armor that is within 30 miles.

TABLE: DRAGON SCALE MAIL

DRAGON	RESISTANCE
Amethyst	Force
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Earth	Slashing
Emerald	Thunder
Gold	Fire
Green	Poison
Red	Fire
River	Bludgeoning
Sapphire	Psychic
Shadow	Necrotic
Silver	Cold
Spirit	Radiant
White	Cold

Dragon Slayer

Weapon (any sword), very rare (cost 10,000 gp)

Crafting Components: Two different colors of dragon scales

You gain a +3 bonus to attack and damage rolls made with this magic sword, and it deals an extra 3d6 damage against dragons (including any creature with the dragon type, such as dragon turtles and wyverns).

Dragonslaying Lance

Weapon (lance), legendary (requires attunement; cost 85,000 gp)

Crafting Components: Bones of an ancient dragon

You gain a +3 bonus to attack and damage rolls made with this weapon.

Objects hit with this lance take the maximum damage the weapon's damage dice can deal. Dragons hit by this weapon take an extra 3d6 piercing damage. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.

Dreamscrying Bowl

Wondrous item, uncommon (requires attunement; cost 100 gp)

Crafting Components: Bowl used to collect alms or tithes for a religious organization

This terra cotta pottery bowl has a glossy black band around the rim and is sized to be used as a nightstand washbowl. Most of it is covered in geometric shapes unique to each other. When you are attuned to the bowl and fill it with holy water, the reflection on its surface portrays your most recent dream, or the dream of a sleeping creature within your reach. If the water is disturbed the shown dream disappears and will not return.

Alternatively, you can shatter the bowl and choose one sleeping creature you can see within 30 feet. Until the sleeping creature awakens naturally, its dream and sleep cannot be interrupted or effected by any other magic.

Dust of Disappearance

Wondrous item, uncommon (cost 500 gp)

Crafting Components: Pixie dust

This shimmering dust is usually found in a small vial that contains enough for a single use. You can use an action to scatter the dust into the air, covering you and each creature and object within 10 feet and rendering them invisible for 2d4 minutes. This consumes the dust. If an affected creature casts a spell or attacks, the effect ends for that creature.

Dust of Dryness

Wondrous item, uncommon (cost 150 gp)

Crafting Components: Mote of elemental earth

This small vial contains 1d6+4 pinches of dust. You can use an action to spread a pinch over water, transforming a 15-foot cube of water into a small pellet that weighs less than an ounce.

Using an action, you or another creature can break the pellet against any hard surface, releasing all of the water and destroying the pellet.



A creature composed mostly of water that is exposed to a pinch of the dust makes a DC 13 Constitution saving throw, taking 10d6 necrotic damage on a failure, or half damage on a success.

Dust of Sneezing and Choking

Wondrous item, uncommon (cost 150 gp)

Crafting Components: Feywood pollen

This fine gray dust is usually found in a vial and appears to be *dust of disappearance*, even when magic is used to *identify* it. Each vial contains enough for a single use.

You can use an action to throw the dust into the air. You and creatures within 30 feet of you that breathe make a DC 15 Constitution saving throw or become wracked with violent coughing and sneezing, becoming incapacitated and beginning to suffocate. While conscious, a creature can repeat the saving throw at the end of each of its turns, ending the effects on a success. A *lesser restoration* spell also ends the effects.

Dwarven Plate

Armor (full plate), very rare (cost 20,000 gp)

Crafting Components: Iron of elemental earth that has not seen the light of the sun or moon

While wearing this armor, you gain the following benefits:

- Your Armor Class increases by +1.
- When an effect forces you to move along the ground, you can use your reaction to reduce the forced movement by up to 10 feet.

Dwarven Thrower

Weapon (warhammer), very rare (requires attunement by a dwarf; cost 18,000 gp)

Crafting Components: Iron hammer struck by a storm giant's lightning

You gain +3 bonus to attack and damage rolls made with this magic warhammer. In addition, while you are attuned to the hammer, you may throw it with a normal range of 20 feet and a maximum range of 60 feet. On a hit with a ranged attack using this hammer it deals an extra 1d8 damage (2d8 damage if the target is a giant). When thrown the warhammer immediately flies back to your hand after it hits or misses its target.

Earth Charm

Wondrous item (charm), uncommon (cost 500 gp)

Crafting Components: Pebble from the land's deepest chasm

While wearing this charm you gain an expertise die on checks and saving throws to avoid falling prone, or you can break the charm to release its power, destroying it to activate one of the following effects.

- **Abase:** As an action, choose a creature you can see within 200 feet. It makes a DC 15 Strength saving throw or its flying speed (if any) is reduced to 0 feet for 1 minute, or until you lose concentration (as if concentrating on a spell). An affected airborne creature falls, taking damage when it lands (maximum 8d6 bludgeoning damage).
- **Reshape:** Cast *stone shape*.
- **Withdraw:** Cast *meld into stone*.

Curse. Releasing the charm's power attracts the attention of a divi who seeks you out to demand your service.

Echo Force

Weapon (shortsword), rare (requires attunement; cost 5,000 gp)

Crafting Components: Shards from a shattered *magic mirror*

While you are attuned to and wielding this shortsword and at your hit point maximum, instead of making a melee weapon attack you can strike at the air to create a blade of magical force. Your blades of magical force are ranged spell attacks that use Strength or Dexterity (your choice), have a range of 30/60 ft., and deal 1d6 force damage. When you are not at your hit point maximum, this shortsword becomes a mundane item.

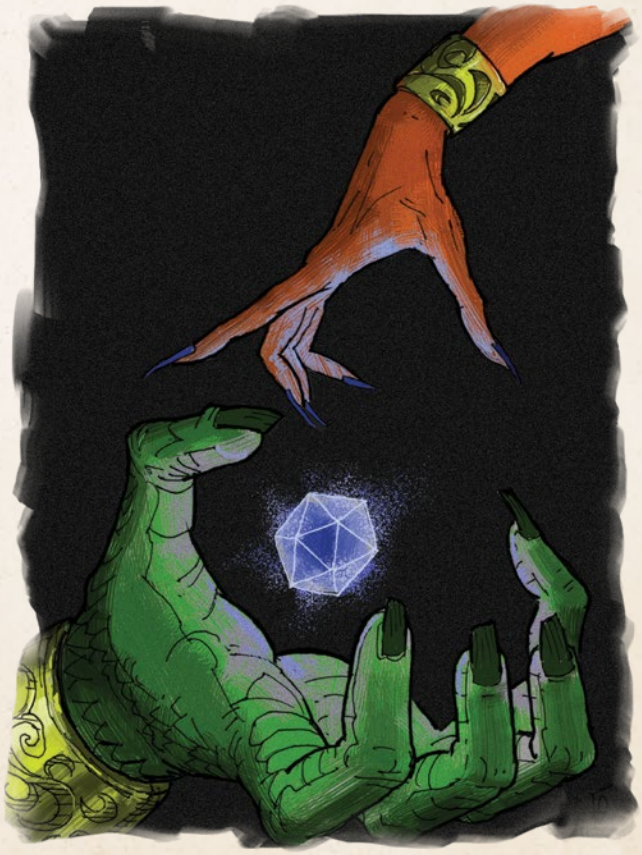
Efficient Quiver

Wondrous item, uncommon (cost 250 gp)

Crafting Components: Canvas or fine leather

This quiver has three compartments that contain extradimensional spaces. The first compartment can hold up to 60 arrows or items of a similar size. The second compartment can hold up to 18 javelins or similar items. The third compartment can hold up to 6 items such as bows, quarterstaffs, or spears.

You can retrieve any item as if it were being drawn from a regular quiver or scabbard. No single item can weigh more than 2 pounds.



Efreeti Bottle

Wondrous item, very rare (cost 20,000 gp)

Crafting Components: Adamantine, brass ingots from the Plane of Fire

You can use an action to unstopper this intricately carved brass bottle, causing an efreeti to appear in a cloud of acrid smoke in an unoccupied space within 30 feet. When you open the bottle, roll to d100 to determine the effect.

TABLE: EFREETI BOTTLE

D100	EFFECT
01–10	The efreeti attacks you. The Efreeti departs after 5 rounds pass or losing half its hit points, whichever happens first, and the bottle becomes a mundane item.
11–90	The efreeti serves you for up to 1 hour before being drawn back into the bottle. The bottle cannot be opened again for 24 hours. This effect occurs automatically the second and third time the bottle is opened. The fourth time the bottle is opened, the efreeti vanishes and the bottle loses its enchantment.
91–100	The Efreeti grants you 3 wishes (as the *wish* spell) then vanishes after an hour or after granting the final wish, and the bottle becomes a mundane item.

Elemental Gem

Wondrous item, uncommon (cost 250 gp)

Crafting Components: Diamond, corundum, emerald, or sapphire

You can use an action to break this gem, releasing a burst of elemental energy that summons an elemental to you as if you had cast the *conjure elemental* spell. The type of gem determines the elemental summoned.

The gem loses its enchantment when broken.

TABLE: ELEMENTAL GEM

Corundum	Fire elemental
Diamond	Earth elemental
Emerald	Water elemental
Sapphire	Air elemental

Elemental Quiver

Wondrous item, rare (cost 1,000 gp)

Crafting Components: Jewel of the specified type

When you place one or more pieces of nonmagical ammunition into this bejeweled leather quiver, after 1 hour each is imbued with elemental power determined by the gem used in its construction. An elementally-imbued piece of ammunition deals an extra 1d4 elemental damage (see Table: Elemental Quiver). The enchantment begins to fade after the ammunition is removed from the quiver and vanishes entirely after 1 minute. Each piece of ammunition imbued with elemental power expends 1 charge from the quiver. The quiver has 20 charges and regains 1d4+2 charges each dawn.

TABLE: ELEMENTAL QUIVER

GEM	ELEMENTAL DAMAGE
Diamond	Lightning
Emerald	Acid
Ruby	Fire
Sapphire	Cold

Elven Chain

Armor (chain shirt), rare (cost 5,000 gp)

Crafting Components: Mithral worked on a fire born from the bark from an awakened tree

While wearing this armor your Armor Class increases by +1, and you are able to wear it without penalty even without proficiency. It only weighs 10 pounds, including the padding underneath, and can be stealthily worn under normal clothes.

Emperor's Blade

Weapon, very rare (cost 9,000 gp)

Crafting Components: Chain devil's chains

Spiked metal barbs line this *+1 longsword*, resembling the many rows of a shark's teeth. You can use a bonus action to speak a command word that activates or deactivates the barbs. While activated, the barbs rapidly saw back and forth to tear into your foes, making your weapon attacks with the sword deal an extra 1d8 slashing damage.

When you score a critical hit while the barbs are active, the sawing barbs leave a terrible wound that deals 1d8 ongoing damage. At the start of each of its turns, a wounded creature makes a Constitution saving throw (DC 8 + your proficiency bonus + your Strength modifier) to end the ongoing damage.

Enchanted Music Sheet

Wondrous item, common (cost 55 gp)

Crafting Components: Noted praises to a composer (the composer must be present for at least 1 hour of the item's creation time)

This music sheet of fine parchment documents musical notation of a fey performance. Humming, whistling, or using an instrument to play the opening three notes causes the sheet music to issue the sounds of a hauntingly beautiful musical performance for 10 minutes. Up to 6 creatures of your choice that are within 30 feet of the sheet and able to hear the entire performance gain 2 temporary hit points. A creature can't gain temporary hit points from the music sheet again until it completes a long rest, and after using this feature you cannot do so again until you finish a short or long rest.

During a short rest, you can spend an hour to amend the music sheet with pen and ink to alter its melody and mood. Regardless of the changes you make to the sheet, the notation remains legible and the music is always lovely.

If you accompany the music, using an instrument or singing with a DC 12 Performance check, you can empower its magic. Up to 6 creatures of your choice that are within 30 feet of you and able to hear the entire performance regain 3 hit points and gain 6 temporary hit points. At the end of the performance, the music sheet transforms into a flutter of petals and butterflies, and its magic is lost.

Curse. The music sheet is cursed and a creature with temporary hit points gained by its music has disadvantage on saving throws to resist being charmed and frightened by celestials, fiends, and fey. Empowering the magic with your own performance draws the attention of a fey who seeks you out to perform at an event of their choosing.

Essay on Efficient Armor Management

Wondrous item, common (cost 80 gp)

Crafting Components: Notes on the use of armor from a dozen retired adventurers

This treatise details techniques for how to quickly handle armor. Spending 1 hour over 3 days memorizing the essay's techniques teaches you how to use an action to doff light and medium armors. The parchment then becomes a mundane item for a year and a day before it regains its magic.

Ever-Shifting Map

Wondrous item, uncommon (requires attunement; cost 100 gp)

Crafting Components: Nugget of precious metal or stone mined during a prospector's final expedition

Created by a dwarven prospector who made it his life's goal to map out as many of the deepest dungeons and tunnels as he possibly could, this tattered piece of parchment has a display of words and diagrams on it that is in constant flux. When you attune to the map, the words change to the language of your choosing. Whenever you examine the map, you can immediately find north no matter where you are, so long as you are on a plane of existence that has traditional cardinal directions.

When you speak a command word etched on the back corner of the map while you are underground, you recall the memory of the dwarven prospector embarking on what he feared to be his last expedition, delving so deep that he thought he might never return. When this happens, the map shows you the direction to the largest cache of treasure (measured in number of coins and jewels) within 1 mile. The map shows you passageways relevant to your destination and gives you advantage on ability checks to find secret doors, but does not note the location of monsters or traps. The information on the map disappears after your next long rest, at which point all writing vanishes from the parchment and it becomes a mundane item.

Eversmoking Bottle

Wondrous item, uncommon (cost 250 gp)

Crafting Components: Smoke mephit cinders

This glass bottle is filled with whirling smoke. You can use an action to remove the stopper, causing a thick cloud to pour out and fill a 60-foot radius centered on the bottle, making the area heavily obscured. The cloud grows by 10 feet for each minute that the bottle remains open, to a maximum radius of 120 feet.

The cloud remains until the bottle is closed. Closing the bottle requires the item's command word and an action, after which the smoke disperses after 10 minutes. Moderate winds disperse the smoke after 1 minute. Strong winds disperse the smoke after 1 round.

Eyes of Charming

Wondrous item, uncommon (requires attunement; cost 250 gp)

Crafting Components: Nymph tears

These framed lenses are worn over the eyes and contain 3 charges. You can use an action to expend 1 charge and cast the *charm person* spell (save DC 13). Both you and the target must be able to see each other. The lenses regain all expended charges at dawn.

Eyes of Minute Seeing

Wondrous item, uncommon (cost 200 gp)

Crafting Components: Fine lenses

These wire-framed lenses are worn over the eyes and enhance your vision within 1 foot. You gain advantage on any sight-based Investigation checks made to study an object or area within that range

Eyes of the Eagle

Wondrous item, uncommon (requires attunement; cost 250 gp)

Crafting Components: Fine lenses

These wire-framed lenses fit over the eyes and grant you advantage on sight-based Perception checks. When visibility is clear you can make out fine details at extreme ranges, easily discerning creatures and objects as small as 2 feet across.

Excalibur

Weapon (longsword), legendary (requires attunement; cost 150,000 gp)

Crafting Components: Metal blessed by spirits of nature representing each element

This legendary weapon is said to grant powerful magic to its wielder and that only the rightful ruler of the land is suitable to carry it into battle. While you are attuned to it, *Excalibur* grants you the following benefits:

- If you are the rightful wielder of *Excalibur*, it instantly attunes to you and does not take up an attunement slot.
- You gain a +4 bonus to attack and damage rolls made with this weapon.
- When you attack an object with this magic sword and hit, maximize your weapon damage dice against the target.
- When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 4d6 slashing damage. Then roll another d20. If you roll a 20, you lop off one of the target's limbs, with the effect of such loss determined by the Narrator. If the creature has no limb to sever, you lop off a portion of its body instead.
- You can speak the sword's command word to cause the blade to shed bright light in a 10-foot radius and dim light for an additional 10 feet. Speaking the command word again or sheathing the sword puts out the light.
- When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this property again until you finish a long rest.
- You have advantage on Insight and Persuasion checks made against anyone but creatures you consider to be your close allies and companions.

Excalibur's Scabbard

Wondrous item, legendary (requires attunement; cost 55,000 gp)

Crafting Components: Leather blessed by spirits of nature representing each element

While wearing this longsword scabbard, you have resistance to piercing and slashing damage from nonmagical weapons.



Explorer's Chalk

Wondrous item, common (cost 95 gp)

Crafting Components: 2 fossilized bones excavated from digs at least 1,000 miles apart

This unassuming piece of white chalk appears well-used but does not wear down no matter how many times it marks a surface. The *explorer's chalk* has 6 charges and regains 1d6 expended charges each dawn. When you touch it to a surface, you can expend 1 of its charges to create a mark that cannot be wiped away or obscured for 24 hours. While holding the chalk, you can use an action to become aware of the direction of the closest mark made with it as long as that mark is within 1 mile.

If you expend the *explorer's chalk's* last charge, roll a d20. On a result of 5 or less, the chalk crumbles to dust. On a 20, the chalk regains its expended charges and its number of charges increases by 1.

Faerie Love Letter

Wondrous item, uncommon (requires attunement; a secret worth at least 150 gp)

Crafting Components: Secrets kept by two different fey creatures

This miniature private correspondence, which smells of floral perfume, is proof of a particularly scandalous dalliance between two noble fey which you can exploit for a favor. While attuned to the letter you can whisper the command word to cast either *druidcraft* or *mending*. You can't do so again until you finish a long rest.

Alternatively, you can use an action to summon a Tiny faerie (AC 15, HP 1, Speed fly 30 ft., spell save DC 12). The faerie is charmed by you and acts immediately, casting one of the following spells as directed: *faerie fire*, *healing word*, or *hideous laughter*, after which it acts to preserve its own life and will only take the Dodge or Hide actions. If the faerie dies in your service the letter loses its power, but you retain the proof of their misconduct. Otherwise the faerie disappears after 1 minute, taking its love letter with it.

Family Scrapbook

Wondrous item, uncommon (cost 150 gp)

Crafting Components: 3 items of sentimental value received from different generations of the same family

This scrapbook contains the legacy of campaigns undertaken by adventurers in days past. When in need of advice, you can open the leather-bound tome and spend 1 minute looking for a similar situation. Roll a d10 and on a 7 or higher, you learn one fact relevant to the situation. On a failure, you instead learn one fact or piece of advice that is irrelevant to the situation (such as "*a group of tigers is called an ambush*," or "*you should eat more leafy greens*"). Once you have used this feature, you cannot do so again until you finish a long rest.

Alternatively, you can use a bonus action to rapidly find one tale of questing relevant to your situation and rip it out of the book. Choose one 1st-level spell that has a casting time of 1 action from any class spell list. Before the end of your next turn, you can cast this spell without the need for material components. After a page is torn from the tome in this way, it becomes a mundane scrapbook.

Fathomer's Ring

Ring (patron token), common (cost 85 gp)

Crafting Components: Fish hook plucked from the mouth of a shark or huge aquatic creature

This ring reeks of muck dredged from the ocean floor. While you wear it, you automatically know the depth of any body of water you can see.

As an action, you can cause one submerged, unattended object up to Huge size to rise to the surface of the water at a rate of 500 feet per round. You don't need to be able to see the object you affect, but you must be familiar with it or at least possess a general description of it. Once the object reaches the water's surface, it floats there for 1 hour or until you use another action to return it to its resting place. Once you've used the ring in this way, it loses its magic and becomes a mundane item.

Feather Token

Wondrous item, rare (cost varies)

Crafting Components: Magically-infused silver

This small silver charm resembles a feather. Many types of feather tokens exist with different effects. The Narrator chooses or randomly determines the type of feather token found by rolling d100.

TABLE: FEATHER TOKEN

D100	COST	TOKEN
1–20	550 gold	***Anchor.*** You can use an action to touch the token to a boat, ship, or other water vehicle. The vessel cannot be moved by any means for the next 24 hours. You can repeat the action to end the effect. When the effect ends, the token becomes a mundane item.
21–35	850 gold	***Boat.*** You can use an action to toss the token onto a body of water at least 60 feet in diameter. The token transforms into a 50-foot long, 20-foot wide boat. The boat needs no propulsion and moves at a speed of 6 miles per hour, requiring no skill to operate. You can use an action to direct the boat to turn up to 90 degrees. Up to 32 medium creatures and their equipment can travel comfortably on the boat (Large creatures count as 4 creatures and Huge creatures count as 8 creatures). The boat remains for up to 24 hours before disappearing. You may spend an action to dismiss the boat.
36–50	1,000 gold	***Bird.*** You can use an action to toss the token nearby where it transforms into a roc. The bird obeys simple commands, though it will not attack, and can fly 16 miles an hour for up to 6 hours while carrying up to 500 pounds, or at half that speed while carrying up to 1,000 pounds. The roc disappears after flying its maximum distance or when reduced to 0 hit points. You may spend an action to dismiss the roc.
51–65	550 gold	***Fan.*** While on a wind-powered vessel, you can use an action to toss the token into the air where it transforms into a massive flapping fan or palm frond, creating enough wind to power the vessel or increase its speed by 5 miles per hour for up to 8 hours. When the effect ends, the token disappears. You may spend an action to dismiss the fan.
66–90	550 gold	***Tree.*** While outside, you can use an action to toss the token onto an unoccupied patch of ground where it erupts into a nonmagical living oak tree. The tree is 80 feet tall and has a 5-foot diameter trunk with a branch spread of up to 20 feet.
91–100	700 gold	***Whip.*** You can use an action to toss the token to a point that you can see within 10 feet. The token transforms into a floating whip that you can command by using a bonus action, making it move up to 20 feet and attack a creature up to 10 feet away from it. The whip has an attack bonus of +10 and deals 1d6+6 force damage. The whip vanishes after 1 hour, when you die, or when you use an action to dismiss it.

Figurine of Shared Affliction

Wondrous item, uncommon (requires attunement; cost 500 gp)

Crafting Components: Needle used to suture at least a dozen major injuries

This small wooden figurine was crafted as a special totem used by a healer whose magic allowed him to absorb other people's afflictions into his own body. The item changes shape, taking on your rough appearance when you attune to it. While carrying the figurine on your person, you have

advantage on the first Medicine check you make to treat a disease or poison. Only one creature per day can use the figurine in this manner. When you successfully treat an affliction, the figurine takes on a sickly visage as it absorbs the disease or poison. The *figurine of shared affliction* grants no benefits until it returns to its normal appearance at the end of your next long rest.

When you would be reduced to 0 hit points, you can use your reaction to relive the last memory of the healer who created the totem, in which they gave their life to absorb a deadly illness that infected their kin. When this happens, for the next minute you have advantage on death saves. The figurine shows the effects of the attacks you've suffered in gruesome detail before reverting to a featureless wooden carving and forever losing its magic.

Figurine of Wondrous Power

Wondrous Item, rarity by figurine (cost varies)

Crafting Components: Varies

These small, palm-sized figurines of various animals run the entire gamut of artistic skill—some sculpted down to the last hair of detail and some looking more like the product of carvings by a drunkard.

The specifics of these figurines vary but they all work in essentially the same way: if you use an action to speak the appropriate command word and throw the figurine at a point within 60 feet, it transforms into a living creature the color of its original material. If the chosen space is occupied (either by creatures or non-living obstacles) the figurine does not transform.

The resulting creature is friendly to you and your companions, with a notable exception listed below. It understands any language you can speak and follows your verbal commands. When not carrying out a task, the creature defends itself but does not otherwise act.

Each creature stays transformed for a specific duration, detailed in its individual entry. At the end of this duration, the creature turns back to its inanimate form. It also reverts early if it drops to 0 hit points or if you use an action to speak the command word while touching it. Once it has reverted to its figurine form, it cannot transform again for a duration specific to each creature, as detailed in its entry.

GIANT FLY

CHALLENGE 0
LARGE BEAST
0 XP

Armor Class 11

Hit Points 19 (3d10+3; bloodied 10)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	2 (–4)	10 (+0)	3 (–4)

Proficiency +2; **Maneuver DC** 12

Senses darkvision 60 ft., passive Perception 10

Languages —

TABLE: FIGURINE OF WONDROUS POWER

FIGURINE	RARITY	COST	CRAFTING COMPONENTS
Bronze Griffin	Rare	5,000 gp	Griffon feather
This bronze figurine is of a griffon in an aggressive posture. It can become a griffon for 6 hours, after which it cannot be used again for 5 days.			
Ebony Fly	Rare	5,000 gp	Vial filled with mundane flies
This ebony has been carved to look like a horsefly in flight. It can turn into a giant fly and be used as a mount for up to 6 hours, after which it cannot be used for 2 days.			
Golden Lions	Rare	5,000 gp	Braid of lion's mane
These gold lion figurines are always created in pairs, but can be used both together or separately. Each can become a lion for up to 1 hour, after which it can't be used for 7 days.			

TABLE: FIGURINE OF WONDROUS POWER (CONTINUED)

FIGURINE	RARITY	COST	CRAFTING COMPONENTS
Ivory Goats	Rare	5,000 gp	Instrument made of goat horn
These statuettes are always created in threes, but are with different colors, poses, and abilities — most commonly a white goat running, a red goat standing, and a black goat rampant. ***Goat of Travel.*** The *goat of travel* has 24 charges, and each hour or portion thereof it spends in beast form costs 1 charge. When the charges run out it can't be used again until 7 days have passed, at which point it regains all charges. This goat takes the form of a Large goat, but uses the statistics of a riding horse. ***Goat of Travail.*** The *goat of travail* becomes a Large goat for up to 3 hours, after which it can't be used again for 30 days. ***Goat of Terror.*** The *goat of terror* becomes a Large goat for up to 3 hours. The goat can't attack, but you can remove its horns and use them as weapons. One horn becomes a *+1 lance*, and the other becomes a *+2 longsword*. Removing a horn requires an action and the weapons disappear when the goat reverts to figurine form. In addition, the goat radiates terror in a 30-foot radius while you are riding it. Any creature hostile to you that starts its turn in the area makes a DC 15 Wisdom saving throw or becomes frightened of the goat for 1 minute, or until the goat reverts to figurine form. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once it successfully saves against the effect, a creature is immune to the goat's terror for the next 24 hours. After this figurine has been used, it can't be used again until 15 days have passed.			
Marble Elephant	Rare	5,000 gp	Vial of elephant hairs
This hefty figurine is carved into the form of an elephant with a raised trunk. It can become an elephant for up to 24 hours, after which it cannot be used for 7 days.			
Obsidian Steed	Very rare	10,000 gp	Lock of hair from a nightmare's mane
This rearing horse statuette can become a nightmare for up to 24 hours. It can be utilized as a mount, but fights only to defend itself. There is always a 5% chance per use that the steed ignores your orders, including commands that it return to figurine form. If you mount the steed during this time, it instantly teleports the two of you to a random location in Hell, whereupon it immediately reverts to figurine form. After this figurine has been used, it can't be used again until 5 days have passed.			
Onyx Dog	Rare	5,000 gp	Collar worn by a dog for a year and a day
This onyx carving of a sitting dog can become a Medium-sized version of the dog depicted (usually a mastiff) for up to 6 hours. It has an Intelligence of 8 and can speak Common. It also has darkvision out to a range of 60 feet and can see invisible creatures and objects within that range. After this figurine has been used, it can't be used again until 7 days have passed.			
Serpentine Owl	Rare	5,000 gp	Gilded owl's feather
This serpentine statuette of an owl with spread wings can become a giant owl for up to 8 hours, after which it can't be used again for 2 days. The owl can communicate with you via telepathy at any range as long as both of you are on the same plane			
Silver Raven	Uncommon	500 gp	Gilded raven's feather
This silver raven statuette can become a mundane raven for up to 12 hours. After this figurine has been used, it can't be used again until 2 days have passed. While it is in raven form, you can cast *animal messenger* on it at will.			

Finder Gremlin

Wondrous item (gear gremlin), common (cost 20 gp)

Crafting Components: Compass broken in anger

This tiny ethereal silver goblinoid sits in a clamshell container along with a miniature cup of water and a single thin needle. When prompted with a bonus action, the gremlin uses the old cup and needle trick to try and find magnetic north, although it is not particularly good at this. Whenever the gremlin tries to find true north, roll a d10, and on a result of a 1 it gets confused, pointing in the exact opposite direction instead.

Fire Charm

Wondrous item (charm), uncommon (cost 500 gp)

Crafting Components: Coin found in ruins beneath a lava flow

While wearing this charm you can use an action to light or extinguish a candle-sized flame within 5 feet, or you can break the charm to release its power, destroying it to activate one of the following effects.

- Cleanse: Cast *lesser restoration*.
- Resist: Cast *protection from energy* (fire only).
- Scorch: Cast *scorching ray* at 3rd-level (+7 spell attack bonus).

Curse. Releasing the charm's power attracts the attention of an efreeti who seeks you out to demand a gift.

Fizzy Lifter

Potion, common (cost 85 gp)

Crafting Components: Brown sugar boiled by a dragon's breath

This glass bottle contains a brown bubbly liquid and bears a winking wizard on the label. When you are unconscious and have at least 1 hit point, if another creature forces you to sniff this powerful concoction you immediately wake up.

Alternatively, when you consume this potion you are targeted by the *levitate* spell (save DC 14) but are also comically bloated with bubbles, taking a –2 penalty to Constitution saving throws for the duration.

Fizzy Lifter and Fizzy Rocks

Ideally the combination of these two confections should be left ambiguous but indescribably bad. It should be a *"relative of a friend of a friend died from it"* sort of legend and the Narrator should create any mad reactions that they feel are interesting. However, if an adventurer ignores the warning and consumes both items at once this optional effect may be used:

When a creature consumes both *fizzy lifter* and *fizzy rocks* within a minute of each other, the arcane chemical reaction causes the effects of both items to end and a torrent of harmless foam to rocket out of the creature's mouth, propelling it in the opposite direction. Determine a direction randomly by rolling a d8. The creature is pushed 100 feet in that direction. This movement does not provoke opportunity attacks. If it impacts a creature or object along this path it stops, is knocked prone, and takes 23 (5d8) bludgeoning damage, dealing the same amount of damage to whatever it impacts.

Fizzy Rocks

Wondrous item, common (cost 95 gp)

Crafting Components: Secret whispered into raw cane sugar

This paper packet bearing a winking wizard's face contains a dozen brightly colored sugary pebbles that fizz when eaten. When you consume a piece of this candy, you can use a bonus action to throw your voice to any point you can see within 60 feet, and your voice emanates directly from that point until the start of your next turn. This effect lasts for 1 hour.

Alternatively, you can consume all 12 *fizzy rocks* to cast *thunderwave* as a 2nd-level spell (dealing 2d8 thunder damage; save DC 14). You are made an additional target of the spell when casting it in this way.

Flame Tongue

Weapon (any sword), rare (requires attunement; cost 5,000 gp)

Crafting Components: A written contract with a devil or other extraplanar and fiery entity

While you are attuned to this magic sword, you can use a bonus action and speak its command word to make flames erupt from the blade, shedding bright light in a 40-foot radius and dim light for an additional 40 feet. While lit, attacks using the sword deal an extra 2d6 fire damage. The flames last until you use a bonus action to put them out or until you drop or sheathe the sword.

Flask of Inebriation

Wondrous item, common (cost 90 gp)

Crafting Components: Last copper piece to a drunkard's name

This plain and rough old steel flask hides one's vices most inconspicuously. Any liquid poured into the flask instantly becomes intoxicating and remains so even if poured out of the flask. The flask has no effect on any form of magical liquids poured into it.

The flask has 2 charges and regains 1 charge each dawn. You can use an action to expend 1 charge, spraying a 10-foot cone that empties the flask of its contents. Creatures within the area make a DC 10 Constitution saving throw or are poisoned by the potent alcohol. At the end of each of its turns, a creature poisoned by the flask can repeat the saving throw, ending the effect on itself on a success. If you expend the last charge, roll a d20. On a result of 5 or less, the flask loses its potency and becomes a mundane item.

Flicker Dagger

Weapon (dagger), rare (requires attunement; cost 5,000 gp)

Crafting Components: Sharpened bones of a doppelganger

While you are attuned to and wielding this dagger, you can use a bonus action to summon a flickering illusion for 1 minute. Your flickering illusion shares your space, moves with you, and is treated as another enemy of the target for the purposes of the Sneak Attack feature, but it cannot be targeted with attacks and provides no penalties to creatures attacking you. Once you have used this property, you cannot do so again until you finish a long rest.

Focusing Eye

Wondrous item (patron token), uncommon (cost 150 gp)

Crafting Components: Cockatrice eye jelly

This thumb-sized opal is carved to resemble an open eye. As an action, you can affix it to your forehead where it remains in place until you use another action to remove it. While you wear the eye, you gain an expertise die on Insight checks you make while speaking telepathically with another creature.

The eye has 3 charges and regains 1 charge each dusk. You can use an action to expend 2 charges and cast *detect thoughts* on any creature with whom you have communicated telepathically during the last 24 hours, regardless of your distance from the creature. Alternatively, you can expend 3 charges to cast *clairvoyance* centered on the creature's current location.

When you expend the eye's last charge, it permanently affixes to your forehead but otherwise becomes a normal opal.

Folding Boat

Wondrous item, rare (cost 4,500 gp)

Crafting Components: Wooden box that has soaked in blessed seawater for 7 days and nights

This dark wood box with nautical-themed carvings measures 12 inches long, 6 inches wide, and 6 inches deep. It weighs 4 pounds and always floats in water. Three command words control its functions as follows:

- The first command word turns the box into a 10-foot long boat that is 4 feet wide and 2 feet deep. It comes equipped with one pair of oars, an anchor, a mast, and a lateen sail, and can hold up to 4 Medium creatures comfortably.
- The second command word causes the box to unfold into a 24-foot long ship that is 8 feet wide and 6 feet deep. This ship has a deck, rowing seats, 5 sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. It can hold 15 Medium creatures comfortably.

- A third command word causes the folding boat to revert to its original shape, provided that no creatures are aboard. Any objects in the vessel that can't fit inside the box remain outside and any objects that can fit inside do.

When the box becomes a vessel, its weight becomes that of a normal vessel its size, and anything that was stored in the box remains in the boat.

Friendly Joybuzzer

Wondrous item, uncommon (requires attunement; cost 150 gp)

Crafting Components: Joyful tears cried from a successful practical joke

This tin ring houses a small circular device with a red button. You have advantage on Sleight of Hand checks made to hide the *friendly joybuzzer*. Once you are attuned to this magic item, whenever a creature presses the button (even inadvertently through a handshake) for the next minute it becomes happier and friendlier towards you. For the duration, you gain an expertise die on Charisma checks against the creature. If the creature sees the joybuzzer being used or recognizes it as a magical item, it immediately realizes that you used magic to influence its mood and may become hostile toward you.

Alternatively, once you are attuned to this magic item, while you are shaking hands with a creature you can choose to destroy the *friendly joybuzzer*. Make a melee spell attack with advantage, using your highest mental ability score as your spellcasting ability score. On a successful hit, you target the creature as if you had cast *shocking grasp*, treating each damage die as if you had rolled the maximum amount.

Frost Brand

Weapon (any sword), very rare (requires attunement; cost 8,000 gp)

Crafting Components: Ice chipped from the highest point of a frost giant's castle

When exposed to freezing temperatures the blade of this magic sword sheds bright light in a 10-foot radius and dim light for an additional 10 feet. While you are attuned to the sword, attacks using it deal an extra 1d6 cold damage and you gain resistance to fire damage. Once per hour, when you draw the sword you can choose to extinguish all nonmagical flames within 30 feet.

Frost Giant's Plate

Armor, very rare (cost 15,600 gp)

Crafting Components: Teeth of an ice giant

With only a thought you can make this fist-sized ball of jagged ice expand to encase your body in a frigid suit of plate armor constructed out of solid black ice. As a bonus action, you can reduce the armor to a 5 pound ball of ice which never melts, or expand the ice back into the suit of armor. While wearing this plate armor you gain a +2 bonus to Armor Class, resistance to cold damage, and once per day you can double your size (as the *enlarge/reduce* spell) for 10 minutes.

Gallow Hand

Wondrous item, uncommon (cost 110 gp)

Crafting Components: Corpse of a humanoid creature that died by hanging

This grisly trophy is the hand of a person hung at the gallows, dipped in wax rendered from their own fat and wicked with their own hair. The fingers of this strange and complicated remnant of a malcontent can be lit just like a normal candle to shed bright light in a 5-foot radius and dim light for a further 10 feet. The light shed by a *gallow hand* is only visible to its holder and is completely invisible to all other creatures.

Alternatively, all five fingers of the hand can be lit as an action. If the hand is lit in this way, it sheds bright light in a 10-foot radius and dim light for a further 20 feet. This light is invisible to the holder but visible to all other creatures. Any creature other than the holder that enters this area of light for the first time on its turn or starts its turn there must make a DC 13 Wisdom saving throw or become charmed. While charmed, a creature's Speeds are reduced to 0 until the start of its next turn. Once lit in this way the *gallow hand* burns for 1 minute, after which it deteriorates into a molten nub.

Gauntlets of Ogre Power

Wondrous item, uncommon (requires attunement; cost 400 gp)

Crafting Components: Pair of ogre teeth

Wearing these gauntlets increases your Strength score to 19. They have no effect if your Strength is equal to or greater than 19.

Gauntlets of Summer

Wondrous item, rare (cost 2,500 gp)

Crafting Components: Leather from a white stag

These finely crafted gold-embossed white leather gauntlets are shaped to mimic the hooves of a stag. While wearing these bracers, your weapon attacks count as both silver and magical for the purpose of overcoming resistance and immunity to attacks and damage.

Gem of Brightness

Wondrous item, rare (cost 900 gp)

Crafting Components: Fire beetle gland, gemstone

This prism has 50 charges. While you are holding it, you can speak one of three command words to cause one of the following effects:

- The first command word can be used as a bonus action to cause the gem to shed bright light in a 30-foot radius and dim light for an additional 30 feet. This effect doesn't expend any charges and lasts until you repeat the first command word or use one of the other two.
- The second command word requires an action and expends 1 charge, causing the gem to fire a brilliant beam of light at one creature you can see within 60 feet. The creature makes a DC 15 Constitution saving throw or becomes blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- The third command word requires an action and expends 5 charges, causing the gem to flare with blinding light in a 30-foot cone. Each creature in the area makes a DC 15 Constitution saving throw or becomes blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

When all of the gem's charges are expended it loses all magical properties, becoming a mundane jewel worth 50 gold.

Gem of Seeing

Wondrous item, rare (requires attunement; cost 5,000 gp)

Crafting Components: Lens that a creature with truesight has looked through

This gem has 3 charges and regains 1d3 charges each dawn. You can use an action to speak the gem's command word and expend 1 charge. For the next 10 minutes, you have truesight to a range of 120 feet when you peer through the gem.

Ghost Metal Axe

Weapon (axe), very rare (requires attunement; cost 18,500 gp)

Crafting Components: Bars of metal blessed by a god of death's priest

While you are attuned to and wielding this extremely light axe, you are able to see 20 feet into the Ethereal Plane and use it to make melee weapon attacks against creatures on the Ethereal Plane. If you are on the Ethereal Plane, you are able to see 20 feet into the Material Plane and use the axe to make melee weapon attacks against creatures on the Material Plane.

In addition, once per turn when you take the Attack action, you can strike at an undead possessing another creature, forcing it to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or exit the possessed creature.

Giant Slayer

Weapon (any axe or sword), rare (cost 5,000 gp)

Crafting Components: Beans that have spent at least 1 year in a druid's grove

You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 2d6 damage against giants (including any creature with the giant type, such as ettins and trolls). In addition, when the weapon deals damage to a giant, the giant makes a DC 15 Strength saving throw or falls prone.

Glamoured Padded Leather

Armor (leather), uncommon (cost 500 gp)

Crafting Components: Original script of a prestigious play

While wearing this armor your Armor Class increases by +1, and you can use a bonus action to make the armor appear to be any normal set of clothing or other kind of armor. The illusion allows you to choose the details of its appearance, and it lasts until you remove the armor or use the property again.

Glasses of Rodentius

Wondrous item, uncommon (cost 130 gp)

Crafting Components: Preserved corpse of a rat that died of old age after being raised from birth by the item crafter

These round glasses have a thin black metal frame and lenses that softly shimmer green. Engraved into the arms are very subtle rodents arranged into a helix. While you are wearing the glasses, you can see the paths that rodents have traveled in the last two days. The paths appear as shimmering green lines that reach upwards. The sooner a rat has traveled the path, the brighter the trail appears. When observed under the effects of *detect magic*, a small spectral rat crawls off of the glasses and squeaks.

Alternatively, you can use an action to snap the glasses in half and cast *charm monster* (save DC 13) on up to 10 rats you can see within range. Unlike normal, the duration of the spell is reduced to 1 minute.

Glass Ring

Ring, uncommon (cost 150 gp)

Crafting Components: Ring stolen from a career criminal

Though glass is expensive and not found in all buildings, breaking a window is a common aspect of burglary—a dangerous part if there are guards to worry about. As a bonus action, you can expend 1 charge to make the hand and arm wearing the ring pass through a single pane of glass for for 2d4 + 2 rounds. Objects that you hold in that hand also pass through the glass. If your hand or arm are still through the glass at the end of the duration, you take 1d10 slashing damage as the glass breaks.

Alternatively, when you hit a creature made of glass or crystal with a melee attack using the hand wearing the ring, you can command the ring to shatter. The hit deals an additional 2d8 damage.

The ring has 2 charges and regains 1 charge each dawn. If you expend the last charge, roll a d20. On a result of 5 or less, the ring loses its magic and becomes a mundane item.

Glove of Swift Return

Wondrous item, uncommon (requires attunement; cost 200 gp)

Crafting Components: Phase monster's skin

While you are attuned to and wearing this crimson glove, any weapon you throw returns to your gloved hand immediately after it hits or misses the target.



Gloves of Missile Snaring

Wondrous item, uncommon (requires attunement; cost 400 gp)

Crafting Components: Ceremonial gloves worn by an adept

While wearing these gloves, when you are hit by a ranged weapon attack you can use your reaction to reduce the damage by 1d10 + your Dexterity modifier, as long as you have a free hand. If the damage is reduced to 0, you can catch the missile if it is small enough to be held in that hand.

Gloves of Swimming and Climbing

Wondrous item, uncommon (requires attunement; cost 300 gp)

Crafting Components: A giant spider's silk or coral retrieved by a dolphin

While wearing these gloves you gain the following benefits:

- Climbing and swimming don't cost extra movement.
- +5 bonus to Athletics checks made to climb or swim.

Goblin Mask

Wondrous item, very rare (requires attunement; cost 12,750 gp)

Crafting Components: Symbol of goblinoid power passed down through at least 10 generations

Your vision shifts into a sickly yellow tint. Your muscles tense up and contract inside you, made twitchy as new sensory information floods your brain. You gain the following benefits and powers while wearing the *goblin mask*:

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Goblin Tongue. You can speak, read, and write Goblin as a language.

Nimble Escape. This mask has 5 charges. While wearing it, you can use an action to expend 1 of its charges to take the Disengage or Hide action as a bonus action during your turn. The mask regains 1d4 + 1 charges daily at sunrise. If you expend the mask's last charge, roll a d20. On a 1, the mask shrivels away and is destroyed.

Goggles of Night

Wondrous item, uncommon (cost 500 gp)

Crafting Components: Shadow demon eyes, or glass blown in the plane of shadow

While wearing these goggles, you gain darkvision to a range of 60 feet, or increase your existing darkvision by 60 feet.

Gossip Earring

Wondrous item, uncommon (requires attunement; cost 105 gp)

Crafting Components: Piece of jewelry stolen from a rival

The days of wondering what the socialites across the room are chatting about have come to an end! This brass earring is sculpted into the shape of whispering maidens. Whenever a creature says your name while within 100 feet the earring activates, transmitting the creature's words as a hushed whisper into your ears until it has gone at least 1 minute without saying your name.

Grappling Gun

Wondrous item, very rare (cost 25,000 gp)

Crafting Components: Two *ropes of climbing*

This device resembles a crossbow with a grappling hook fixed onto a spear that emerges from the front of it. You can use an action to fire it at a perch within 120 feet—a crux of tree boughs, the corner of a building, the top of a street light, a cluster of rocks across a chasm—and make a ranged weapon attack roll against AC 13. On a successful hit the device's grappling hook affixes itself to the perch and you can use a bonus action to retract the line, moving to a square adjacent to the grappling hook. When you are within 10 feet of the grappling hook you can use a reaction to return it to the *grappling gun*.

A *grappling gun* that has its line obstructed by another creature or broken (AC 20, 20 hit points) becomes inoperable until it is reloaded with an action.

In addition, you can fire the *grappling gun* as an attack against a creature (range 60/120 ft.), dealing 1d4 bludgeoning damage. On a hit the creature makes a DC 10 Strength saving throw or is knocked prone.

Gremlin Translator

Wondrous item (gear gremlin), uncommon (cost 250 gp)

Crafting Components: Book meant for language education of a dead tongue

This Tiny ethereal orange goblinoid sits inside a decorative silver earring. The gremlin speaks Common and has limited knowledge of all other known languages, able to understand and translate the following phrases regardless of what language they are spoken in:

- Excuse me
- Please
- Yes
- No
- Where is the privy?

When prompted the gremlin provides you with the correct translation of any of those phrases in any language. It can also attempt to translate anything spoken or written in any language, however it only recognizes the words that comprise the above phrases.

Guide to Respecting Social Mores

Wondrous item, uncommon (cost 450 gp)

Crafting Components: Vials of essence from a chaotic plane

This small, rather dry book contains instructions on etiquette and proper behavior. Its hidden and most useful purpose is to scream loudly to create a distraction whenever its carrier is subjected to unwanted social interactions.

Hammer of Thunderbolts

Weapon (maul), legendary (requires attunement; cost 60,000 gp)

Crafting Components: Anvil of a storm giant, forge lit by the breath of a dragon

You gain a +1 bonus to attack and damage rolls made with this magic maul. This weapon can only be attuned to when you are wearing a *belt of giant strength* and *gauntlets of ogre power*. The attunement ends if you remove or change attunement away from either of those items.

While you are attuned to this weapon and holding it:

- Your Strength score increases by 4 (and can exceed 20, but not 30).
- When you make an attack roll with this weapon against a giant and roll a natural 20, the giant makes a DC 17 Constitution saving throw or dies.
- You can expend 1 charge and make a ranged weapon attack with the maul with a normal range of 20 feet and a maximum range of 60 feet. On a hit, the maul unleashes a thunderclap heard from up to 300 feet away. The target and every creature within 30 feet of it make a DC 17 Constitution saving throw or become stunned until the end of your next turn.

The maul has 5 charges and regains 1d4+1 charges each dawn.

Handy Haversack

Wondrous item, rare (cost 1,250 gp)

Crafting Components: Silk from a drider

This backpack has a central pouch and two side pouches, each of which is an extradimensional space. Each side pouch can hold up to 20 pounds of material, not exceeding a volume of 2 cubic feet. The large central pouch can hold up to 8 cubic feet or 80 pounds of material. The backpack always weighs 5 pounds regardless of its contents.

Placing an object in the haversack follows the normal rules for interacting with objects. Retrieving an item from the haversack requires you to use an action. When you reach into the haversack for a specific item, the item is always magically on top. If the haversack is turned inside out, its contents spill forth, unharmed, and the haversack must be put right before it can be used again.

Food or water placed in the bag immediately and permanently lose all nourishing qualities—after being in the bag, water no longer slakes thirst and food does not sate hunger or nourish. In a similar fashion, the body of a dead creature placed in the bag cannot be restored to life by *revivify*, *raise dead*, or other similar magic. Breathing creatures inside the bag can survive for up to 2d4 minutes divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

The bag cannot hold any item that would not fit in a normal bag of its apparent size or any item with the Bulky quality.

If the bag is punctured, torn, or otherwise structurally damaged, it ruptures and is destroyed, and the contents are scattered throughout the Astral Plane.

Placing a *handy haversack* inside another extradimensional storage device such as a *bag of holding* or *portable hole* results in planar rift that destroys both items and pulls everything within 10 feet into the Astral Plane. The rift then closes and disappears.

Hat of Disguise

Wondrous item, uncommon (requires attunement; cost 250 gp)

Crafting Components: Mimic blood

While wearing this hat, you can use an action to cast *disguise self* at will. The spell ends if the hat is removed.

Hat of Grand Entrances

Wondrous item, common (requires attunement; cost 35 gp)

Crafting Components: Signet ring, seal or other object bearing a family crest

Step into the room and make a grand entrance! This top hat has embroidered figurines of trumpet players in full regalia. By speaking a command word, you can cause the figures to magically and loudly herald your arrival by trumpet blasts, followed by a speech announcing your name, titles, and any of your major accomplishments. You can alter this speech beforehand by giving any special instructions to the hat before speaking the command word. Once this hat has heralded an entrance it can't be used again for 10 minutes.



Headband of Intellect

Wondrous item, uncommon (requires attunement; cost 500 gp)

Crafting Components: Intellect devourer brain

Wearing this headband increases your Intelligence score to 19. It has no effect if your Intelligence is equal to greater than 19.

Helm of Brilliance

Wondrous item, very rare (requires attunement; cost 50,000 gp with half charges, 100,000 with full charges)

Crafting Components: Celestial's eye or a *scroll of sunbeam*, and the needed gems (10 diamonds, 20 rubies, 30 fire opals, and 40 opals)

This helm is set with 1d10 diamonds, 2d10 rubies, 3d10 fire opals, and 4d10 opals. Gems removed from the helm crumble to dust. The helm loses its magic when all the gems are removed.

While wearing this helm, you gain the following benefits:

- You can use an action to cast one of the following spells (save DC 18) with the listed gem as its component: *daylight* (opal), *fireball* (fire opal), *prismatic spray* (diamond), or *wall of fire* (ruby). The gem is then destroyed.
- If at least one diamond remains, the helm casts dim light in a 30-foot radius if at least one undead is within 30 feet. Any undead that starts its turn in the light takes 1d6 radiant damage.
- If at least one ruby remains, you have resistance to fire damage.
- If at least one fire opal remains, you can use an action to speak a command word and cause a weapon you are holding to erupt in flames, causing it to deal an extra 1d6 fire damage on a hit. The flames cast bright light in a 10-foot radius and dim light for an additional 10 feet. The flames last until you use a bonus action to speak the command word or you release the weapon.

- Whenever you fail a saving throw against a spell and take fire damage as a result, roll a d20. On a 1, light blazes from the remaining gems. Each creature within 60 feet other than you must succeed on a DC 17 Dexterity saving throw or take radiant damage equal to the number of gems in the helm. The helm and the remaining gems are then destroyed.

Helm of Comprehending Languages

Wondrous item, uncommon (cost 250 gp)

Crafting Components: Scroll with a greeting written in at least 20 languages by native writers, or a page written in Celestial by a native writer

While wearing this helm, you can use an action to cast *comprehend languages* at will.

Helm of Telepathy

Wondrous item, rare (requires attunement; cost 1,000 gp)

Crafting Components: Fairy dragon scales or an aboleth's eye

While wearing this helm, you gain the following benefits:

- You can use an action to cast *detect thoughts* (save DC 13) at will. While maintaining concentration, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply with a bonus action while you are focused on it. If a creature successfully saves against this property, it becomes immune to it for 24 hours.
- Once between long rests, while focusing on a creature with *detect thoughts* you can use an action to cast *suggestion* (save DC 13) on that creature.

Helm of Teleportation

Wondrous item, very rare (requires attunement; cost 48,000 gp)

Crafting Components: Cup of astral matter

While wearing this helm you can use an action to cast *teleport*. The helm has 3 charges and regains 1d3 charges each dawn.

Holy Avenger

Weapon (any sword), legendary (requires attunement by a herald; cost 100,000 gp)

Crafting Components: Holy symbol that has traveled to an Upper Plane

You gain a +3 bonus to attack and damage rolls made with this magic sword. While you are attuned to the sword and use it to attack a fiend or undead, on a hit it deals an extra 2d10 radiant damage. In addition, while drawn the sword creates an aura in a 10-foot radius around you. You and friendly creatures in the aura gain advantage on saving throws against spells and other magical effects. If you have 17 or more levels in the herald class, the aura increases to a 30-foot radius.

Hopeful Slippers

Wondrous item, very rare (requires attunement; cost 10,400 gp)

Crafting Components: Shoes of a humanoid worn during at least 1 year of menial labor, and that same humanoid's recited heartfelt wishes (they must be present to recite wishes for at least 1 hour of the item's crafting time)

A wish made from the innocent heart of a scullery maid created these magical shoes, upon which she danced her way into a better life. You can only attune to these shoes if you are the first creature to do so. When you attune to the shoes, they resize to perfectly fit your feet and your feet alone. During the day they take the form of simple wooden clogs, and by night the shoes transform into beautiful glass slippers that somehow hold your weight without breaking.

While wearing these shoes as clogs, your Wisdom score increases by 2 and you gain an expertise die on Animal Handling checks. While wearing these shoes as glass slippers, your Charisma score increases by 2 and you gain an expertise die on Performance checks.

Alternatively, you can use a bonus action to shatter the glass slipper against the floor, sending shards exploding outward in a 10-foot radius. Creatures and objects in the area make a DC 15 Dexterity saving throw, taking 8d6 magical piercing damage on a failed save or half as much on a success. Afterwards the area becomes difficult terrain, and the remaining shoe becomes a mundane item.

Horn of Blasting

Wondrous item, rare (4,000 gp)

Crafting Components: Metal that has been struck by a storm giant's lightning

You can use an action to speak the horn's command word and blow it, emitting a thunderous blast in a 30-foot cone that is audible 600 feet away. Each creature in the area makes a DC 15 Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage and is deafened for 1 minute. On a successful save, a creature takes half damage and isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take double damage.

Each use of the horn's magic has a 20% chance of making it explode, dealing 10d6 fire damage to you and destroying it.

Horn of Valhalla

Wondrous item, rarity varies (cost varies)

Crafting Components: Varies

You can use an action to blow this horn and summon the spirits of fallen warriors. These spirits appear within 60 feet of you and use the statistics for berserker hordes. They return to Valhalla after 1 hour or when they drop to 0 hit points. Once you use the horn, it can't be used again for 7 days.

Four types of *horn of Valhalla* are known to exist, each made of a different metal. The horn's type determines how many berserker hordes answer its summons, as well as the requirement for its use. The Narrator chooses the horn's type or determines it randomly.



Horseshoes of a Zephyr

Wondrous item, very rare (cost 17,000 gp)

Crafting Components: Precious gem spun in the winds of an air elemental, a metal weapon that has been wielded by a djinni and subject to its *plane shift*

These iron horseshoes come in a set of four. While all four shoes are affixed to the hooves of a horse or similar creature, they allow the creature to perform the following feats:

- Move normally while floating 4 inches above the ground, allowing it to cross or stand above nonsolid or unstable surfaces (such as lava or water).
- Leave no tracks and ignore difficult terrain.
- Move its Speed for up to 12 hours a day without suffering fatigue from a forced march.

TABLE: HORN OF VALHALLA

HORN	RARITY	COST	CRAFTING COMPONENTS	BERSERKER HORDES SUMMONED
Silver	Rare	1,000 gp	Silver sword pendant that has been carried into battle	2
Brass	Rare	5,000 gp	Horn of a celestial creature	3
Bronze	Very rare	10,000 gp	Horn of a horned devil	4
Iron	Legendary	75,000 gp	Horn that has been blown by a solar	5

Horseshoes of Speed

Wondrous item, rare (cost 4,500 gp)

Crafting Components: Staff wielded by a druid for a year and a day, steel blessed by a unicorn

These iron horseshoes come in a set of four. Once all four are affixed to the hooves of a horse or similar creature, its Speed increases by 30 feet.

How to Make Fiends and Influence People

Wondrous item, legendary (cost 60,000 gp)

Crafting Components: Chains from a chain devil

The cracks in the deep green leather binding of this ancient book reveal an unwavering orange glow. After studying this book for 1 hour each day over the course of a year and a day, you gain permanent influence over one randomly determined humanoid on your plane, even if it is immune to being charmed. This otherwise functions as the *suggestion* spell (no saving throw). The target uses the statistics of a cambion (page 42 in the *Monstrous Menagerie*), but maintains its prior physical appearance. A *wish* spell, or the destruction of the book via *disintegrate* or similar magic, frees the creature from this effect.

Humour Realignment Transfiguration

Varies, common (cost 30 gp)

Crafting Components: Malachite

People seeking a permanent change to their body tend to avoid shapechanging magic—it's costly and scarce, and the thought of a wayward dispel reverting you to your old form and triggering a wave of dysphoria is horrifying. Instead most seek out magics that gradually encourage the systems of their body to adopt a new form. These magics take many shapes: potions from an alchemist, a blessed amulet, a pouch of ritual ingredients from a wizard.

Using the magic requires a 5 minute ritual at the end of each long rest. At the end of the first month, your outward appearance begins to take on the shape and characteristics of a form more comfortable to you. By the end of six months of use, your body fully shifts to your desired comfortable form. To maintain the new form you must continue to perform the ritual—ceasing it reverts these changes at the same pace. Any new form must be of the same heritage as your previous form.

Most practitioners provide 3 months' supply at a time to encourage you to regularly seek assessment from a transmutation expert and catch dangerous changes before they cause you trouble. Unsurprisingly, many transmutation wizards, alchemists, and priests of elven deities across the land chose their career so they could pursue this path without any gatekeepers.

Hungry Quasit

Wondrous item (patron token), common (cost 75 gp)

Crafting Components: Quasit horns

This Tiny bloodstone is carved in the shape of a grinning, pot-bellied quasit. Whenever you would gain temporary hit points, you can choose to store them inside the quasit instead. Unlike normal temporary hit points, the hit points you store inside the quasit stack, although the maximum number of temporary hit points the quasit can hold at one time is equal to your Charisma modifier + your warlock level (minimum 1).

You can use an action to activate the quasit and gain all the temporary hit points currently stored inside it, which last for up to 1 hour. Whenever you activate the quasit, roll a d20. On a result of 5 or less, you don't gain any temporary hit points, and instead the quasit animates and flies off never to be seen again.

Ice Riders

Wondrous item, uncommon (requires attunement; cost 260 gp)

Crafting Components: Yeti feet

The magic focused in the soles of these boots enable you to traverse ice and snow as if it were solid, non-slippery ground. You ignore difficult terrain created by cold conditions.

When traveling over snow, you leave only 1/2-inch deep footprints, enabling you to walk over deep drifts without the dangers of falling in. Similarly, you can step onto a floating chunk of ice without fear of tipping it over, although jumping onto the ice will "push" it in the direction of the jump.

Immovable Rod

Rod, uncommon (cost 400 gp)

Crafting Components: Drop of *sovereign glue*, 2 lodestones

You can use an action to press this metal rod's single button, magically fixing it in place where it defies gravity. To move the rod, you or another creature must use an action to press the button again.

The rod can support up to 8,000 pounds of weight (if this is exceeded, the rod deactivates and falls). A creature that attempts to move the rod needs to make a DC 30 Strength check, moving the rod up to 10 feet on a success.

Impossible Cube

Wondrous item, rare (cost 5,000 gp)

Crafting Components: Metal made from ore that has visited at least 7 planes

At a glance this hand-sized item appears to be a metal framework in the simple shape of a cube, but when looked at more closely it becomes clear that the geometry of the framework is impossible with absurd angles, preposterous twists, and endpoints. Any attempt to follow the various lines and compositions to their conclusion is frustrating at best and truly maddening at worst.

When a creature with an Intelligence score of 6 or higher sees the cube for the first time it makes a DC 10 Wisdom saving throw or becomes compelled to study the cube further. When a creature first studies the cube, it makes a DC 15 Wisdom saving throw or suffers from the Terrorized short-term mental stress effect (page 362) and a compulsion to study the cube even further. A creature that fails this saving throw by 5 or more instead suffers from the Distorted Perceptions long-term mental stress effect. Any further inspection of the cube has no additional effect.

Infernal Carapace

Armor (full plate), very rare (requires attunement; cost 17,500 gp)

Crafting Components: Profane writ, plate armor

This suit of terrifying +2 *full plate* is engraved with Infernal runes that blaze with unholy power. You cannot attune to this armor if you have the Good alignment trait. While attuned to and wearing this armor, you gain the following benefits:

- Your AC increases by 2.
- You count as one size category larger when determining your carrying capacity.
- Your Strength score increases to 20. This property has no effect if your Strength is equal to or greater than 20.
- You have advantage on Strength checks and saving throws.
- You can use a bonus action and choose a creature that can see you, forcing it to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become frightened for 1 minute. Once you have used this property a number of times equal to your proficiency bonus, you cannot do so again until you finish a long rest.
- Your unarmed strikes and weapon attacks deal an extra 1d6 necrotic damage.
- Celestials, elementals, fey, and creatures with the Good alignment trait have disadvantage on attack rolls made against you.

Inkpot of the Thrifty Apprentice

Wondrous item, common (cost 75 gp)

Crafting Components: First and last pay stubs received by an apprentice clerk

This appears to be nothing more than a mundane pot of ink. When you speak the command word and use a bonus action to expend 1 charge, it fills with enough high quality and particularly durable ink of the color of your choice to fill 50 pages of parchment. This ink is extremely hard to remove from any surface, including cloth or flesh, and often takes many days and washings to clean away. The ink cannot be used to inscribe spells, and when removed from the pot with anything but a quill the ink instantly dries.

When you speak another command word and expend all 3 charges as an action, a 15-foot cone of ink erupts from the inkpot, coating anything and everything that it hits. Creatures in the area make a DC 10 Dexterity saving throw. On a failure, a creature is blinded until it spends an action cleaning the ink away from its eyes.

The inkpot has 3 charges and regains 1d3 charges each dawn. If you expend the last charge, roll a d20. On a 5 or less, the inkpot loses its magic and becomes a mundane item.

Inspiring Pahu

Wondrous item, uncommon (cost 140 gp)

Crafting Components: Weapon entombed for at least 100 years with a humanoid warrior

This large bass drum is made from hearty kamani (a wood light in color and native to far away islands) covered in cured sharkskin. Carvings all around the instrument depict warriors engaged in song and dance around a giant funeral pyre, and a leather strap hangs from its side to secure the drum at the waist. When struck the drum creates a deep resonant sound that sets the tempo for a song, an excellent tool for motivating warriors before battle.

This drum has 2 charges and regains 1 charge each dawn. You can use a bonus action to play it and expend 1 charge, focusing its energies on a living creature that has 0 hit points and that you can see within 20 feet. Until the start of your next turn, the creature has advantage on death saving throws.

Alternatively, you can use an action to play it and expend 2 charges. Each creature within 30 feet of you that hears you play makes a DC 20 Constitution saving throw. On a success, a creature gains inspiration.

If you expend the last charge, roll a d20. On a result of 5 or less, the sharkskin membrane covering the drum breaks and it becomes a mundane item.

Instant Fortress

Wondrous item, very rare (15,000 gp)

Crafting Components: 1,000 pounds of stone from a fortress that has withstood siege, bulette hides

You can use an action to place this 1-inch metal cube on the ground and speak its command word. The cube rapidly grows into a fortress that remains until you use another action to speak the command word that dismisses it. The fortress can only be dismissed when it is empty.

When activated, the cube transforms into a square tower, 20 feet on a side and 30 feet high, with arrow slits on all sides and a battlement atop it, with a small door on the side facing you. The door opens only at your command, which you can speak as a bonus action (it is immune to spells like *knock* and related magic, such as a *chime of opening*.) The tower's interior has two floors, with a ladder connecting them and continuing on to a trapdoor to the roof.

Each creature in the area where the fortress appears makes a DC 15 Dexterity saving throw, taking 10d10 bludgeoning damage on a failure, or half damage on a success. In either case, the creature is pushed to an unoccupied space next to the fortress. Objects in the area that aren't being worn or carried take full damage and are pushed automatically.

The tower is made of adamantine, and its magic prevents it from being tipped over. The roof, the door, and the walls each have AC 20, 100 hit points, immunity to damage from nonmagical weapons (excluding siege weapons), and resistance to all other damage. Only a *wish* spell can repair the fortress (this use of the spell counts as replicating a spell of 8th-level or lower). Each casting causes the roof, the door, or one wall to regain 50 hit points.

Instrument of Irresistible Symphonies

Wondrous item, uncommon (cost 500 gp)

Crafting Components: Gilded songbird feathers

Once per week, you can use an action to speak a command word that causes this instrument to play its own beautiful music for 1 minute. Choose a creature you can see within 30 feet of the instrument that is able to hear the music. The creature makes a DC 13 Charisma saving throw at the start of each of its turns or it is forced to dance in place for as long as the music plays. While the creature dances, it is considered grappled.

Ioun Stones

Wondrous items, rarity varies (requires attunement; cost varies)

Crafting Components: Varies—see individual stones

Some say these enchanted gems take their name from a deity of knowledge, others that they are named for the sound they make as they gently orbit their bearer's head. Whatever the case, there are many types of *ioun stones*, each imbued with powerful beneficial magic.

The specifics of these stones vary but they all work in essentially the same way: once you have attuned to it you can use an action to set a stone in a gentle orbit around your head, 1d4 feet away from you. Another creature may use an action to try and take an orbiting stone, but must make a melee attack against AC 24 or make a DC 24 Dexterity (Acrobatics) check. An *ioun stone*'s AC is 24, it has 10 hit

TABLE: IOUN STONES

TYPE	RARITY	COST	CRAFTING COMPONENTS
Absorption	Very rare	10,000 gp	Refined negative energy
While this white marble sphere orbits your head, when a creature you can see casts a spell of 4th-level or lower targeting only you, you can use your reaction to have the stone harmlessly absorb the spell, suffering no damage or negative effects. The stone can absorb 20 spell levels. If a spell is higher level than the available spell levels left in the stone, the spell cannot be absorbed. After absorbing 20 spell levels the stone loses its magic and turns a faded gray.			
Agility	Very rare	15,000 gp	A cat's dream captured in the Astral Plane
While this ice-blue octahedron orbits your head your Dexterity score is increased by 2 (to a maximum of 20).			
Awareness	Rare	600 gp	Phase spider's eye
While this bright red cylinder orbits your head, it chimes to keep you from being surprised.			
Fortitude	Very rare	15,000 gp	Hoof or horn of a divine ox
While this bright pink dodecahedron orbits your head your Constitution score is increased by 2 (to a maximum of 20).			
Greater Absorption	Legendary	50,000 gp	Refined negative energy, shards from a destroyed *staff of power*
This gold and onyx ellipsoid draws powerful magic into it. While this gem orbits your head, it functions as an *ioun stone of absorption*, but can absorb spells of 8th-level or lower, up to a maximum of 50 total spell levels.			
Insight	Very rare	15,000 gp	Tail feathers from an awakened owl
While this clear octahedron orbits your head your Wisdom score is increased by 2 (to a maximum of 20).			
Intellect	Very rare	15,000 gp	Canine teeth from an awakened fox
While this cobalt blue tetrahedron orbits your head your Intelligence score is increased by 2 (to a maximum of 20).			
Leadership	Very rare	15,000 gp	Collar from a loyal dog that died of old age
While this brilliant yellow cube orbits your head your Charisma score is increased 2 (to a maximum of 20).			
Mastery	Legendary	50,000 gp	The most treasured possession of a slain adventurer that redeemed themselves in death
While this jet icosahedron orbits your head, your proficiency bonus is increased by 1.			
Protection	Rare	1,000 gp	Bone plate from a stegosaurus
While this dusty blue tetrahedron orbits your head, your AC is increased by +1.			
Regeneration	Legendary	25,000 gp	Basilisk's gizzard
While this green and purple spindle orbits your head, you regain 15 hit points every hour, provided you have at least 1 hit point.			
Reserve	Rare	600 gp	*Pearl of power*
This radiant indigo prism encases a pearl and can store spells for later use. The stone can hold up to 3 spell levels and is typically found with 1d4 – 1 levels of stored spells. To store a spell in the stone, a creature must cast a 1st-, 2nd-, or 3rd-level spell while holding it. The spell is drawn into the stone with no other effect. If there aren't enough available levels to hold a spell, it cannot be stored. While the stone is orbiting you, you can cast any spell stored in it using the appropriate action. The spell uses the spell level, spell save DC, attack bonus, and spellcasting ability of the creature that stored the spell, but you are considered to be the caster. Once a spell is cast, it is no longer stored.			

TABLE: IOUN STONES (CONTINUED)

TYPE	RARITY	COST	CRAFTING COMPONENTS
Strength	Very rare	15,000 gp	Canine teeth from an awakened bear
While this bright pink pentagonal trapezohedron orbits your head your Strength score is increased by 2 (to a maximum of 20).			
Sustenance	Rare	525 gp	Honeycomb from a giant bee beehive
While this delicate amber spindle orbits your head, when taking a long rest you can roll a d20. On an 11 or higher, you do not require Supply during that long rest.			

points, and resistance to all damage. While orbiting your head, it is considered a worn item. You can use an action to seize and stow the stone, returning it to an inert and inactive state.

Iron Bands of Binding

Wondrous item, rare (cost 1,000 gp)

Crafting Components: Glabrezu pincer, link from a chain devil's chain

This smooth iron sphere conceals a formidable set of restraints that unfolds into metal bands when thrown. Once between long rests you can use an action to throw it at a creature within 60 feet, treating it as if it were a ranged weapon attack with which you are proficient. On a hit, if the creature is Huge-sized or smaller it becomes restrained until you use a bonus action to speak a different command word and release it.

A creature can try to break the bands by using an action to make a DC 20 Strength Check. On a success, the bands are broken and the restrained creature is freed. On a failure, the creature cannot try again until 24 hours have passed.

Iron Flask

Wondrous item, legendary (cost 50,000 gp)

Crafting Components: Cold iron refined on the night of a new moon

This dark iron bottle feels heavy in your hand. Engraved with powerful runes of binding, it is capable of trapping otherworldly creatures. You can use an action to speak the command word and remove the silver stopper from the flask, targeting a creature within 60 feet that is not native to the plane of existence the flask is currently on.

TABLE: IRON FLASK

D100	CONTENTS
01–50	Empty
51–55	Djinni
56–60	Efreeti
61–65	Marid
66–70	Divi
71–80	Angel (any)
81–90	Elemental (any)
91	Lich from another plane
92	Chromatic dragon (any)
93	Metallic dragon (any)
94	Gem dragon (any)
95	Spirit dragon (any)
96	Couatl
97	Succubus/Incubus
98	Ghost from another plane
99	Dragon turtle
100	Xorn

- If the *iron flask* is empty and you can see the creature, it makes a DC 17 Wisdom saving throw or becomes trapped in the flask. A creature that has previously been trapped in this flask has advantage on this save. The trapped creature is held in stasis—it doesn't breathe, eat, drink, or age.
- As an action, you can release the creature trapped within. A released creature remains friendly to you and your allies for 1 hour, during which it obeys your verbal commands, and afterward it acts normally. Without any commands or when given a command likely to result in its death, the creature defends itself but otherwise takes no actions.
- Casting *identify* on this flask also reveals if a creature is trapped within, but will not reveal the type. The only way to determine an *iron flask*'s contents is to open the flask and release its inhabitant.
- Newly acquired *iron flasks* may already have a trapped creature, either chosen by the Narrator or determined randomly.

Ironweed Rope

Wondrous item, uncommon (cost 200 gp per 50 feet)

Crafting Components: Vines from a shambling mound

When this tough, fibrous plant is carefully woven into rope it has AC 17, 10 hit points, and resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Ivory Knights

Wondrous item, uncommon (requires attunement; cost 150 gp each)

Crafting Components: Knights from a chess set used by best friends to play at least a dozen games of chess

These two ivory figurines look as though they belong with a chess set. If you and one other person hold one of the knights, you can use an action to whisper in the ear of the game piece to communicate with the creature holding the other (as the *message* cantrip).

If you and the person carrying the other figurine hold your game pieces to your hearts while within 120 feet of each other, you share a remembrance of two outmatched knights rushing into battle. Within the next minute, each of you can use an action once to teleport to any point between your current positions. You each can teleport once, after which the figurines lose their power.

Jade Tiger

Wondrous item, uncommon (requires attunement; cost 150 gp)

Crafting Components: Blood of a weretiger

This jade figurine carries the memories of a weretiger that spent years tracking and hunting its prey under the light of the jungle moon. When you attune to the item and keep it on your person, you gain an expertise die on Survival checks made to find and follow tracks for up to 1 hour per day.

When you speak the *jade tiger*'s command word, you vividly recall one of the weretiger's most challenging hunts. For the next minute, you can use a bonus action to make a Stealth check to hide immediately before or after you take the Attack action. The *jade tiger*'s magic forever fades away after being used in this way.



Jarred Brain

Wondrous item, common (cost 75 gp)

Crafting Components: Brain of a humanoid academic

A humanoid brain floats in formaldehyde within this glass and iron jar, the electrodes protruding from its lid sparking on occasion as the mass of tissue within twitches. You can use an action to gain a flash of insight by shocking your own mind with the jar's electrodes, taking 1d6 lightning damage. You gain 5 expertise dice to use on Intelligence checks made in the next minute, either individually or up to as many as 3 at a time. Once the jar is used in this way the sparks recede and it cannot be used in this way again for the next 24 hours.

Alternatively, the brain can be wired up directly to the mind of another creature. This process takes 1 minute and allows a creature to consult the jarred brain about a specific course of action (as the spell *augury*), after which it malfunctions and shatters.

Javelin of Lightning

Weapon (javelin), uncommon (cost 500 gp)

Crafting Components: Amber found on a stormy day at the beach

Once per dawn, when you throw this magic weapon and speak its command word it transforms into a 5-foot wide line of electricity that is 120 feet long. Each creature in the area (excluding you) makes a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, or half damage on a success. The target of your attack takes the javelin's normal damage plus 4d6 lightning damage.

Lantern of Revealing

Wondrous item, rare (cost 3,500 gp)

Crafting Components: Pixie dust, glass that's been to the Astral Plane

While lit, this hooded lantern casts bright light in a 30-foot radius, revealing invisible creatures and objects in the area. It sheds dim light an additional 30 feet, or if you use an action to lower the hood only in a 5-foot radius. The lantern stays lit for 6 hours on 1 pint of oil.

Legerdemain Gloves

Wondrous item, common (cost 95 gp)

Crafting Components: Gloves worn by a stage magician for at least one performance

Stage magic may not be as impressive as true wizardry but it can still delight an audience and that's where these supple gray leather gloves got their start, but con artists and thieves find uses for them as well. While wearing both of these gloves, once per minute you can teleport an item, up to the size of a dagger, from one hand to the other.

The gloves can teleport an item a longer distance, but their magic is forever exhausted in the process. When you wear one glove and another creature within 120 feet wears the other, you can teleport an item up to the size of a dagger into the hand of the creature wearing the other glove. If you do, the gloves dry and crack, losing their magic and becoming mundane items.

Library Scarf

Wondrous item, common (cost 50 gp)

Crafting Components: Scarf knitted and gifted by a loved one

Wizard schools are rarely built for comfort and more than one would-be scholar has caught a chill while pouring over inscrutable tomes or stuffy old biographies in drafty libraries in the wee hours of the morning. Given that bonfires are generally frowned upon when surrounded by books, creative apprentices were forced to investigate other means to get them through long nights of studying, resulting in the creation of these enchanted trinkets. Each appears as a simple woolen scarf of whatever color or pattern its creator chooses. When you use a bonus action to speak its command word and expend 1 charge, the scarf magically warms you for 2 hours, providing comfort and protection from cold temperatures down to freezing (under more frigid conditions, each charge insulates you for 1 hour.)

In dire circumstances, the scarf can offer more significant protection. When you take cold damage, you can use your reaction and expend 3 charges to gain cold resistance until the end of the round.

The scarf has 3 charges and regains 1d3 charges each dawn. If you expend the last charge, roll a d20. On a result of 5 or less, the scarf loses its magic and becomes a mundane item.

Liquid Luck

Potion, legendary (cost 55,000 gp)

Crafting Components: Crushed moonstone, last breath of an adventurer who died of old age

This ornate vial contains a liquid that shimmers with opalescent hues. After drinking this potion, for the next 24 hours you have advantage whenever you roll a d20.

Listening Quills

Wondrous item, uncommon (requires attunement; cost 150 gp)

Crafting Components: Gilded raven quill meticulously used to record at least 20 hours of academic recitation

Many fledgling wizards find themselves overwhelmed with the workload that's thrust upon them and struggle to find the time for all of their duties—between studying, projects, and the many chores often required of them it can be difficult to attend lectures. These enchanted trinkets were one of the many tools created to alleviate the problem and are now sold to more than novice mages. Each resembles a perfectly ordinary writing quill. When you spend a bonus action to speak the command word and expend 1 charge, the quill leaps to life and copies everything said by a target that you can hear within 60 feet. The quill ceases to copy after 1 hour, when the target moves more than 60 feet away from it, stops speaking for more than 10 minutes, or when it runs out of writing surface (usually a long scroll of parchment).

The magic that animates the quill can also be put to slightly more dangerous purposes. When you speak another command word and expend all 3 charges, as an action you hurl it at a target you can see within 10 feet. The quill leaps to life and jabs, stabs, pokes, gouges, and otherwise injures the target for up to 1 minute. The quill attacks once per round at the end of your turn. It has a +2 bonus to attack and deals 1d4 piercing damage on a successful hit. When you roll a natural 1 to attack with the quill, it loses its magic and becomes a mundane item. Otherwise, it falls to the ground when its target has moved more than 15 feet away or become incapacitated.

The quill has 3 charges and regains 1d3 charges each dawn.

Lockpicks of Memory

Wondrous item, uncommon (cost 150 gp)

Crafting Components: Thieves' tools used in at least one burglary

It's good to learn from your experiences but even better to learn from someone else's. For a guild of thieves with a legacy of control and access within a city, these enchanted tools are a truly valuable asset. The lockpicks twitch in your hands when they come within 5 feet of a lock they have been used to open within the last year. You can use these lockpicks and an action to unlock any lock that the lockpicks have previously opened.

Alternatively, you can exhaust the lockpicks' magic completely to borrow a skill or memory from a previous user. You can choose to either watch 10 minutes of a previous user's memory (taken from the span of time they had the lockpicks in their possession) or for 10 minutes you can gain one skill, tool, or language proficiency of the previous user. At the end of the duration, the lockpicks rust away to nothing.

Note. The cost listed above is for a relatively recent set of *lockpicks of memory* and at the Narrator's discretion an older version may cost much more.



Long Fang of the Moon

Weapon (longsword), legendary (requires attunement; cost 55,000 gp)

Crafting Components: Stone taken from the moon

You gain a +3 bonus to attack and damage rolls made with this silvered longsword.

Weapon attacks using long fang of the moon deal an extra 2d6 radiant damage against creatures. When you hit a shapeshifter with this weapon, it makes a DC 30 Constitution saving throw or reverts to its original form. If it fails this saving throw, you may choose to prevent the shapeshifter from transforming for up to 10 minutes.

Luck Blade

Weapon (any sword), legendary (requires attunement; cost 150,000 gp)

Crafting Components: Favor paid by a genie

You gain a +1 bonus to attack and damage rolls made with this magic sword. While you are attuned to the sword and holding it, you gain a +1 bonus to saving throws. In addition, it has the following properties:

Luck. Once per dawn, while the sword is on your person you may reroll one attack roll, ability check, or saving throw. You must use the new roll.

Wish. Once per dawn, while holding the weapon you can use an action to expend 1 charge and cast *wish*. The weapon has 1d4 – 1 charges and loses this property when there are no charges left.

Lucky Halfling Foot

Wondrous item, uncommon (requires attunement; cost 115 gp)

Crafting Components: Foot of a halfling that died of old age

This small hairy humanoid foot has been chemically preserved and attached to a simple chain necklace as a pendant. Whenever you roll a natural 1 for an attack roll, ability check, or saving throw while wearing this necklace, you may choose to reroll and must use the new result. Once you make a reroll in this way, you cannot do so again for the next 24 hours. In addition, halflings get an unnerving sense of this macabre trophy even when it is hidden, and while wearing this necklace you have disadvantage on all Charisma (Persuasion) checks to influence halflings.

Alternatively, these mortal remains can be buried or burned properly through halfling funerary rites taking 1 hour. If these rites are completed, any creatures in attendance (a maximum of 8) gain a point of inspiration.

Luminescent Gum

Wondrous item, uncommon (cost 200 gp per gum)

Crafting Components: Sponges harvested from the abyssal plains at the bottom of the ocean

This salty chewing gum is made from the sap of a deep sea plant and is normally stored inside of a clamshell. In order to activate it, you must chew the gum as an action, during which its properties are released into your bloodstream. The center of your forehead forms a slight bump and begins to glow. Any darkness within a range of 120 feet becomes dim light, and any dim light within the same range becomes bright light. The gum has no effect on bright light.

The effect lasts for 1 hour, after which the gum loses its magical properties. The gum itself is a bit of an acquired taste and when you chew it for the first time you must make a DC 10 Constitution check or gain the stunned condition for a round as you vomit. Vomited gum can be retrieved and used again, but its remaining duration is halved every time it is reused.

Luminescent gum is generally found in bunches of 6 or 12 clamshells.

Mace of Disruption

Weapon (mace), rare (requires attunement; cost 5,000 gp)

Crafting Components: Mace of a deva

Fiends and undead take an extra 2d6 radiant damage when hit with this weapon. When this weapon reduces a fiend or undead to 25 or fewer hit points, the creature makes a DC 15 Wisdom saving throw or it is destroyed. On a successful save the creature becomes frightened of you until the end of your next turn.

While it is held, this weapon shines bright light in a 20-foot radius and dim light an additional 20 feet.

Mace of Smiting

Weapon (mace), rare (cost 5,000 gp)

Crafting Components: Treant branch

You gain a +1 bonus to attack and damage rolls made with this magic weapon, which increases to +3 when used to attack a construct.

When you use this weapon to make an attack and roll a natural 20, it deals an extra 2d6 bludgeoning damage, which increases to 4d6 against construct. When this weapon reduces a construct to 25 or fewer hit points, the creature is destroyed

Mace of Terror

Weapon (mace), rare (requires attunement; cost 5,000 gp)

Crafting Components: Shard of a broken mirror that once reflected a banshee's horrifying visage

This weapon has 3 charges and regains 1d3 charges each dawn. While you hold it, you can use an action to expend 1 charge and emanate terror in a 30-foot radius. Each creature you choose within the area makes a DC 15 Wisdom saving throw or it becomes frightened of you for 1 minute, moving away from you as fast as possible on its turns (it can only use the Dash action, try to escape anything preventing it from moving, or use the Dodge action if it cannot move or attempt escape) and remaining at least 30 feet from you. The creature cannot take reactions. At the end of each of its turns, a frightened creature can repeat the saving throw, ending the effect on a success.

Madam Yolanda's Prison

Wondrous item, rare (cost 5,000 gp)

Crafting Components: Large ruby

This large, gleaming red ruby book contains the spirit of an elven archmage named Madam Yolanda. She lived a life of adventure and riches before eventually retiring in a vast mansion with a much younger elf. Identifying the ruby causes Madam Yolanda to appear—she uses the statistics of an archmage fluent in Common and Elvish, and is vain, flirtatious, and mistrustful of almost everyone's motives. The Narrator randomly determines her attitude towards her finders using the Madam Yolanda's Prison table.

TABLE: MADAM YOLANDA'S PRISON

D100	EFFECT
1–10	Madam Yolanda is gravely offended by her discovery and attacks. The ruby is inert after her defeat and can be sold for up to 1,500 gold.
11–90	Madam Yolanda stays and assists her finders for 1 hour before returning to the gem (she only returns to assist again if a 1–5 are rolled in subsequent uses of this item).
91–100	Madam Yolanda gifts two uncommon magic items to the creature holding her gem (rolled on Table: Magic Items #4 on page 188). The ruby is inert afterwards and can be sold for up to 1,500 gold.

Magic Mirror

Wondrous item, uncommon (requires attunement; cost 300 gp), rare (requires attunement; cost 3000 gp), or very rare (cost 10,000 gp)

Crafting Components: Bones of a long dead seer, ground to dust (uncommon), silver from a sphinx's lair (rare), refined glass from the Astral Plane (very rare)

When a magic mirror is viewed indirectly, its surface shows an insubstantial otherworldly face looking back at you. Magic mirrors can be found in three sizes.

Pocket (Uncommon). While attuned to the pocket mirror, you can use it as a spellcasting focus, and twice per dawn cast *augury* as you look into it. When you do so, your reflection whispers the answers to your questions.

Handheld (Rare). While attuned to the handheld mirror, you can use it as a spellcasting focus, and you can cast *augury* and *divination* once each per dawn as you look into it. Your reflection whispers the answers to your questions.

Wall (Very Rare). While this bulky mirror is securely fastened to a wall, twice per dawn you can look into it and speak a command phrase to cast *commune*, *contact other plane*, or *divination*. Your reflection answers your questions. Additionally, as an action once per dawn, the wall



mirror can be linked to another *magic mirror* by speaking the name of the other mirror's bearer, initiating a face to face conversation that can last up to 10 minutes. Both you and the other mirror user can clearly see each other's faces, but don't get any sense of one another's surroundings. Either you or the other mirror user can use a bonus action to end the conversation early.

Mantle of Spell Resistance

Wondrous item, rare (requires attunement; cost 5,000 gp)

Crafting Components: Powdered dragon's scale

While wearing this cloak, you have advantage on saving throws against spells.

Manual of Bodily Health

Wondrous item, very rare (cost 20,000 gp)

Crafting Components: Heart of an apex tiger, essence from an Elemental Plane

This magical book contains surprisingly accurate advice on building endurance. Spending 48 hours over 6 days (or fewer) reading and following the book's advice increases your Constitution score and your maximum Constitution score by 2. The manual then becomes a mundane item for a century before it regains its magic.

Manual of Gainful Exercise

Wondrous item, very rare (cost 20,000 gp)

Crafting Components: Dung beetle's legs, essence from an Elemental Plane

This magical book outlines a vigorous exercise regimen. Spending 48 hours over 6 days (or fewer) reading and following the book's regimen increases your Strength score and your maximum Strength score by 2. The manual then becomes a mundane item for a century before it regains its magic.

Manual of Guardians

Wondrous item, very rare (cost 16,000 gp)

Crafting Components: Exquisite leather bound tome, giant squid ink

This thick, rune-bedecked tome is packed with arcane schematics and mystic instructions for creating a specific kind of guardian either chosen by the Narrator or randomly determined.

Using the manual is difficult, and any creature that does not have at least two 5th-level spell slots takes 6d6 psychic damage when attempting to read it.

To create a guardian you must spend the requisite number of days working on the guardian (as seen on the Manual of Guardians table) without interruption with the manual at hand and resting no more than 8 hours per day. In addition, you must pay the requisite cost in materials.

When the guardian has been created, the book is consumed in eldritch flames. After sprinkling the book's ashes on it, the guardian animates under your control and obeys your verbal commands.

TABLE: MANUAL OF GUARDIANS

D20	GUARDIAN	TIME	COST
1–5	Clay	30 days	65,000 gp
6–17	Flesh	60 days	50,000 gp
18	Iron	120 days	100,000 gp
19–20	Stone	90 days	80,000 gp



Manual of Quickness of Action

Wondrous item, very rare (cost 20,000 gp)

Crafting Components: Water strider's antennae, essence from an Elemental Plane

This magical book details workout routines for building coordination and speed. Spending 48 hours over 6 days (or fewer) reading and following the book's regimen increases your Dexterity score and your maximum Dexterity score by 2. The manual then becomes a mundane item for a century before it regains its magic.

Marble of Direction

Wondrous item, common (cost 50 gp)

Crafting Components: Marble lost by a child

This seemingly ordinary marble is very susceptible to air currents as though it were only a fraction of its true weight. When placed on a flat horizontal surface, such as the floor of a room or chamber, the marble rolls in the direction of the current path of air currents around it.

The marble has 1 charge. You can use an action to speak its command word while placing the marble on a flat horizontal surface, expending 1 charge. The marble rolls towards the direction of the nearest exit of the chamber it is placed in, ultimately coming to rest against the nearest exit (regardless of air currents). The delicate calibration of the marble is destroyed and it becomes a mundane item.

Marvelous Pigments

Wondrous item, very rare (cost 8,000 gp)

Crafting Components: Fire beetle shell, slime from 10 different snails

This boxed set of iridescent paints can be used to create inanimate objects, terrain features, doors, and even rooms with nothing but the stroke of a brush. When you touch the brush to a surface and concentrate on the image of the item you want to create, the paint flows from the brush, creating a painting. When complete, the object depicted becomes a real, three-dimensional object.

- Small, simple objects take a single round. Larger objects, like doors or rooms, take more time. It takes 1 minute of concentration to cover 10 square feet of a surface, and 10 minutes to cover 100 square feet of a surface.
- Objects created by the pigment are real and nonmagical—a door painted on a wall can be opened into whatever lies beyond. A pit becomes a real pit (be sure and note the depth for your total area). A tree will bloom and grow.
- Objects created by the pigments are worth a maximum of 25 gold. Gemstones or fine clothing created by these pigments might look authentic, but close inspection reveals they are facsimiles made from cheaper materials.
- When found the box contains 1d4 pots of pigment.
- A pot of pigment can cover 1,000 square feet of a surface, creating a total area of 10,000 cubic feet of objects.
- Energy created by the paints, such as a burst of radiant light or a wildfire, dissipates harmlessly and does not deal any damage.

Mask of the White Stag

Wondrous item, rare (requires attunement; cost 4,950 gp)

Crafting Components: Heart of a white stag

This white leather mask is shaped into the visage of a stag with golden horns. While wearing the mask, you gain darkvision to a range of 90 feet. If you already have darkvision, the range of your darkvision increases by 60 feet.

The mask grants you additional powers while you are on the hunt. You gain an expertise die on Animal Handling, Nature, and Survival checks made while you are actively tracking or hunting.

Maternal Cameo

Wondrous item, common (cost 90 gp)

Crafting Components: Family heirloom

This small stone is rumored to once have been an heirloom of a prominent family of seers from a mountainous region. The cameo is made of stone that features a light gray and cream-colored swirling pattern attached to a slender beige lace ribbon to hang about the neck. When you are wearing this cameo, you gain an expertise die on saving throws against fear.

Once you have worn the jewelry for 24 hours, the face carved in relief on the cameo resembles your biological mother. When the cameo is destroyed, the spirit of the image carved in the cameo is summoned so long as the person featured on the cameo is dead (if the person is alive, destroying the cameo has no effect.) The spirit remains for up to 10 minutes and is able to communicate with speech but otherwise unable to affect the Material Plane.

Medallion of Thoughts

Wondrous item, uncommon (cost 450 gp)

Crafting Components: Peridot, sapphire

While you are wearing this ornate medallion, you can use an action to expend one of its three charges to cast *detect thoughts* (DC 13). The medallion regains 1d3 expended charges every dawn.

Message Stones

Wondrous item, uncommon (cost 450 gp)

Crafting Components: Naturally tumbled river stone

Message stones are a pair of small, smooth stones, carved from two halves of a single rock. While touching one of the stones, you can use an action to cast *sending*, targeting the creature that carries the other stone. The spell is only cast if a creature is holding the paired stone or it is otherwise touching the creature's skin.

Once used to cast *sending*, the stones cannot be used again until dawn of the following day. If one of the paired stones is destroyed, the other loses its magical properties.

Message Whistle

Wondrous item, common (cost 95 gp)

Crafting Components: Gilded feather of an elderly messenger hawk

Carved by satyr musicians, this wooden whistle resembles a shushing finger when held to one's mouth, and blowing through it does not produce an audible sound. Puffing on the whistle as an action allows you to cast the *message* cantrip once without any other spell components. This ability recharges after 1 week.

Alternatively, you can use an action to blow extremely hard through the whistle to cast the *sending* spell without seen, vocal, or material components. Unlike the spell, your message can only contain 10 words and there is a 10% chance the message doesn't arrive (even if you are on the same plane of existence). The whistle is destroyed in a burst of sparkles.

Meteorological Map

Wondrous item, uncommon (cost 150 gp)

Crafting Components: Air from the Plane of Air, beautiful leather bound tome, ember from the Plane of Fire

This book has a simple, line-drawn map of the world on its cover. Writing the name of a specific place (no bigger than a small town) on one of its blank pages will cause it to magically write out a 50 word description of the current weather conditions there.

There are 25 blank pages. Pages cannot be erased or otherwise unbound from their target location once the name has been written.

Midnight Pearls

Wondrous item, common (cost 95 gp each)

Crafting Components: Crushed mother of pearl that has been sunk in the ocean past the reach of sunlight

These lustrous black pearl earrings would look at home on a socialite but are rumored to have originated with a treacherous pirate captain. They always appear wet and give the air nearby the slightest taste of saltwater. You do not require pierced ears to wear the earrings and when placed against the lobe they naturally stick to your skin. In addition to being highly fashionable, they can also help escape a tough jam.

You can use an action to drop and stomp on one of these earrings, destroying it as a cloud of darkness erupts in a 5-foot radius and extends 10 feet in every direction for 1d4 rounds.

Mindrazor

Weapon (dagger), legendary (requires attunement; cost 100,000 gp)

Crafting Components: Vitrified brain

This dagger carves through minds as easily as flesh. You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Weapon attacks using *mindrazor* deal an extra 2d6 psychic damage against creatures. When you roll a natural 20 on an attack with this weapon, the target becomes confused for 1 minute. At the end of each of its turns, a confused creature makes a DC 15 Intelligence saving throw, ending the effect on itself on a success.

You can use an action to work *mindrazor* upon the memories of a restrained or incapacited creature within 5 feet (as *modify memory* cast at 9th-level). Once you have used this property, you cannot do so again until you have finished a short rest.

Mirror of Life Trapping

Wondrous item, very rare (cost 20,000 gp)

Crafting Components: Glass used for divination magic, dream taken from the Astral Plane

This elaborate 50 pound mirror hides an extradimensional prison beneath its smooth, silvery surface.

You can use an action to activate or deactivate the mirror by speaking its command word while within 5 feet. While active, when a creature other than you sees its reflection in the mirror while within 30 feet, it makes a DC 15 Charisma saving throw. Creatures that are aware of the mirror's nature have advantage, and constructs automatically succeed. On a failure, the creature and all its possessions are trapped inside one of the mirror's 12 extradimensional cells.

- Each extradimensional cell is an infinite plane filled with thick fog. Creatures trapped within do not need to eat, drink, or sleep, nor do they age.
- Creatures can escape via planar travel, but are otherwise trapped until freed.
- If a creature is trapped but the mirror's cells are already full, a randomly determined trapped creature is freed so the new creature may be trapped.
- While within 5 feet of the mirror, you can use an action to call forth a trapped creature. The creature appears in the surface of the mirror, allowing you and the creature to communicate normally.
- A trapped creature can be freed by using an action to speak a different command word. The creature appears in an unoccupied space near the mirror and facing away from it.

When the mirror (AC 11, 10 hit points, vulnerability to bludgeoning damage) is reduced to 0 hit points it shatters, freeing all trapped creatures. The creatures appear in unoccupied spaces nearby.

Mirror Shield

Armor (shield), very rare (requires attunement; cost 50,000 gp)

Crafting Components: Mirror made from raw elemental silver from the Plane of Earth, forged on the Plane of Fire, polished in the radiance of the Upper Planes

While you are attuned to this reflective shield and have it donned, you gain resistance to radiant damage. When you are the only target of a spell being cast by a creature you can see within 60 feet, you can use your reaction to cast *counterspell* at a level equal to your proficiency bonus (minimum

3rd-level). On a success, instead of causing the spell to fail you can redirect it back at the caster at its original spell level, using the same spell attack bonus or spell save DC. The shield has 3 charges and regains 1d3 charges each dawn.

Mourning Medallion

Wondrous item, uncommon (cost 135 gp)

Crafting Components: Hair cut from a humanoid creature while they were living that is now deceased

This medallion hangs from a very old rope made from the braided hair of those long past. When you are reduced to 0 hit points while wearing it, before going unconscious you can use your reaction to ask the medallion a single question which it answers with "yes," "no," or "unknown." It answers truthfully, using the knowledge of all those who have died. Roll 1d20 after using this feature. On a result of 5 or less, the medallion becomes a mundane piece of mourning jewelry. Once you have used this feature, you cannot do so again until you finish a long rest.

Alternatively, you can instead use your reaction to rip the medallion from its braid when you are reduced to 0 hit points but not killed outright. You drop to 1 hit point instead and the medallion becomes a mundane piece of mourning jewelry.

Mug of Warming

Wondrous item, common (cost 50 gp)

Crafting Components: Mug drunk from daily through at least one winter season

This quilted-patterned mug is perfect for cold winter nights or when caffeinated beverages are a morning necessity. Any liquid poured into the mug is instantly warmed to a piping hot temperature, remaining hot even when poured out. The mug has no effect on any form of magical liquids poured into it.

The mug has 3 charges and regains 1 charge each dawn. You can use an action to expend 1 charge, splashing the contents of the mug into a 5-foot square in a conflagration of flame. Creatures and objects in the area make a DC 10 Dexterity saving throw, taking 1d4 fire damage on a failure. If you expend the last charge, roll a d20. On a result of 5 or less, the mug loses its warming properties and becomes a mundane item.

Necklace of Adaptation

Wondrous item, uncommon (requires attunement; cost 250 gp)

Crafting Components: Air from the Plane of Air, copper wire

While wearing this finely-woven necklace, you can breathe normally in any environment and you have advantage on saving throws made against harmful gases, vapors, and other inhaled effects.

Necklace of Fireballs

Wondrous item, rare (cost 1,050 gp)

Crafting Components: Fire from the Plane of Fire, powdered fiend horn

This gorgeous necklace is affixed with 1d6+3 beads that radiate power. You can use an action to hurl a bead up to 60 feet. When the bead lands it detonates as a 3rd-level *fireball* (save DC 15).

You can hurl multiple beads with the same action, increasing the spell level of the *fireball* by 1 for each bead beyond the first.

Necklace of Hunger

Wondrous item, rare (requires attunement; cost 5,000 gp)

Crafting Components: Calcified eyes and teeth of a ghoul

While you are attuned to and wearing this necklace of serrated teeth, you gain a bite natural weapon attack that deals 1d6 magical piercing damage, and you cannot become diseased or poisoned from anything you eat or drink.

In addition, you may eat anything organic that can reasonably fit in your mouth without difficulty (or regard for taste) and gain sustenance from doing so as if you have consumed a normal meal.

Curse. Your appearance and aura carries a hint of malice and despair. You have disadvantage on Charisma checks and beasts are hostile towards you.

Necklace of Prayer Beads

Wondrous item, rare (requires attunement by a cleric, druid, or herald; cost 3,000 gp)

Crafting Components: Holy water, planetar's feather

This many-beaded necklace helps mark prayers. Of the many types of gemstone beads, 1d4+2 are magical and can be removed from the necklace as a bonus action to cast a spell (described on Table: Necklace of Prayer Beads). There are 6 types of magic beads, and which are on the necklace are randomly determined or chosen by the Narrator.

A necklace can have multiple beads of the same type. To use a bead, you must be wearing the necklace, and if it requires a spell save you use your spell save DC. Once a bead has been used, it loses its magic until the next dawn

TABLE: NECKLACE OF PRAYER BEADS

D20	BEAD OF	SPELL
1–6	Blessing	*bless*
7–12	Curing	*cure wounds* (2nd-level) or *lesser restoration*
13–16	Favor	*greater restoration*
17–18	Invigorating	*invigorated strikes*
19	Summons	*planar ally*
20	Wind	*wind walk*

Nine Lives Stealer

Weapon (any sword), very rare (requires attunement; cost 10,000 gp)

Crafting Components: Nine vampire fangs

You gain a +2 bonus to attack and damage rolls made with this magic sword.

The sword has 1d8+1 charges. When you use the sword to score a critical hit against a creature that is not a construct or undead, if it has less than 100 hit points it makes a DC 15 Constitution saving throw or it instantly dies as the sword rips the life force out of it. Each time a creature is killed in this manner the sword expends a charge. When all its charges are gone, the sword loses this property.

Oathbow

Weapon (longbow), very rare (requires attunement; cost 6,000 gp)

Crafting Components: String from an elven bow and a drop of blood from two different heralds oathed to vengeance

This bow whispers its urgent desire for the quick defeat of your enemies in Elvish when you nock an arrow. When you use this bow to make a ranged weapon attack against a creature, you can swear an oath against the target of your attack and make it your sworn enemy until its death or dawn seven days later. You may choose a new sworn enemy following the next dawn after your current sworn enemy dies.

Your ranged weapon attacks using this bow have advantage against your sworn enemy, and your sworn enemy cannot gain benefit from cover other than total cover. You do not have disadvantage on ranged weapon attacks with the bow that are at long range as long as your sworn enemy is your target, and on a hit your sworn enemy takes an extra 3d6 piercing damage.

You have disadvantage on attacks made with weapons other than this bow while your sworn enemy lives.

Obsidian Butterfly Knife

Weapon (dagger), very rare (requires attunement; cost 11,000 gp)

Crafting Components: Heart of a fey royal

Made of razor-sharp obsidian, this finely-balanced blade glows faintly with deep purple light.

You gain a +1 bonus to attack and damage rolls made with this dagger.

You can use an action to cause the dagger's inner light to brighten, glowing like the corona of an eclipsed sun. This glow lasts for 1 minute or until you use it to deal damage to a creature. That creature makes a DC 12 Constitution saving throw or it takes 3d6 necrotic damage and is unable to regain hit points for 1 minute. If this damage reduces the target to 0 hit points, the target immediately dies and 1d4 rounds later its body explodes into a swarm of obsidian butterflies that completely eviscerate the corpse, leaving only the heart behind. The dagger can't be used this way again until it is exposed to a new sunrise.

Oil of Cosmetic Enhancement

Potion, common (cost 50 gp)

Crafting Components: Vial of mimic essence

After spending 10 minutes massaging this oil into an item smaller than a 5-foot cube, it permanently changes the item's cosmetic appearance. This might change the item's colors, add intricate designs, or make it blend into its environment. The oil causes no damage and leaves no residue, and it only works on nonmagical items made out of natural materials (such as cotton, parchment, stone, or wood).

Oil of Etherealness

Potion, rare (cost 3,500 gp)

Crafting Components: Stable ectoplasm, ghost trapped in a bottle

This misty white solution has turned to vapor in its vial, becoming liquid again when shaken. You can spend 10 minutes applying the ephemeral substance to a Medium or smaller creature, as well as its gear. One additional vial is required for each size category above Medium. A creature covered in the oil becomes ethereal (as the *etherealness* spell) for 1 hour.

Oil of Sharpness

Potion, very rare (cost 5,500 gp)

Crafting Components: 8+ carat sapphire, moonstone

It takes 1 minute to use this glittering oil to cover a weapon that deals slashing or piercing damage, or 5 pieces of ammunition that deals slashing or piercing damage. For 1 hour the weapon or ammunition is magical, and when using it you gain a +3 bonus to attack and damage rolls.

Oil of Slipperiness

Potion, uncommon (cost 500 gp)

Crafting Components: Slime from a goblin warren

You can spend 10 minutes applying this thick black oil to a Medium or smaller creature, as well as its gear. One additional vial is required for each size category above Medium. A creature covered in the oil gains the effect of a *freedom of movement* spell for 2 hours. Alternatively, you can use an action to pour the oil on the ground next to you, making a 10-foot square slippery (as the *grease* spell) for 8 hours.

Opera-Goer's Guise

Wondrous item, common (requires attunement; cost 95 gp)

Crafting Components: Opera playbooks from at least 3 different plays written in different languages

This dashing filigreed white mask translates a song's meaning directly into your mind. When wearing the *opera-goer's guise,* you can magically understand any language so long as it is sung. This item has no effect on written or spoken words.

Orb of Chaotic Assault

Wondrous item, rare (cost 3,000 gp)

Crafting Components: Dragon scale

This iridescent glass sphere's color is constantly shifting. When used as an improvised weapon the orb breaks on impact. If the orb shatters against a creature, one randomly determined resistance or immunity the creature has is reduced for 1d6+1 rounds, after which the creature's defenses return to normal. A creature's immunity to a damage type changes to resistance to that damage type, or it loses its resistance. Success on a DC 15 Intelligence (Arcana) check reveals what resistance has been affected after the orb is used.

Orb of Elsewhere

Wondrous item, legendary (cost 55,000 gp)

Crafting Components: Crystal ball that has traveled to at least one plane of every type

This crystalline orb is filled with dense smoke that constantly changes color. While holding the orb, you can use an action and speak its command word to open a portal to a random location on a plane from the Orb of Elsewhere table. The portal remains open either until the next dawn on your original Material Plane, or until you use an action to speak the command word to close it.

Once the portal is closed, the orb remains at the entry point to that plane. If at the end of the duration the orb has not been used to create a portal of return, it teleports to a random point on its plane of origin (leaving any creatures that traveled through the portal stranded).

The orb's destination changes at dawn on your Material Plane each day, and its portal never goes to the same location twice in a row.

TABLE: ORB OF ELSEWHERE

D12	PLANE
1	Plane of Air
2	Plane of Earth
3	Plane of Water
4	Plane of Fire
5	Plane of Death
6	Plane of Life
7	Plane of Space
8	Plane of Time
9	Ethereal Plane
10	Astral Plane
11	Dreaming
12	Bleak Gate

Orb of the Dragon Breaker

Wondrous item, rare (cost 3,000 gp)

Crafting Components: Dragon scale

This iridescent glass sphere resembles a soap bubble tinted the color of the dragon scale used to create it. When used as an improvised weapon the orb breaks on impact. If the orb shatters against a creature, the creature's immunity or resistance to a damage type associated with the dragon scale used in the orb's creation (fire for a red dragon scale, acid for a green dragon scale, and so on) is either reduced from immunity to a damage type to resistance to the same damage type, or it loses its resistance. The orb's effects last for 1d6+1 rounds, after which the creature's defenses return to normal.

Organizer Gremlin

Wondrous item (gear gremlin), common (requires attunement; cost 90 gp)

Crafting Components: Pen owned by a failed scribe

This small black pocketbook comes with a tiny ethereal gold goblinoid who holds a cheap pen and eagerly awaits your instructions. Roughly half of this 120 page book is blank scratch paper, and the other half is a calendar of the current year. The gremlin writes down anything you ask it to and even takes down dictation if requested. It will also mark reminders in the calendar and circle dates. Despite its love for writing however, its penmanship is quite poor, it doesn't actually understand what anything it's writing actually means, and any word with 3 or more syllables is always misspelled. Accurately understanding anything the gremlin has written requires a DC 10 Intelligence check.

Osseous Plate

Armor (chainmail), rare (requires attunement; cost 3,750 gp)

Crafting Components: Corpse of a humanoid blacksmith

This medium armor is made from the bones of several humanoids—ribs, shoulder, femurs and many others have been bound in leather and fused with necromantic magic—and while donned it imparts a touch of undeath to the wearer. While wearing this armor, you gain resistance to poison and necrotic damage, but also vulnerability to bludgeoning damage. As a bonus action, you can make the bones rattle to gain advantage on the next Intimidation check you make this turn against a humanoid. It is in all other ways similar to chain mail, except that you don't have disadvantage on Stealth checks while wearing it.

Osseous Warhammer

Weapon (warhammer), rare (cost 2,250 gp)

Crafting Components: Corpse of a humanoid weaponsmith

Attacks made using this grim-looking weapon do both physical and supernatural harm. You can use a bonus action to let the weapon feed off your life force. While activated, whenever you successfully hit with the warhammer you deal an additional 1d6

necrotic damage, but also take 1d4 cold damage. This effect lasts until deactivated by using another bonus action or letting go of the weapon.

Paramour's Daisy

Wondrous item (patron token), uncommon (requires attunement; cost 130 gp)

Crafting Components: Love letter written in earnest but never delivered

This bright yellow daisy never wilts or fades. The daisy has exactly 20 petals when you first receive it.

While the daisy has an even number of petals, both your personality and physical appearance become vibrant. You gain an expertise die on Persuasion checks, but you have disadvantage on Stealth checks.

While the daisy has an odd number of petals, your presence fades into the background. You gain an expertise die on Stealth checks, but you have disadvantage on Persuasion checks.

You can use an action to pluck one petal from the daisy. The daisy loses its magic once you remove its final petal.

Pearl of Power

Wondrous item, uncommon (cost 300 gp)

Crafting Components: Aboleth slime

While holding this lustrous pearl, you can use an action to speak its command word and regain one expended spell slot of up to 3rd-level. If restoring a higher level slot, the new slot is 3rd-level. Once used, the pearl loses its magic until the next dawn.

Perdita Ravenwing's True Name

Wondrous item, common (requires attunement; cost 90 gp)

Crafting Components: Parchment cured at The Bleak Gate

This slip of parchment contains the magically bound name "Agnes Nittworthy" surrounded by occult symbols and raven feathers. While you are attuned to it, you can use a bonus action to invoke the name on this parchment to summon a vision of a powerful and ancient hag beside you for 1 minute. Agnes acts aloof and mysterious but becomes oddly motherly around the young or incompetent. Once a vision is summoned in this way, it cannot be summoned again for the next 24 hours.

You can use an action to verbally direct the vision to do any of the following:

- Create ominous noises or effects (as *thaumaturgy*).
- Magically poison up to a pound of food within 5 feet. Any creature that consumes this poisoned food must make a DC 13 Constitution saving throw or become poisoned for 10 minutes.
- Mimic animal sounds or the voices of specific humanoids. A creature that hears the sounds can tell they are imitations with a successful DC 13 Insight check.

Alternatively, as an action while the vision is summoned you can agree to revoke your claim on Perdita in exchange for her direct assistance. When you do so the parchment crumbles into dust and for the next minute the vision curses a creature of your choice within 30 feet (as *bestow curse*, save DC 13) after which she disappears. Once you have revoked your claim in this way, you can never invoke Perdita's true name again.

Perfect Disguise

Wondrous item, uncommon (requires attunement; cost 125 gp)

Crafting Components: Glasses worn during at least one paid comedic performance

This set of novelty glasses has a comically-over-sized false nose along with a thick fake mustache and bushy eyebrows. These glasses have 3 charges and regain 1 charge each dawn. While wearing the glasses you can expend 1 charge to cast the spell *disguise self* (save DC 14).

However, you cannot mask the glasses themselves using *disguise self* in this way—no matter how your disguise looks, it includes the novelty glasses.

If you expend the last charge, roll a d20. On a result of 5 or less, the *perfect disguise* is glued to your face (as *sovereign glue*) and it becomes a mundane item.

Perfume Vile

Wondrous item, uncommon (cost 120 gp)

Crafting Components: Flowers plucked from the Dreaming

You can use a bonus action to spray perfume from this fashionable bottle, immediately dispelling any foul odors on a creature or object of Large size or smaller and leaving behind only the faint smell of peonies that lasts for 1d4 hours. The bottle has enough perfume in it for 20 sprays.

Alternatively, you can use an action to throw the bottle at a point within 30 feet, creating a 20-foot radius sphere of pink gas centered where it hits. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for 1d4 rounds. A creature that enters the area or starts its turn there makes a Constitution saving throw (DC equal to the number of perfume sprays remaining) or it takes 1d4 poison damage and becomes stunned for 1 round. Creatures already wearing the perfume have advantage on this saving throw.

Periapt of Health

Wondrous item, uncommon (cost 350 gp)

Crafting Components: Unicorn mane

While wearing this pendant, you are immune to diseases (you cannot contract any disease, and the effects if any ongoing diseases are suppressed).

Periapt of Proof Against Poison

Wondrous item, rare (cost 800 gp)

Crafting Components: Scales from 10 different poisonous snakes

A slick film surrounds this delicate pendant and makes it shimmer. While wearing this pendant, you are immune to poison damage and the poisoned condition.

Periapt of Wound Closure

Wondrous item, uncommon (requires attunement; cost 400 gp)

Crafting Components: Silver blessed by a herald, troll's toe

Engraved with symbols of healing, this warm silver pendant prevents you from dying.

- While wearing this pendant, you automatically stabilize when dying. You may still roll your Death saving throw to try and roll a 20, but may only roll once on each of your turns and no more than three times.
- Whenever you roll a Hit Die to regain hit points, you regain twice as many as normal.

Philter of Love

Potion, uncommon (cost 250 gp)

Crafting Components: Petal plucked from a flower in the Dreaming

After drinking this philter, the next time you see a creature in the next 10 minutes, you become charmed by that creature for 1 hour. If you would normally be attracted to the creature, while charmed you believe it to be your true love.

Pipes of Haunting

Wondrous item, uncommon (cost 500 gp)

Crafting Components: Hollowed bones of a deposed or exiled ruler

Using these pipes requires proficiency with wind instruments. You can use an action and expend 1 charge to play them and create an eerie, spell-binding tune. Each creature within 30 feet that hears you play makes a DC 15 Wisdom saving throw or becomes frightened of you for 1 minute. You may choose for nonhostile creatures in the area to automatically succeed on the saving throw. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its saving throw is immune to these *pipes of haunting* for 24 hours. The pipes have 3 charges and regain 1d3 charges each dawn.

Pipes of the Sewers

Wondrous item, uncommon (requires attunement; cost 350 gp)

Crafting Components: Hollowed out bones of a giant rat

You must be proficient with wind instruments to use these pipes. The pipes have 3 charges and regain 1d3 expended charges at dawn.



You can use an action to expend 1 to 3 charges and play the pipes, summoning a swarm of rats for each expended charge. Summoned swarms are not under anyone's control and appear by the shortest available route, and if there are not enough rats within a half mile (at the Narrator's discretion) for this to take effect the expended charges are wasted and no swarm is summoned.

While you are using an action to play the pipes, you can make a Charisma check contested by the Wisdom check of a swarm of rats within 30 feet. On a failure, the swarm acts normally and is immune to the pipes for 24 hours. On a success, the swarm becomes friendly to you and your allies until you stop playing the pipes, following your commands. If not given any commands a friendly swarm defends itself but otherwise takes no actions. Any friendly swarm that begins its turn unable to hear music from the pipes breaks your control, behaving as normal and immune to the effects of the pipes for 24 hours.

Plague Doctor's Mask

Wondrous item, uncommon (requires attunement; cost 150 gp)

Crafting Components: Wax harvested from bees that have fed on the nectar of flowers from Hell

This waxed leather mask covers an entire humanoid face and resembles the beak of a bird. A pair of glass lenses allow you to see through it and the bill provides a constant smell of lavender. While attuned to the *plague doctor's mask*, you gain an expertise die on Constitution saving throws against diseases.

When you spend your action to concentrate and inhale the fragrance inside the mask, you recall memories from the brilliant surgeon who created the item. This strips the mask of its magic but allows you to recall the details of a particularly dangerous case. You have advantage on Medicine checks made to treat any single nonmagical disease of your choice until the end of your next long rest, at which point the memories vanish.

Plate Armor of Etherealness

Armor (full plate), legendary (requires attunement; cost 55,000 gp)

Crafting Components: Efreeti breath bottled in a silver lined vessel

While wearing and attuned to this set of armor, once per dawn you can use an action to cast the *etherealness* spell. The spell lasts for 10 minutes, until the armor is removed, or until you use an action to end it.

Poisoner's Almanac

Wondrous item, rare (cost 2,500 gp)

Crafting Components: Roots taken from the Dreaming

Poisonous botanicals were pressed into the pages of this tome long ago, and when found only 2d6 pages remain. You may tear out a page and dissolve it in any liquid over the course of 1 minute, transforming it into oil of taggit (page 169). When dissolved in a potion, the potion becomes inert.

Portable Hole

Wondrous item, rare (cost 5,000 gp)

Crafting Components: Preserved corpses of 7 shadows

While not in use, this item appears as a cloth the color of darkness. When unfolded, it opens up into a circular sheet that is 6 feet in diameter.

You can use an action to unfold the *portable hole* on a stable solid surface. When unfolded, the item creates a hole 10 feet deep that leads to a cylindrical extra dimensional space which cannot be used to create open passages. Closing the hole requires an action and involves you taking a hold of the edges and folding it up. No matter its contents, the hole weighs next to nothing.

Food or water placed in a closed *portable hole* immediately and permanently lose all nourishing qualities—after being in the item, water no longer slakes thirst and food does not sate hunger or nourish. In a similar fashion, the body of a dead creature placed in the *portable hole* cannot be restored to life by *revivify, raise dead,* or other similar magic. Breathing creatures inside a closed *portable hole* can survive for up to 2d4 minutes divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Creatures inside the hole while it's open can exit the hole by simply climbing out. A creature still within the hole can use an action to make a DC 10 Strength check to escape as it is being closed. On a success, the creature appears within 5 feet of the item or creature carrying it.

Placing a *portable hole* inside another extradimensional storage device such as a *bag of holding* or *handy haversack* results in planar rift that destroys both items and pulls everything within 10 feet into the Astral Plane. The rift then closes and disappears.

Portraiture Gremlin

Wondrous item (gear gremlin), uncommon (cost 200 gp)

Crafting Components: Horsehair brush that has been worn out through regular use

This Tiny ethereal white goblinoid sits within a small iron box and is surrounded by dabs of pigments. The box has a switch that when pressed strikes the gremlin on the head with a tiny hammer. Whenever the gremlin is hit by the hammer it rapidly paints whatever it sees out of the small porthole at the front of the box. The gremlin takes 1 minute to finish the picture and the result is a perfectly accurate painting, albeit miniature. The gremlin comes with enough pigments for 5 paintings and each subsequent painting requires paints worth at least 12 gold.

Potion of Animal Friendship

Potion, uncommon (cost 150 gp)

Crafting Components: Lock of dryad hair

After drinking this potion, for the next hour you can cast *animal friendship* (save DC 13) at will.

Potion of Clairvoyance

Potion, rare (cost 1,000 gp)

Crafting Components: Dream captured from the Astral Plane, 100 copper pennies, fine silk bed sheets

This dark liquid has a copper sheen. After drinking this potion, you are affected as if you had cast *clairvoyance*.

Potion of Climbing

Potion, common (cost 75 gp)

Crafting Components: Giant spider silk

After drinking this potion, for the next hour you gain a climbing speed equal to your Speed. While the effect lasts, you have advantage on checks made to climb.

Potion of Diminution

Potion, rare (cost 550 gp)

Crafting Components: Gilded acorn, sapphire, vial of primordial vitae

A golden acorn floats in the translucent liquid, dropping from the top of the vial and floating back up every few seconds. After drinking this potion, your size is reduced by half (as the *enlarge/reduce* spell but without need for concentration) for 1d4 hours.

Potion of Flying

Potion, very rare (cost 7,000 gp)

Crafting Components: Planetar feather, last breath of a bird

The pale blue liquid in this vial floats leaving a gap at the bottom. After drinking this potion, for the next hour you gain a flying speed equal to your

TABLE: POTION OF GIANT STRENGTH

GIANT	STRENGTH SCORE	RARITY	COST	APPEARANCE
Hill giant	20	Uncommon	300 gp	Muddy, gray
Frost giant	22	Rare	800 gp	Transparent, viscous
Stone giant	23	Rare	800 gp	Silver, shimmering
Fire giant	25	Rare	2,000 gp	Orange, volatile
Cloud giant	27	Very rare	5,000 gp	Opaque white
Storm giant	29	Legendary	52,500 gp	Swirling black

Speed and the ability to hover. If the effect ends while you are in midair you fall unless another item or effect stops you.

Potion of Gaseous Form

Potion, rare (cost 1,000 gp)

Crafting Components: Stable ectoplasm, mountain fog trapped in a jar

The pale, translucent liquid in this vial causes the flask to float slightly. After drinking this potion, for the next hour you are affected as if you had cast *gaseous form* (but without the need for concentration). You can use a bonus action to end the effect early.

Potion of Giant Strength

Potion, rarity varies (cost varies)

Crafting Components: Giant body part, vial of mimic essence

After you drink this potion, for the next hour your Strength score increases to match the giant whose parts were used to create it (see Table: Potion of Giant Strength). The potion has no effect if your Strength is equal to or greater than the giant's Strength score.

Potion of Growth

Potion, uncommon (cost 350 gp)

Crafting Components: Gilded acorn, vial of primordial vitae

A golden acorn floating in this translucent liquid grows and retracts roots every few seconds. After drinking this potion, for the next 1d4 hours your size is doubled (as the *enlarge/reduce* spell but without need for concentration).

Potion of Healing

Potion, rarity varies (cost varies)

Crafting Components: Alchemist's supplies, diamonds

Drinking this swirling red liquid restores hit points as detailed on the Potions of Healing table.

TABLE: POTIONS OF HEALING

POTION	RARITY	HIT POINTS	COST	CARATS NEEDED
Healing	Common	2d4+2	50 gp	1
Greater healing	Uncommon	4d4+4	150 gp	2
Superior healing	Rare	8d4+8	550 gp	10
Supreme healing	Rare	10d4+20	1,500 gp	50

Potion of Heroism

Potion, rare (cost 550 gp)

Crafting Components: Bottle of fine wine, lustrous pearl, holy water

After drinking this glowing white potion, for the next hour you gain 10 temporary hit points and the benefits of the *bless* spell (but without the need for concentration).

Potion of Invisibility

Potion, very rare (cost 5,500 gp)

Crafting Components: Crushed moonstone or a piece from a sacred veil

The silver liquid in this vial is visible only when shaken or disturbed. After drinking this potion, for the next hour you and anything you're wearing or carrying becomes invisible. The effect ends early if you attack or cast a spell.

Potion of Mind Reading

Potion, rare (cost 750 gp)

Crafting Components: 100 copper pennies, ruby

After drinking this fizzy deep green lime potion, for the next hour you are affected as if you had cast *detect thoughts* (save DC 13).

Potion of Poison

Potion, uncommon (cost 125 gp)

Crafting Components: Thorn from the Dreaming, wax from an infernal insect

This potion comes in many guises, and always appears to be a beneficial potion (most often the swirling red of a *potion of healing*). Its true intent, however, is deadly.

When you drink this potion you take 3d6 poison damage and make a DC 13 Constitution saving throw or become poisoned. At the beginning of each of your turns while poisoned in this way, you take 3d6 poison damage. At the end of each of your turns you repeat the saving throw, decreasing the damage dealt by the poison by 1d6 for each successful save. You cease to be poisoned when the damage is reduced to 0.

Potion of Resistance

Potion, uncommon (cost 250 gp)

Crafting Components: Bulette hide, 25 dragon scales

After you drink this potion, for the next hour you gain resistance to a single type of damage (chosen by the Narrator or determined randomly).

TABLE: POTION OF RESISTANCE

D10	DAMAGE TYPE
1	Thunder
2	Lightning
3	Cold
4	Poison
5	Fire
6	Psychic
7	Acid
8	Necrotic
9	Radiant
10	Force



Potion of Speed

Potion, very rare (cost 7,000 gp)

Crafting Components: Dust from a clay guardian

An opaque gray liquid that occasionally flashes with sparks of electricity. After drinking this potion, for the next minute you gain the benefits of a *haste* spell (without the need for concentration).

Potion of Water Breathing

Potion, uncommon (cost 150 gp)

Crafting Components: Hydra head, vials of pond water, rain water, and sea water

After drinking this murky blue potion, you are able to breathe underwater for 1 hour.

Pouch of Emergency Healing

Wondrous item, rare (cost 4,000 gp)

Crafting Components: Unicorn horn

Twice per day, you can use an action to open this blue silk pouch and receive or bestow the benefits of one of the following spells: *cure wounds, greater restoration, healing word, lesser restoration.*

Preserved Imp's Head

Wondrous item, common (cost 35 gp)

Crafting Components: Head of an imp

This dessicated head of a fiend mumbles occasionally as if trying to speak but cannot, its eyes and mouth sewn shut with a rough black cord. The head longs to escape this prison and return to Hell, shaking violently and cursing whenever it is within 60 feet of an active portal.

Alternatively, as an action you can direct the head at a visible creature within 60 feet and cut the cord tying the imp's lips, causing it to burst into flames and making the spirit inside lash out. The target must make a DC 13 Dexterity saving throw, taking 2d10 fire damage on a failed save, or half as much damage on a successful one.

Prismatic Gown

Wondrous item, common (requires attunement; cost 90 gp)

Crafting Components: Dress that has been worn and retailored at least 10 times

While it always remains perfectly fitted to the wearer, this ballroom gown constantly shifts between thousands of colors, styles, cuts and patterns. While wearing the *prismatic gown*, you gain advantage on saving throws made for the effects of spells from the prismatic school due to the odd magic woven into it.

Protean Needlepoint

Wondrous item, uncommon (requires attunement; cost 150 gp)

Crafting Components: Needle sharpened while in the Plane of Space

Always pristine, easy to thread—and most importantly—able to change its size to suit any purpose, this miraculous sewing needle promises to always be the right tool for the job. The needle's exact size randomly changes every hour, but you can also choose the form it takes by spending 1 minute threading it with the proper filament.

Cotton (Sharp Needle). Perfect for delicate stitching, beading, and general use.

Silk (Embroidery Needle). Ideal for more decorative needlework.

Wool (Canvas Needle). Large and blunt, for bulkier, loosely woven material.

Leather (Glover Needle. Big, sharp, made for punching through thick hide.

The *protean needlepoint* can be used as an improvised weapon when it is sized as a canvas needle for wool (1 magical piercing damage) or a glover needle for leather (1d4 magical piercing damage). When you score a critical hit with it, the tip of the needle snaps off and it becomes a mundane item.

Pumpkin Bomb

Wondrous item, uncommon (cost 570 gp)

Crafting Components: Burnt remains of an animated scarecrow

This pale white pumpkin is small enough to fit in the palm of a human hand. A macabre, grinning face is carved into one side, and a candle within burns an eerie purple flame. While its candle is lit, this pumpkin lantern shines dim light in a 10-foot radius. The lantern's candle burns for 1 minute, after which the pumpkin instantly rots and loses its magic.

Undead must make a DC 12 Wisdom saving throw when entering the radius or when beginning their turn within the pumpkin's light, taking 3d6 radiant damage on a failed save or half as much on a success. Incorporeal undead have disadvantage on this saving throw.

The pumpkin has AC 8 and 2 hit points. If the pumpkin is destroyed, all undead within 10 feet of it must make a DC 12 Wisdom saving throw, taking 6d6 radiant damage on a failed save or half as much on a success.

Quick Canoe Paddle

Wondrous item, common (cost 75 gp)

Crafting Components: Giant octopus ink

This cocowood paddle has a long handle with a short but wide blade designed for long ocean voyages by canoe. Coats of lacquer on the paddle cause it to reflect light causing it to have an almost mirrored finish in the glare of the sun, and from a glance it's hard to believe that it has ever spent a minute in the water.

This paddle has 2 charges and regains 1 charge each dawn. You can speak its command word as an action while using a water vehicle, doubling the vehicle's speed until the start of your next turn. If you expend the last charge, roll a d20. On a result of 5 or less, the paddle loses its magical properties and becomes a mundane item.

Quiver of the Hunt

Wondrous item, uncommon or rare (requires attunement; cost 300 gp or 2,000 gp)

Crafting Components: Pelt of a hunting beast of CR 1 or higher, or air elemental's essence

While attuned to and wearing this ornate quiver, you can draw arrows, bolts, or sling stones as part of taking the Attack action with a bow, crossbow, or sling, producing an endless supply of missiles. The ammunition disappears upon impact, hit or miss, and disappears if passed to another creature to fire.

While attuned to and wearing the rare version of the *quiver of the hunt*, you can also use a bonus action to declare a target to be your quarry. You gain advantage on Perception checks made to detect and Survival checks made to track the target, as well as Intelligence checks to determine its weaknesses. In addition, you deal an extra 1d6 damage on weapon attacks made against the target. The target remains your quarry for 8 hours, or until you cease concentration (as if concentrating on a spell).

Red Cloak of Riding

Wondrous item, very rare (cost 7,000 gp)

Crafting Components: Werewolf blood

While wearing this scarlet cloak, you gain a +2 bonus to AC but have disadvantage on Insight and Perception checks. In addition, when you are reduced to 0 hit points and wearing this cloak, you drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Restorative Ointment

Wondrous item, uncommon (cost 250 gp)

Crafting Components: Holy herbs from a druid grove

This green glass jar holds 1d4+1 doses of a fresh-smelling mixture. You can use an action to swallow or apply one dose, restoring 2d8+2 hit points and curing both poison and disease.

Ring of Animal Influence

Ring, rare (cost 2,500 gp)

Crafting Components: Staff wielded by an archdruid

While wearing this ring, you can expend 1 of its 3 charges to cast one of the following spells (save DC 13): *animal friendship*, *fear* targeting only beasts that have an Intelligence of 3 or less, or *speak with animals*. The ring regains 1d3 expended charges at dawn.

Ring of Djinni Summoning

Ring, legendary (requires attunement; cost 65,000 gp)

Crafting Components: Empty vessel that once held a bound djinni

While you are wearing this ring, you can use an action to speak its command word and choose an unoccupied space within 120 feet. You summon a djinni from the Elemental Plane of Air in that space. It is friendly to you and your companions, and obeys any command you give it, no matter what language you use. If you do not command it, the djinni takes no other actions but to defend itself.

The djinni remains for up to 1 hour as long as you concentrate (as if concentrating on a spell), or until it is reduced to 0 hit points. It then returns to its home plane. After the djinni departs, it cannot be summoned again for 24 hours. The ring becomes nonmagical if the djinni dies.

Ring of Elemental Command

Ring, legendary (requires attunement; cost 65,000 gp)
Crafting Components: Vial of corresponding planar essence, *ring of spell storing* with *dominate monster* stored within it

This ring is attuned to one of the four Elemental Planes, as determined by the Narrator. While wearing this ring, you have advantage on attack rolls against elementals from the linked plane, and they have disadvantage on attack rolls against you. You can also expend 2 of the ring's charges to cast *dominate monster* on an elemental native to the linked plane. The ring imparts additional benefits based on the linked plane.

The ring has 5 charges and regains 1d4+1 charges at dawn. Spells cast from the ring have a save DC of 17.

Ring of Air Elemental Command. You can speak and understand Auran. While wearing this ring, when you fall you descend at a rate of 60 feet per round and take no damage from landing.

If you help kill an air elemental while attuned to this ring, you gain the following:

- Resistance to lightning damage.
- A flying speed equal to your Speed and the ability to hover.
- The ability to cast the following spells by expending the necessary charges: *chain lightning* (3 charges), *gust of wind* (2 charges), *wind wall* (1 charge).

Ring of Earth Elemental Command. You can speak and understand Terran. While wearing this ring, you are not slowed by difficult terrain composed of rocks, dirt, and other earth.

If you help kill an earth elemental while attuned to this ring, you gain the following:

- Resistance to acid damage.
- The ability to move through solid rock and earth as if it were difficult terrain. If you end your turn in those areas, you are pushed into the nearest unoccupied space you last occupied.
- The ability to cast the following spells by expending the necessary charges: *stone shape* (2 charges), *stoneskin* (3 charges), *wall of stone* (3 charges).

Ring of Fire Elemental Command. You can speak and understand Ignan. While wearing this ring, you have resistance to fire damage.

If you help kill a fire elemental while attuned to the ring, you gain the following:

- Immunity to fire damage.
- The ability to cast the following spells by expending the necessary charges: *burning hands* (1 charge), *fireball* (2 charges), *wall of fire* (3 charges).

Ring of Water Elemental Command. You can speak and understand Aquan. While wearing this ring, you can stand on and move across any liquid surface as if it were solid ground.

If you help kill a water elemental while attuned to the ring, you gain the following:

- The ability to breathe underwater and have a swimming speed equal to your Speed.
- The ability to cast the following spells by expending the necessary charges: *create or destroy water* (1 charge), *ice storm* (2 charges), *control water* (3 charges), *wall of ice* (3 charges).

Ring of Evasion

Ring, rare (requires attunement; cost 2,500 gp)
Crafting Components: Vial of grease from the *grease* spell, sand from an hourglass

While wearing this ring, if you fail a Dexterity saving throw, you can use your reaction to expend 1 charge to succeed instead. The ring has 3 charges and regains 1d3 expended charges at dawn.

Ring of Feather Falling

Ring, rare (requires attunement; cost 1,500 gp)
Crafting Components: Vial of air from the Plane of Air

While wearing this ring, when you fall you descend at a speed of 60 feet per round and take no damage from landing.

Ring of Free Action

Ring, rare (requires attunement; cost 2,500 gp)
Crafting Components: Vial of water from the Plane of Water
While wearing this ring, you are not slowed by difficult terrain, and magic cannot cause you to be restrained, paralyzed, or slow your movement.

Ring of Invisibility

Ring, legendary (cost 70,000 gp)
Crafting Components: Glob of stable ectoplasm, vial of phase spider venom
While wearing this ring, you can use an action to turn invisible along with anything you are carrying or wearing. You remain invisible until the ring is removed, you attack or cast a spell, or you use a bonus action to become visible.

Ring of Jumping

Ring, uncommon (requires attunement; cost 200 gp)
Crafting Components: A desiccated jumping spider.
While wearing this ring, you can use a bonus action to cast the *jump* spell on yourself.

Ring of Mind Shielding

Ring, uncommon (requires attunement; cost 500 gp)
Crafting Components: Lead shavings
While wearing this ring, creatures cannot magically read your thoughts, know if you're lying, or discern your creature type, and you can only be communicated with telepathically if you allow it.

If you die while wearing this ring, your soul enters the ring upon death, unless another soul already occupies it. You choose when your soul leaves the ring. While within the ring, you can communicate telepathically with anyone wearing it (this communication cannot be prevented.)

You can use an action to make the ring invisible, and it remains so until it is removed, you die, or you use an action to make it visible.

Ring of Protection

Ring, rare (requires attunement; cost 1,000 gp)
Crafting Components: Diamond dust
While wearing this ring, you gain a +1 bonus to Armor Class and saving throws.

Ring of Regeneration

Ring, very rare (requires attunement; cost 35,000 gp)
Crafting Components: Vial of troll blood
While wearing this ring, as long as you have at least 1 hit point you regain 1d6 hit points every 10 minutes. As long as you have at least 1 hit point the entire time, when you lose a body part over the next 1d6 + 1 days it completely regrows and you regain full functionality.

Ring of Resistance

Ring, rare (requires attunement; cost 750 gp)
Crafting Components: Jewel that has been taken to each of the primary Elemental Planes
While wearing this ring, you have resistance to one type of damage based on the ring's gemstone (either chosen by the Narrator or determined randomly).

TABLE: RING OF RESISTANCE

D10	DAMAGE TYPE	GEM
1	Acid	Peridot
2	Cold	Aquamarine
3	Fire	Garnet
4	Force	Sapphire
5	Lightning	Citrine
6	Necrotic	Labradorite
7	Poison	Amethyst
8	Psychic	Moonstone
9	Radiant	Topaz
10	Thunder	Spinel

Ring of Shooting Stars

Ring, very rare (requires attunement; cost 20,000 gp)
Crafting Components: *An ounce of dust from a fallen star, a ring that has been struck by lightning*
While wearing this ring, if you are in dim light or darkness you can use an action to cast *dancing lights* or *light*. The ring has 6 charges and regains 1d6 expended charges at dawn.

Faerie Fire. You can use an action and expend 1 charge to cast *faerie fire*.

Ball Lightning. You can use an action and expend 2 charges to create up to four 3-foot-diameter lightning spheres. The number of spheres created determines each sphere's intensity (see Table: Ball Lightning), each sheds light in a 30-foot radius, and they remain up to 1 minute as long as you concentrate (as if concentrating on a spell). As a bonus action, you can move each sphere up to 30 feet, but no further than 120 feet from you.

When a creature other than you comes within 5 feet of a sphere, the sphere discharges lightning at that creature and then disappears. The creature makes a DC 15 Dexterity saving throw or takes lightning damage based on the sphere's intensity.

Shooting Stars. You can use an action to expend 1 to 3 charges. For each expended charge, you shoot a glittering mote of light at a point you can see within 60 feet where it explodes in a 15-foot-cube of sparks. Each creature in the area makes a DC 15 Dexterity saving throw, taking 5d4 fire damage on a failed save, or half damage on a success.

TABLE: BALL LIGHTNING

SPHERES	LIGHTNING DAMAGE
1	4d12
2	5d4
3	2d6
4	2d4

Ring of Spell Storing

Ring, rare (requires attunement; cost 4,000 gp)

Crafting Components: Copper wire left under the light of the moon for 30 days and 30 nights

This ring stores spells cast into it, and holds them for later use. While wearing this ring, you can cast any spell stored within it. The spell has the slot level, spell save DC, spell attack modifier, and spellcasting ability of the original caster. Once the spell is cast, it is no longer stored within the ring.

When found, the ring contains 1d6 – 1 levels of stored spells, as determined by the Narrator. The ring can store up to 5 levels worth of spells at a time. To store a spell, a creature casts any spell of 1st- to 5th-level while touching the ring. The spell has no immediate effect. The level the spell is cast at determines how much space it uses. If the ring cannot store the spell, the spell fails and the spell slot is wasted.

Ring of Spell Turning

Ring, legendary (requires attunement; cost 65,000 gp)

Crafting Components: Fossilized tarrasque scale

While wearing this ring, you have advantage on saving throws against spells that target only you (not an area of effect spell). Additionally, on a saving throw with a natural 20 if the spell is 7th-level or lower, the spell instead targets the caster, using their original slot level, spell save DC, spell attack modifier, and spellcasting ability.

Ring of Swimming

Ring, uncommon (cost 200 gp)

Crafting Components: Water from the Plane of Water

While wearing this ring, you have a swim speed of 40 feet.

Ring of Telekinesis

Ring, very rare (requires attunement; cost 12,000 gp)

Crafting Components: A ring once hurled by a poltergeist

While wearing this ring, you can cast *telekinesis*, but you are only able to target unattended objects.

Ring of the Ram

Ring, rare (requires attunement; cost 8,000 gp)

Crafting Components: Chimera horns

This ring has 3 charges and regains 1d3 expended charges at dawn. While wearing this ring, you can use an action to expend 1 to 3 charges and choose a creature you can see within 60 feet. A spectral ram's head launches from the ring to slam into the creature, making its attack roll with a +7 bonus. On a hit, for every expended charge the attack deals 2d10 force damage and the creature is pushed 5 feet away.

Additionally, you can use an action to expend 1 to 3 charges to break an unattended object you can see within 60 feet. The ring makes a Strength check with a +5 bonus for each expended charge.

Ring of Three Wishes

Ring, legendary (cost 200,000 gp)

Crafting Components: Scroll of *wish*, bottle of wine from a djinni's pavilion

While wearing this ring, you can use an action to expend 1 of its 3 charges to cast *wish*. When all the ring's charges are expended, it loses its magic.

Ring of Warmth

Ring, uncommon (requires attunement; cost 500 gp)

Crafting Components: Vial of essence from the Plane of Fire

While wearing this ring, you have resistance to cold damage. Additionally, you and anything you are wearing or carrying remain unharmed by temperatures as low as –50° Fahrenheit (–46° Celsius).

Ring of Water Walking

Ring, uncommon (cost 500 gp)

Crafting Components: 25 live water skimmers

While wearing this ring, you can choose to stand on or move across any liquid surface as if it were solid ground.

Ring of X-Ray Vision

Ring, rare (requires attunement; cost 2,500 gp)

Crafting Components: Vial of tears from a couatl

While wearing this ring, you can use an action to speak its command word and see through solid objects and matter in a 30-foot radius for 1 minute. Solid objects within the radius appear ghostly and transparent, allowing light to pass through them. You can see through up 3 feet of wood and dirt, 1 foot of stone, and 1 inch of common metal (thicker materials or a thin sheet of lead block the vision).

When you use this ring again before taking a long rest, you make a DC 15 Constitution saving throw or suffer one level of fatigue and strife.

Robe of Eyes

Wondrous item, rare (requires attunement; cost 3,500 gp)

Crafting Components: Mirror that a basilisk has seen its reflection in

Numerous upraised eyes are sewn into the fabric of this robe. You gain the following benefits while attuned to and wearing the robe:

- Advantage on sight-based Perception checks.
- Darkvision to a range of 120 feet.
- The ability to see 120 feet into the Ethereal Plane.
- The ability to see invisible creatures and objects within 120 feet.
- The ability to see in all directions.
- You are always considered to have your eyes open and may not close or avert them.

When a *daylight* or *light* spell is cast within 5 feet of you or on the robe, you are blinded for 1 minute. At the end of each of your turns, you make a DC 11 (*light*) or DC 15 (*daylight*) Constitution saving throw to end the condition.

Robe of Scintillating Colors

Wondrous item, very rare (requires attunement; cost 8,000 gp)

Crafting Components: Sign of favor from a noble fey

While wearing and attuned to this robe of stimulating and lively colors, you can use an action to expend 1 charge and make the garment to emit bright kaleidoscopic light for 30 feet and dim light for an additional 30 feet. The light lasts until the end of your next turn. Creatures that can see you have disadvantage on attack rolls against you, and creatures within 30 feet that can see you when the light is emitted make a DC 15 Wisdom saving throw or are stunned until the end of your next turn.

The robe has 3 charges and regains 1d3 expended charges at dawn.

Robe of Stars

Wondrous item, very rare (requires attunement; cost 25,000 gp)

Crafting Components: Thread that has only seen moonlight for a year and a day

This robe is the color of the night sky and has a half dozen magical metal stars sewn into it. You gain the following benefits while attuned to and wearing the robe:

- A +1 bonus to saving throws
- You can use an action to shift to the Astral Plane along with everything you are wearing and carrying. You remain there until you

use an action to return, appearing either in the space you last occupied or the nearest unoccupied space.

- Up to 6 times each day, you can use an action to pull a star from the robe to cast *magic missile* (as a 5th-level spell). At dusk 1d6 removed stars reappear.

Robe of the Archmagi

Wondrous item, legendary (requires attunement by a sorcerer, warlock, or wizard; cost 70,000 gp)

Crafting Components: Work of unique knowledge

This elegant garment is adorned with runes sewn with metallic thread. You gain the following benefits while attuned to and wearing the robe:

- While not wearing armor, your Armor Class is 15 + your Dexterity modifier.
- Advantage on saving throws against spells and other magical effects.
- Your spell save DC and spell attack bonus are increased by 2.

Robe of Useful Items

Wondrous items, uncommon (requires attunement; 400 gp)

Crafting Components: One of the appropriate item for each patch

Leather patches of various shapes and colors are sewn into this robe. While attuned to and wearing the robe, you can use an action to detach one of the patches, causing it to become the object it represents. Once the last patch is removed, the robe loses its magical properties.

The robe has two of each of the following patches:

- Dagger
- Bullseye lantern (filled and lit)
- Steel mirror
- 10-foot pole
- Hempen rope (50 feet, coiled)
- Sack

In addition, the robe has 4d4 other patches (either chosen by the Narrator or randomly determined).

TABLE: ROBE OF USEFUL ITEMS

D100	PATCH
01–02	Spade, bucket
03–04	Pair of empty waterskins
05–06	Luxurious blanket
07–08	Grappling hook
09–10	10 iron spikes
11–12	Miner's pick
13–14	10 pitons
15–18	Wheelchair
19–20	Flash bomb, smoke bomb
21–22	Block and tackle, bar of soap
23–25	Chalk, crowbar, hammer
26	Medium cage
27–29	Roll 1d4 (1: fishing snare, 2: hunting snare, 3–4: hunting trap)
30	Sled
31–32	Cold weather gear
33–35	Roll 1d4 (1–2: one person tent, 3: two person tent, 4: communal tent)
36–37	2 alchemical torches
38	Blank spellbook
39–40	10-foot chain
41–42	Tinderbox
43–44	Signal whistle and a small bell
45–46	Backpack
47–50	4 bags of caltrops
51	Mosquito netting
52–55	Prosthetic leg or foot
56–59	4 bags of ball bearings
60	Large cage

TABLE: ROBE OF USEFUL ITEMS (CONTINUED)

D100	PATCH
61–62	Merchant's scales, stick of incense
63	Barrel
64–66	Prosthetic arm or hand
67–68	Bottle of ink, inkpen, sealing wax, 2 sheets of paper
69–70	Vial of perfume
71–72	Portable ram
73	Huge cage
74–75	Marshland gear
76–79	Antitoxin
80–81	Healer's satchel (10 uses)
82–83	10 bandages sealed in oilskin
84–86	Cart
87–89	12-foot long rowboat
90	Lock
91–92	Pit (a cube 10 feet on a side) which you can place on the ground within 10 feet
93–94	Greataxe
95–96	24-foot long wooden folding ladder (each section is 6 feet)
97–98	Fully glazed window that changes to fit a hole in a wall no larger than 10 feet in any direction
99–100	Iron door (up to 10 feet wide and 10 feet high, barred on one side of your choice), which you can place in an opening you can reach (the door conforms to fit the opening, attaching and hinging itself)

Rod of Absorption

Rod, very rare (requires attunement; cost 30,000 gp)
Crafting Components: Wand wielded by an abjuration archmage.

While holding this rod, when you are the only target of a spell you can use your reaction to absorb it as it is being cast. An absorbed spell has no effect and its energy is stored within the rod. The spell's energy equals the spell levels used to cast it. The rod can store up to 50 spell levels worth of energy over the course of its existence. The rod cannot hold more than 50 spell levels worth of energy. If the rod does not have the space to store a spell and you try to absorb it, the rod has no effect.

After attuning to the rod you know how much energy it currently contains and how much it has held over the course of its existence. A spellcaster can expend the energy in the rod and convert it to spell slots—for example, you can expend 3 spell levels of energy from the rod to cast a 3rd-level spell, even if you no longer have the spell slots to cast it. The spell must be a spell you know or have prepared, at a level you can cast it, and no higher than 5th-level.

When found the rod contains 1d10 spell levels. A rod that can no longer store energy and no longer has any energy remaining within it loses its magical properties.

Rod of Alertness

Rod, very rare (requires attunement; cost 15,000 gp)
Crafting Components: Sphinx's eye, wild coffee beans picked under a full moon

While holding this rod, you have advantage on Perception checks and initiative rolls, and as an action you can cast the following spells: *detect evil and good, detect magic, detect poison and disease, see invisibility.*

Protective Aura. Once per dawn, you can use an action to plant the rod in the ground and speak its command word, causing it to emit bright light in a 60-foot radius and dim light for an additional 60 feet. While in the bright light, you and creatures friendly to you gain a +1 bonus to AC and saving throws and can sense the location of any invisible hostile creature also in the bright light.

The rod stops glowing and the effect ends after 10 minutes, or sooner if a creature uses an action to pull the rod from the ground.

Rod of Lordly Might

Rod, legendary (requires attunement; cost 80,000 gp)

Crafting Components: Fragment of a fire giant's anvil, mimic's gemstone heart, freely given blood from a vampire

You have a +3 bonus to attack and damage rolls made with this rod, which appears as a magical mace in its default form. When you hit a creature with a weapon attack using the rod, you can activate one of the following three properties, each of which can be used once per dawn:

- **Drain Life:** The target makes a DC 17 Constitution saving throw, taking an extra 4d6 necrotic damage on a failure. You regain a number of hit points equal to half the necrotic damage dealt.
- **Paralyze:** The target makes a DC 17 Strength saving throw or is paralyzed for 1 minute. At the end of each of its turns, it repeats the saving throw, ending the effect on a success.
- **Terrify:** The target makes a DC 17 Wisdom saving throw or is frightened for 1 minute. At the end of each of its turns, it repeats the saving throw, ending the effect on a success.

Six Buttons. The rod has buttons along its haft which alter its form when pressed. You can press one of the buttons as a bonus action, and the effect lasts until you push a different button for a new effect, or press the same button again causing the rod to revert to its default form.

- **Button 1:** The rod loses its bonus to attack and damage rolls, instead producing a fiery blade from its haft which you can wield as a *flame tongue* sword (page 248).
- **Button 2:** The rod transforms into a magic battleaxe.
- **Button 3:** The rod transforms into a magic spear.
- **Button 4:** The rod transforms into a climbing pole up to 50 feet long. A spike at the bottom and three hooks at the top anchor the pole into any surface as hard as granite. Horizontal bars 3 inches long fold out from the sides, 1 foot apart, forming a ladder. The pole can bear up to 4,000 pounds. Either excess weight or a lack of solid anchoring causes the rod to revert to its default form.
- Button 5: The rod transforms into a hand-held battering ram that grants a +10 bonus to Strength checks made to break through doors, barricades, and other barriers.
- Button 6: The rod assumes or remains in its default form and indicates magnetic north, and how far above or below ground that you are. Nothing happens if this function is used in a location without a magnetic north, or a ground as a reference point.

Rod of Rulership

Rod, rare (requires attunement; cost 5,000 gp)

Crafting Components: Royal scepter given as a prize

Once per dawn, while holding this rod you can use an action to command obedience. Each creature of your choice that you can see within 120 feet makes a DC 15 Wisdom saving throw. On a failure, a creature is charmed by you for 8 hours. A creature charmed by you regards you as its trusted leader. The charm is broken if you or your companions either command a charmed creature to do something contrary to its nature, or cause the creature harm.

Rod of Security

Rod, legendary (cost 100,000 gp)

Crafting Components: Vessel abandoned by a genie, bread from a fey's feast, wine from an angel's cup

This rod provides a haven for the decadent adventurer—a safe place to wait out one's problems.

Supply Storage. This rod can magically store up to 200 Supply. While holding the rod you can use an action to target up to 20 Supply you can see within 5 feet of you, which instantly vanishes and is stored in the rod. You can't use this ability in paradise.

A newly found rod has 2d100 Supply already stored.

Paradise. While holding the rod, you can use an action to activate it and expend an amount of Supply (1 per creature) for yourself and each willing creature you can see. You and the other creatures are instantly transported into an extraplanar haven that takes the form of any paradise you can imagine (or chosen at random using the Sample Paradises table). It contains enough Supply to sustain its visitors, and for



each hour spent in paradise a visitor regains 10 hit points. Creatures don't age while in paradise, although time passes normally. To maintain the extraplanar space each day beyond the first, an amount of Supply equal to the number of visitors must be expended from the rod.

Apart from visitors and the objects they brought into the paradise, everything within the paradise can only exist there. A cushion taken from a palace paradise, for example, disappears when taken outside.

When you expend the last Supply stored in the rod or you use an action to end it, all visitors reappear in the location they occupied when you activated the rod, or the nearest unoccupied space, and the rod can't be used again until 10 days have passed.

TABLE: SAMPLE PARADISES

D6	PARADISE
1	Cloud castle
2	Cozy tavern
3	Fantastic carnival
4	Luxurious palace
5	Tranquil glade
6	Tropical island

Rope of Climbing

Wondrous item, uncommon (cost 500 gp)

Crafting Components: Braids of hill giant hair

This magical rope is 60 feet long, holds up to 3,000 pounds, and weighs only 3 pounds. While holding one end of the rope, you can use an action to speak a command word that animates it. With a bonus action, you can make the other end move toward a destination you choose.

The other end moves 10 feet on each of your turns until it reaches the point, moves its maximum length away, or you command it to halt. You may also command the rope to coil itself, knot itself, unknot itself, or fasten or unfasten itself.

While knotted, the rope shortens to 50 feet as knots appear at 1 foot intervals along its length. Creatures have advantage on checks made to climb the rope when it is used in this way.

The rope has AC 20 and 20 hit points. When damaged the rope recovers 1 hit point every 5 minutes. The rope is destroyed when reduced to 0 hit points.

Rope of Entanglement

Wondrous item, rare (cost 3,500 gp)

Crafting Components: Bag of hag hair

You can use an action to speak a command word while holding one end of this rope, making the other end attempt to entangle a creature you can see within 20 feet of you. The creature makes a DC 15 Dexterity saving throw or is restrained on a failure. You can use a bonus action to speak another command word and release any creatures entangled by the rope.

An entangled creature can use an action to make a DC 15 Strength or Dexterity check (the creature's choice), escaping the rope on a success.

The rope is 30 feet long and weighs 3 pounds. It has AC 20 and 20 hit points, recovering 1 hit point every 5 minutes when damaged. The rope is destroyed when reduced to 0 hit points.

Rose of the Enchantress

Wondrous item, rare (requires attunement; cost 3,875 gp)

Crafting Components: Spite of an angry fey (a fey creature must be present and hostile for at least 1 hour of the item's crafting time)

While you are concentrating on a spell of 3rd-level or lower and attuned to this item, you can use a bonus action to activate it. Once activated, the rose maintains concentration on the spell for you for the duration or until you use another bonus action to stop the rose's concentration.

The rose has 10 petals. When it is activated, a number of petals drop from the rose equal to the level of the spell it is concentrating on. At the end of each minute the spell continues, an equal number of petals drop from the rose. When its last petal falls the rose wilts and its magic is lost.

Alternatively, if the rose is thrown against the ground, the magic inside of it implodes and frays magical energies in a 15-foot radius (as the *dispel magic* spell, gaining a bonus to any spellcasting ability checks equal to its number of petals).



Sack of Sacks

Wondrous item, common (cost 55 gp)

Crafting Components: Sack left to drift for at least a week in the Astral Plane

Inside this hand-sized sack is a Medium-sized sack. There is no room to store anything inside the original sack. When you pull a sack out, roll 1d20 and add 1 for each sack pulled out in the last 24 hours. On a result of 20 or higher the hand-sized sack is empty and it becomes a mundane item. Otherwise there is another Medium-sized sack inside.

Satyr Boots

Wondrous item (patron token), uncommon (cost 110 gp)

Crafting Components: Satyr's horn

You gain an expertise die on Performance checks made to dance while you wear these finely-crafted boots. As an action, you can transform your legs and feet into the furry haunches and cloven hooves of a goat. The transformation lasts for 1

minute or until you use another action to return to your normal form. While transformed, your Speed becomes 40 feet, you gain an expertise die on Acrobatics checks, and you ignore nonmagical difficult terrain. When the effect ends, the boots fall apart and become useless until a properly trained satyr cobbler repairs them for you.

Scarab of Protection

Wondrous item, legendary (requires attunement; cost 80,000 gp)

Crafting Components: Gold bar blessed by a celestial associated with a god of life or protection

After being held in your hand for 1 round, this scarab medallion shimmers with magical inscriptions. The scarab has 12 charges, crumbling into dust when it has no charges left.



This item has two benefits while it is on your person. First, you gain advantage on saving throws made against spells. Second, if you fail a saving throw against a necromancy spell or either an attack from or trait of an undead creature, you may instead succeed on the saving throw by using your reaction to expend a charge from the scarab.

Schooled Weapon

Weapon (varies), rare (requires attunement; 2,500 gp)

Crafting Component: Mithral plate etched with martial philosophy

Each of these weapons comes in a different form depending on the combat tradition it is associated with. You are proficient with this magic weapon as long as you are attuned to it, and you gain a +1 bonus on attack and damage rolls with it.

You cannot attune to this weapon if you do not know at least one combat maneuver from the tradition it is associated with. When you attune to this weapon, choose a combat maneuver from its associated tradition that you meet the prerequisites for. While you remain attuned to the weapon, you have access to that combat maneuver.

In addition, any attacks you make with the weapon as part of a combat maneuver from the associated tradition gains an additional +1 bonus to attack and damage.

TABLE: SCHOOLED WEAPONS

MAGIC WEAPON	WEAPON
Mattock of the Adamant Mountain	Maul
Bow of the Biting Zephyr	Longbow
Reflection of Mirror's Glint	Dueling Dagger
Rapier of Mist and Shade	Rapier
Rapid Current's Flow	Scimitar
Razor's Edge	Bastard Sword
Blade of the Sanguine Knot	Longsword
Spirited Steed's Striker	Lance
Bite of Tempered Iron	Flail
Paw of Tooth and Claw	Punching Dagger
Wave of the Unending Wheel	Glaive

Scimitar of Speed

Weapon (scimitar), very rare (requires attunement; cost 6,000 gp)

Crafting Components: Feather from a living roc nesting at the peak of a high mountain

You gain a +2 bonus to attack and damage rolls made with this magic scimitar, and on each of your turns you can use a bonus action to make one attack with it.

Scrap of Forbidden Text

Wondrous item, common (cost 20 gp)

Crafting Components: Diary of a mentally unhinged adventurer

This page of nonsense was torn from the diary of someone not well. As you focus on the strange symbols they begin to make a strange sort of sense—revealing hidden truths about the world. You can

use an action to study the fragment of text to gain an expertise die on an Arcana or History check. You can't do so again until you finish a long rest.

If instead of studying the paper, you can use an action to eat it to automatically succeed on an Arcana or History check. You can wait until after making the check before deciding to eat the *scrap of forbidden text*, but you must decide before the Narrator says whether the roll succeeds or fails.

Curse. This scrap of text is cursed and eating it draws the attention of an aberrant creature that seeks you out to involve you in its schemes.

Seafarer's Quill

Wondrous item, uncommon (cost 150 gp)

Crafting Components: Gilded feather from a swan in the Dreaming

This elegant swan feather quill has a solid gold nib that allows you to write in perfect cursive, granting an expertise die on any forgery kit check you make as long as the handwriting you are copying is also in cursive.

Strangely enough, you can use a bonus action or reaction to break the quill, magically transforming everything it has written in the last minute to almost perfectly match the original handwriting of whoever you were copying last. Creatures have disadvantage on checks made to realize it is a forgery.

Sea Witch's Amulet

Wondrous item, rare (requires attunement; cost 3,150 gp)

Crafting Components: An item of sentimental value that belonged to a drowned humanoid

This locket was dredged from the remains of a long-dead sea monster. The amulet has 3 charges. While wearing this strange oyster-shaped pendant, you can use an action to expend a charge and choose one creature within 30 feet that is laughing, singing, or speaking. The target makes a DC 15 Wisdom saving throw or you steal its voice. As long as you are wearing the amulet, you can speak with the target's voice. For as long as you possess a target's voice in the amulet, the target is unable to speak.

At the end of every 24 hours, the amulet expends 1 charge per voice stored inside of it. When the amulet has no charges to expend, the stolen voice is released and returns to the target. You can use a bonus action to release a voice stored in the amulet. When the amulet has no voices stored in it and is soaked in sea water for 24 hours, it regains 1 charge.

Destroying the amulet releases any stolen voices stored inside and creates a brief piercing shriek in a 100-foot radius. Each creature in the area must make a DC 10 Constitution saving throw or be stunned until the start of its next turn.

Second-Light Lantern

Wondrous item, uncommon (cost 125 gp)

Crafting Components: Eyes of a giant bat

Many humanoid races have darkvision but some find that this curious lantern (which can be a hooded lantern or bullseye lantern) is worth carrying all the same, particularly scholars and spies who often need the finest possible detail without revealing themselves to others. When you light this lantern, you can expend 1 charge to shed second-light. Second-light is visible only to creatures with darkvision and they see the full range of colors in things illuminated by it.

Alternatively, you can expend 1d4 charges to shed a still more specialized light, visible only to those who are touching the lantern's handle. This light lasts for a number of minutes equal to the charges expended.

The lantern has 4 charges and regains 1 charge each dusk. If you expend the last charge, roll a d20. On a result of 5 or less, the lantern loses its magic and becomes a mundane item.

Security Gremlin

Wondrous item (gear gremlin), common (cost 100 gp)

Crafting Components: Armor sized for a Tiny creature

This military-styled tin contains a Tiny ethereal mottled green goblinoid dressed in soldier's armor and when opened it salutes with earnest eagerness. You can instruct this gremlin to patrol an area, such as the perimeter of a room, campsite, or structure, while keeping watch for a creature type you instruct it to watch for. It completely ignores any creatures that are not of the chosen creature type. If it spots a creature of the chosen type, it immediately begins shouting loud enough to be heard within 30 feet as it runs back into its tin to hide.

Seeds of Necessity

Wondrous item, uncommon (cost 500 gp)

Crafting Components: Handful of mixed seeds grown from a druid's garden

In the groves of particularly friendly and sociable druids the plants themselves become helpful and eager to please, their valuable seeds able to grow into whatever shape is required. A pouch of *seeds of necessity* contains 1d10 coin-sized seeds. When you plant one of these seeds in soil and water it while you picture in your mind an object which you desire, over the course of one minute the seed grows into a simple wooden object no larger than a 10-foot-cube that closely matches the picture in your mind (common uses include a ladder, a sturdy table, a throne, a barrel, a cart wheel, or a rowboat). The seed is consumed as it grows into the object.

The seed cannot grow into an object with moving parts, but several seeds can be grown into a combination of objects which could be used to construct a more complicated shape, such as a cart made from a tray with four wheels, or a row boat and two oars.

When you plant and water a *seed of necessity*, roll a d100. On a result of 100, instead of the object you requested, a friendly awakened shrub grows in its place. On a result of 13 or less, the seed was a bad seed and instead grows into a hostile awakened tree.

Seven-Sided Coin

Wondrous item (patron token), uncommon (cost 150 gp)

Crafting Components: Two-faced coin used to swindle money from at least 7 people

The origins of this dull gray coin are impossible to identify. Though when observed the coin has only two sides, flipping it yields one of 7 different results. You can flip the coin as an action. The effects of the flip last for 10 minutes or until you flip the coin again. Roll a d8 to determine the result:

D8	EFFECT
1	*Black Sun:* Choose one warlock cantrip you don't already know. You know that cantrip for the duration.
2	*Broken Temple:* You gain an expertise die on Wisdom saving throws.
3	*Guiding Star:* When you make an Arcana, History, Nature, or Religion check, you can treat a d20 roll of 9 or lower as a 10.
4	*Lidless Eye:* You see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane.
5	*New Moon:* You have an expertise die on Stealth checks.
6	*Pact Blade:* You gain a +2 bonus to melee attack rolls.
7	*Twisted Rod:* When you cast a spell that deals damage, you can choose to reroll one of the damage dice. You must use the second result.
8	The coin folds in on itself and disappears forever.

Shield +1, +2, or +3

Armor (shield), rare (cost 1,000 gp) or very rare (cost 7,000 gp or 49,000 gp)

Crafting Components: Scale from a young, adult, or ancient dragon

This shield's bonus to your Armor Class increases by +1 (rare), +2 (very rare), or +3 (very rare).

Shield of Missile Attraction

Armor, (shield) rare (requires attunement; cost 5,000 gp)

Crafting Components: Scale from a shadow dragon

While wearing this shield you have resistance to damage from ranged weapon attacks.

Curse. Whenever a ranged weapon attack is made against a target within 10 feet of you, you become the target instead. Removing the shield does not stop the curse.

Shoulder Dragon Brooch

Wondrous item, common (requires attunement; cost 90 gp)

Crafting Components: Pseudodragon's scale

Once attuned to this intricate golden brooch, you can imagine up to one dragon of your choice and a Tiny-sized illusion of it appears on your shoulders. The dragon looks lifelike and it occasionally flies, snaps at insects, and generally behaves in a dragon-like way. This illusion does not hold up to physical scrutiny and any creature who physically interacts with the dragon sees through the illusion with a successful DC 12 Investigation check. You can use a bonus action to dismiss the illusion.

As a bonus action, you can have your dragon illusion attack a creature within 5 feet of you. That creature must make a DC 12 Dexterity saving throw, taking 1d4 damage of a type of your choice (fire, lightning, cold, or acid) on a failed save or half as much on a successful one. Once you have used this feature, it cannot be used again for 24 hours.

Sinner's Ashes

Wondrous item, common (cost 35 gp)

Crafting Components: Corpse of a humanoid creature that had the Evil trait

This small stark urn contains the ashen remains of an unholy humanoid. As an action, you can throw the urn up to 30 feet away where it shatters and produces a 20-foot radius black cloud of ash. This area is heavily obscured and any creature that ends its turn within the area must make a DC 13 Constitution saving throw or take 2d4 necrotic damage. This ash cloud remains for 1 minute, until a moderate wind (at least 10 miles per hour) disperses the cloud in 4 rounds, or until a strong wind (20 or more miles per hour) disperses it in 1 round.

Alternatively, the ashes can be used as an ingestible poison. The urn contains enough ashes for a single dose, and any celestial that consumes them must make a DC 16 Constitution saving throw, taking 5d8 necrotic damage on a failed save, or half as much damage on a successful one.

Slippers of Spider Climbing

Wondrous item, uncommon (cost 500 gp)

Crafting Components: Giant spider silk

While you are wearing these shoes, you can move on walls and upside down on ceilings without the use of your hands, gaining a climb speed equal to your Speed. The shoes cannot be used on slippery surfaces.

Skeleton Key

Wondrous item, uncommon (cost 145 gp)

Crafting Components: Spine of a humanoid that committed at least one major robbery

This miniature skeleton holding a knife has been carved out of a human's vertebrae. As an action, you can use the miniature knife to self-inflict 2d4 damage that ignores all resistances and immunities. When you do so, the skeleton animates and walks towards the nearest locked door or object within 10 feet, then plunges itself into the lock and makes a thieves' tools check (it has a +10 bonus) to crack the lock. Whether successful or unsuccessful, the skeleton then walks back to you and returns to its inanimate state.

Alternatively, you can use an action to cover the skeleton in blood. When you do so, the skeleton rushes to the nearest lock within 10 feet and unlocks it (as per the spell *knock*) before dissolving into red mist.

Skull Liqueur

Potion, uncommon (cost 370 gp)

Crafting Components: Broth seeped in zombie bones

This crystal phial appears empty unless it is agitated, which reveals that it is filled to the brim with a clear liqueur. Close examination reveals bubbles within the liquid that seem to be shaped like tiny skulls. Pouring the phial's contents into the mouth of a dead creature animates it as if it were the target of a *speak with dead* spell.

Snake-Eye Bones

Wondrous item, common (cost 55 gp)

Crafting Components: Skeleton of a poisonous snake

Every trip to sea can become boring and one of the best ways to whittle away at the time—besides drinking rum—is to engage in a game of bones. Not every sailor on the high seas is honest and these

dice were crafted with the devious amongst them in mind. Each four-sided die is made from bleached white whale bone and inlaid with jet-black markings. No matter how many times they are thrown or the number of ship hulls they strike, the dice never nick or scuff, and their markings do not fade.

The dice have 2 charges and regain 1 charge each dawn. When you speak the command word as a bonus action as the dice are being rolled, their results come up as double ones (or snake-eyes). If you expend the last charge, roll a d20. On a result of 5 or less, the dice will roll up as double ones but both dice then crack in half rendering them useless.

Sonic Staff

Weapon (quarterstaff), very rare (cost 9,000 gp)
Crafting Components: Tuning fork that has been struck by natural lightning

This metal polearm has complex flanged baffles along its haft and ends with a faintly glowing two-tined cap not unlike a tuning fork. When struck it reverberates near-deafeningly and by adjusting its components you can tune it to the destructive resonance of an object.

You have a +1 bonus to attack and damage rolls made with this magic weapon. It constantly emits a high-pitched whine that is uncomfortable to animals. Animals do not willingly approach within 10 feet of the staff without a successful DC 22 Animal Handling check.

Attacks with this weapon deal double damage against doors and other objects.

Once per day, you can use an action to slam it against the ground and generate a wave of thunder and force, either in a 10-foot radius or 30-foot cone. Creatures in the area take 3d6 thunder damage and are pushed 15 feet away. This effect cannot penetrate a *silence* spell (or any similar magical silence effect).

Sovereign Glue

Wondrous item, legendary (cost 85,000 gp)
Crafting Components: Glass bottle coated with *oil of slipperiness*, mucus from an amphibian fey

This alabaster liquid adhesive permanently joins together any two objects. When found the bottle has 1d6 + 1 ounces of adhesive inside.

You may use one ounce to cover a 1-foot square surface. After 1 minute passes the *sovereign glue* sets and the bond cannot be broken without using *universal solvent*, *oil of etherealness*, or a *wish* spell.

TABLE: SPELL SCROLLS

SPELL LEVEL	RARITY	SAVE DC	ATTACK BONUS	COST	CRAFTING COMPONENTS
Cantrip	Common	13	5	10 gp	Magical inks
1st	Common	13	5	25 gp	Magical inks
2nd	Common	13	5	75 gp	Magical inks
3rd	Uncommon	15	7	175 gp	Dire wolf hide
4th	Uncommon	15	7	500 gp	Dire wolf hide
5th	Rare	17	9	1,250 gp	Parchment infused with planar energy
6th	Rare	17	9	3,000 gp	Parchment infused with planar energy
7th	Very Rare	18	10	8,000 gp	Blank pages from a lich's spellbook
8th	Very Rare	18	10	20,000 gp	Blank pages from a lich's spellbook
9th	Legendary	19	11	55,000 gp	Parchment made from a dragon's hide

Spellguard Shield

Armor (shield), very rare (requires attunement; cost 20,000 gp)

Crafting Components: Iron guardian scrap

While this heavy metal shield is equipped you have advantage on saving throws made against spells and magical effects, and spell attacks against you have disadvantage.

Spell Scroll

Scroll, varies (cost 10–55,000 gp)

Crafting Components: Varies

A spell scroll bears a sealed spell within. If the spell is on your class' spell list, you can use the scroll to cast the spell (taking the spell's normal casting time) without the need for material components. Otherwise the *spell scroll* is unreadable to you. If you are interrupted while using the scroll, you may attempt to use it again. Once the spell within a scroll has been cast, the scroll crumbles away.

To use a *spell scroll* of a higher spell level than you are able to cast, you must succeed on spellcasting ability check (DC 10 + the spell's level). On a failure, the magical energy within is expended with no effect, leaving behind a blank piece of parchment.

A wizard may use a *spell scroll* to copy the spell stored within to their spellbook by making an Intelligence (Arcana) check (DC 10 + the spell's level). Whether the check succeeds or not, the attempt destroys the *spell scroll*.

The level of the spell stored within a scroll determines the saving throw DC, attack bonus, crafting components, cost, and rarity as per Table: Spell Scrolls. The costs of a *spell scroll* are in addition to any material components, which are required (and if necessary also consumed) when it is made.

Spellcasting Symphony

Wondrous item, varies (requires attunement; cost: varies)

Crafting Components: Wood salvaged from a burned down theater in the Dreaming

A noted bard created these flawless instruments to be exemplary examples of their kind. In addition to creating music of rare quality, they are able to cast spells as they are played as well as offering additional unique benefits.

While attuned to one of these instruments, you gain an additional benefit and can use an action to cast one of the spells an instrument knows by playing it. Once you have done so, the instrument can not be used to cast that spell again until the next dawn.

If you are not a bard, when attempting to play one of these instruments you make a DC 14 Charisma saving throw or take 3d6 psychic damage.

When using one of these instruments to make a Performance check you gain an expertise die (1d8).

TABLE: SPELLCASTING SYMPHONY

INSTRUMENT	COST	RARITY	SPELLS	OTHER BENEFITS
Harp of Harmony	500 gp	Uncommon	*calm emotions, charm person, charm monster*	Bonus action to gain advantage on a Persuasion check once each dawn.
Defending Drum	1,500 gp	Rare	*alter self, feather fall, misty step*	+2 to AC.
Triangle of Terror	4,500 gp	Rare	*fear, phantasmal killer*	Advantage on Intimidation checks.
Flute of the Wind	10,000 gp	Very Rare	*fly, sleet storm, stone shape, wind wall*	Bonus action to gain advantage on a Survival check once each dawn.
Lute of Legends	95,000 gp	Legendary	*conjure celestial, contact other plane, delayed blast fireball, greater invisibility*	Single casting of *wish*.

Sphere of Annihilation

Wondrous item, legendary (cost 100,000 gp)

Crafting Materials: Opal charged with positive planar energy, onyx charged with negative planar energy

This floating sphere of darkness is a 2-foot-diameter hole in reality that eliminates all matter that it comes into contact with. Only artifacts can survive contact with the sphere, though some artifacts have a specific weakness to its properties.

Anything that the sphere touches or that touches it that is not instantly obliterated takes 4d10 force damage. The default state of the sphere is stationary, but should a creature be in the way of a moving sphere it makes a DC 13 Dexterity saving throw or takes 4d10 force damage.

While within 60 feet of an uncontrolled *sphere of annihilation*, you can use an action to make a DC 25 Intelligence (Arcana) check and take control of it. On a success, the sphere moves in the direction of your choice a number of feet equal to 5 × your Intelligence modifier (minimum 5 feet). On a failure, the sphere moves 10 feet toward you instead.

If a sphere is controlled by another creature, you may wrest away control by using an action and making an Intelligence (Arcana) check opposed by the controlling creature. On a success, you take control of the sphere and can utilize it as normal.

A unique effect happens when a sphere comes into contact with a planar portal or extradimensional space (such as a *portable hole*). In the case of such an event, the Narrator rolls d100 to determine what happens next: on 1–50 the sphere is destroyed, on 51–85 the sphere simply moves through the portal or into the space, and on 86–100 a rift forms that pulls in all creatures and objects within 180 feet. Each object and creature, including the sphere, reappears in a random plane of existence.

Spindle of Spinning

Wondrous item, uncommon (cost 300 gp)

Crafting Components: An item that caused a humanoid's accidental death

You can use an action to stab with this spindle, treating it as an improvised weapon and making a melee weapon attack roll against a creature within reach. On a hit, you deal 1 magical piercing damage and the creature makes a DC 15 Strength saving throw or it falls into a magical slumber (as the *sleep* spell) for 2d4 hours. A sleeping creature awakens when it takes damage or a loud noise occurs within 50 feet of it.

This enchanted slumber is infectious through touch. When a creature uses an action to try and shake or slap a sleeper awake, it makes a DC 15 Strength saving throw or it falls asleep for 1d4 hours.

The needle breaks when you roll a 1 on a weapon attack roll using it, dispersing its sleep magic in a 30-foot radius. Each creature in the area makes a DC 15 Strength saving throw or it falls asleep.

Spirit Lantern

Wondrous item, rare (cost 1,000 gp)

Crafting Components: Essence of an incorporeal creature

When you use a bonus action to speak its command word, this lantern creates a magical bluish flame that emits bright light in a 20-foot radius and dim light for an additional 20 feet. This light outlines any ethereal creatures within 40 feet and any invisible creatures within 10 feet.

Staff of Charming

Staff, rare (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard; cost 4,500 gp)

Crafting Components: Gift thrice regifted between three fey

While holding this magical quarterstaff you can use an action and expend charges to cast one of the following spells, using your spell save DC: *charm person* (1 charge), *command* (1 charge), *comprehend languages* (1 charge).

Once per dawn, when you are holding the staff and fail a saving throw against an enchantment spell, you can instead choose to succeed. When you succeed on a saving throw against an enchantment spell (with or without the staff's intervention) you can use your reaction to expend 1 charge from the staff and turn the spell back on its caster (targeting only them), as if you had cast the spell.

The staff has 10 charges and regains 1d8+2 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, it loses its magical properties.



Staff of Fire

Staff, very rare (requires attunement by a druid, sorcerer, warlock, or wizard; cost 15,000 gp)

Crafting Components: Ruby charged by a dragon's flame, efreeti's coin gained by exchange

While holding this staff you gain resistance to fire damage, and you can use an action to expend charges to cast one of the following spells, using your spell save DC: *burning hands* (1 charge), *fireball* (3 charges), *wall of fire* (4 charges).

The staff has 10 charges and regains 1d6+4 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, the staff crumbles to ash and is destroyed.

Staff of Frost

Staff, very rare (requires attunement by a druid, sorcerer, warlock, or wizard; cost 15,000 gp)

Crafting Components: Shard of ice from the land's highest peak, prized possession of an ice devil

While holding this staff you gain resistance to cold damage, and you can use an action to expend charges to cast one of the following spells, using your spell save DC: *fog cloud* (1 charge), *ice storm* (4 charges), *wall of ice* (4 charges), *cone of cold* (5 charges).

The staff has 10 charges and regains 1d6+4 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, the staff melts into water and is destroyed.

Staff of Gravity Bending

Staff, rare (requires attunement; cost 5,000 gp)

Crafting Components: A nonmagical staff planted at the planet's magnetic pole for 24 hours

You gain a +2 bonus to attack and damage rolls with this magic quarterstaff. In addition, while holding it you gain a +2 bonus to spell attack rolls.

While holding this staff, you can use an action to sense the direction of magnetic north (nothing happens if the staff is used in a location that has no magnetic north.) Alternatively, you can use an action to expend charges to cast one of the following spells (spell save DC 15): *feather fall* (1 charge), *jump* (1 charge), *levitate* (2 charges), *telekinesis* (5 charges), *reverse gravity* (7 charges).

The staff has 10 charges and regains 1d6+4 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, the staff loses its magical properties.

Staff of Healing

Staff, rare (requires attunement by a bard, cleric, or druid; cost 5,000 gp)

Crafting Components: A unicorn's tears of joy

While holding this staff, you can use an action to expend charges to cast one of the following spells, using your spellcasting ability modifier: *cure wounds* (1 charge per spell level, up to 4th-level), *lesser restoration* (2 charges), *mass cure wounds* (5 charges).

The staff has 10 charges, regaining 1d6+4 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, the staff disappears with a flash of light and is lost forever.

Staff of Power

Staff, very rare (requires attunement by a sorcerer, warlock, or wizard; cost 50,000 gp)

Crafting Components: Blood of an adult dragon, ivory staff which has visited both Lower Planes and Upper Planes

You have a +2 bonus to attack and damage rolls made with this magic quarterstaff. When you hit with a melee attack using this staff, you can expend 1 charge to deal an extra 1d6 force damage to the target. Additionally, while holding it you gain a +2 bonus to AC, saving throws, and spell attack rolls.

Spells. While holding this staff, you can use an action to expend charges to cast one of the following spells, using your spell save DC and spell attack bonus: *magic missile* (1 charge), *ray of enfeeblement* (1 charge), *levitate* (2 charges), *hold monster* (5 charges), *lightning bolt* (5th-level version, 5 charges), *wall of force* (5 charges), *cone of cold* (5 charges), *fireball* (5th-level version, 5 charges), *globe of invulnerability* (6 charges).

The staff has 20 charges and regains 2d8+4 expended charges each dawn. When the last charge is expended, roll a d20. On a 20, the staff immediately regains 1d8+2 charges. On a 1, the staff loses its magical properties, apart from its +2 bonus to attack and damage rolls.

Retributive Strike. You can use an action to destroy the staff, releasing its magic in a 30-foot-radius explosion. Roll a d6. On an even result, you teleport to a random plane of existence and avoid the explosion. On an odd result, you take damage equal to 16 × the number of charges in the staff. Every other creature in the area makes a DC 17 Dexterity saving throw. On a failed save, a creature takes damage based on how far away it is from the point of origin, as on the Retributive Strike table. On a successful save, a creature takes half as much damage.

TABLE: RETRIBUTIVE STRIKE

DISTANCE FROM ORIGIN	DAMAGE
10 feet away or closer	8 × charges in the staff
11 to 20 feet away	6 × charges in the staff
21 to 30 feet away	4 × charges in the staff

Staff of Striking

Staff, very rare (requires attunement; cost 20,000 gp)

Crafting Components: Petrified treant wood, thrice teleported quartz

You have a +3 bonus to attack and damage rolls made with this magic quarterstaff.

When you hit with a melee attack using this staff, you can expend up to 3 of its charges, dealing an extra 1d6 force damage per expended charge.

The staff has 10 charges and regains 1d6+4 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, it loses its magical properties.

Staff of Swarming Insects

Staff, rare (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard; cost 5,000 gp)

Crafting Components: Honey stolen from a cloud giant's beehive

While holding this staff, you can use an action to expend charges to conjure an insect cloud, or cast one of the following spells, using your spell save DC: *giant insect* (4 charges), *insect plague* (5 charges)

Insect Cloud (1 Charge). A swarm of harmless flying insects spreads out in a 30-foot radius from you, heavily obscuring the area for creatures other than you. It moves when you do, with you at its center. The radius of the swarm decreases by 10 feet each time you are included within an area of effect that deals damage. The insects remain for 10 minutes, until the swarm's radius is less than 10 feet, or it is dispersed by strong wind.

The staff has 10 charges and regains 1d6+4 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, the staff is destroyed as it transforms into a swarm of insects which immediately disperse.

Staff of the Magi

Staff, legendary (requires attunement by a sorcerer, warlock, or wizard; cost 250,000 gp)

Crafting Components: Archmage's journal found in the Ethereal Plane, blood of an ancient dragon, ivory staff which has visited both Lower Planes and Upper Planes

You have a +2 bonus to attack and damage rolls made with this magic quarterstaff. Additionally, while holding it you gain a +2 bonus to spell attack rolls and advantage on saving throws against spells.

Spell Absorption. When another creature casts a spell which targets only you, you can use your reaction to cause the staff to absorb the magic of the spell, cancelling its effect and gaining charges equal to the spell's level. If this brings the staff's total charges above 50, the staff explodes as if you activated its Retributive Strike.

Spells. While holding this staff, you can use an action to expend charges to cast one of the following spells, using your spell save DC and spell attack bonus: *flaming sphere* (2 charges), *invisibility* (2 charges), *knock* (2 charges), *web* (2 charges), *dispel magic* (3 charges), *ice storm* (4 charges), *wall of fire* (4 charges), *passwall* (5 charges), *telekinesis* (5 charges), *conjure elemental* (7 charges), *fireball* (7th-level version, 7 charges), *lightning bolt* (7th-level version, 7 charges), *plane shift* (7 charges).

You can also use an action to cast the following spells from the staff without expending any charges: *arcane lock, detect magic, enlarge/reduce, light, mage hand, protection from evil and good.*

The staff has 50 charges and regains 4d6+2 expended charges each dawn. When the last charge is expended, roll a d20. On a 20, the staff immediately regains 1d12+1 charges.

Retributive Strike. You can use an action to destroy the staff, releasing its magic in a 30-foot-radius explosion. Roll a d6. On an even result, you teleport to a random plane of existence and avoid the explosion. On an odd result, you take damage equal to 16 × the number of charges in the staff. Every other creature in the area makes a DC 17 Dexterity saving throw. On a failed save, a creature takes damage based on how far away it is from the point of origin, as on the Retributive Strike table. On a successful save, a creature takes half as much damage.

Staff of the Python

Staff, uncommon (requires attunement by a cleric, druid, or warlock; cost 500 gp)

Crafting Components: Scales of a snake who consorted with hags

You can use an action to speak this staff's command word and throw it at a point on the ground within 10 feet to transform it into a giant constrictor snake. During your turn, while you aren't incapacitated and remain within 60 feet of it, you can mentally command the snake. The snake acts immediately after you. You decide its moves and actions, or you can issue a general command such as to guard a location.

As a bonus action, you can transform the snake back into a staff by repeating the command word. The staff appears in the space formerly occupied by the snake. If the snake has at least 1 hit point when it becomes a staff, it regains all its hit points.

If the snake is reduced to 0 hit points, it is destroyed, reverting to staff form before shattering into pieces.

Staff of the Web-Tender

Staff, rare (requires attunement by a druid, warlock, or wizard; cost 5,000 gp)

Crafting Components: A branch from a tree grown on the Ethereal Plane

You gain a +2 bonus to attack and damage rolls with this magic quarterstaff. Additionally, while holding it you gain a +2 bonus to spell attack rolls.

While holding this staff, natural and magical spider webs do not hamper your movement. In addition, you can use an action to expend 1 charge to cast *animal friendship* (spiders only), using your spell save DC. For 1 charge, you cast the 1st-level version of the spell. You can affect one additional spider for each additional charge expended.

You can use an action to expend 5 charges to summon a phase spider, which appears in an unoccupied space you can see within 60 feet of you. The spider is friendly to you and your companions and takes its turn immediately after yours. It obeys your verbal commands. Without such commands, the spider only defends itself. The spider disappears when reduced to 0 hit points or 1 hour after you summoned it.

The staff has 8 charges and regains 1d6+2 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, the staff transforms into hundreds of harmless Tiny spiders that wander away.

Staff of the Woodlands

Staff, rare (requires attunement by a druid; cost 5,000 gp)

Crafting Components: Branch from an awakened tree

You gain a +2 bonus to attack and damage rolls with this magic quarterstaff. Additionally, while holding it you gain a +2 bonus to spell attack rolls.

While holding this staff, you can use an action to cast *pass without trace*, or to expend charges to cast one of the following spells, using your spell save DC: *animal friendship* (1 charge), *speak with animals* (1 charge), *barkskin* (2 charges), *locate animals or plants* (2 charges), *speak with plants* (3 charges), *awaken* (5 charges), *wall of thorns* (6 charges).

Tree Form. As an action you can plant the staff in the earth and expend 1 charge, transforming it into a full-grown tree. The tree is 60 feet tall, has a 5-foot-wide trunk, and its highest branches fill a 20-foot radius. The tree looks ordinary but radiates faint transmutation magic if inspected with *detect magic*. By using an action to touch the tree and speak the staff's command word, you can transform it back into a staff. Creatures in the tree fall when the staff reverts to its original form.

The staff has 10 charges and regains 1d6+4 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, the staff loses its magical properties.



Staff of Thunder and Lightning

Staff, very rare (requires attunement; cost 12,000 gp)

Crafting Components: Metal struck by a storm giant's lightning

You gain a +2 bonus to attack and damage rolls with this magic quarterstaff. Additionally, while holding it you can activate one of the following properties, each of which can be used once per dawn.

Lightning. When you make a successful melee attack with the staff, you deal an extra 2d6 lightning damage.

Thunder. When you make a successful melee attack with the staff, you cause it to emit a thunderclap audible up to 300 feet away. The target makes a DC 17 Constitution saving throw or it is stunned until the end of your next turn.

Lightning Strike. You can use an action to fire a 120 feet long and 5 foot wide line of lightning from the staff. Each creature in the area makes a DC 17 Dexterity saving throw, taking 9d6 lightning damage on a failure, or half damage on a success.

Thunderclap. You can use an action to create a thunderous roar audible up to 600 feet away. Each creature other than you within 60 feet makes a DC 17 Constitution saving throw or takes 2d6 thunder damage and becomes deafened for 1 minute. On a successful save, a creature takes half damage and isn't deafened.

Thunder and Lightning. You can use an action to use the Lightning Strike and Thunderclap properties simultaneously. This doesn't expend the daily uses of those properties, only this one.

Staff of Withering

Staff, rare (requires attunement by a cleric, druid, or warlock; cost 5,000 gp)

Crafting Components: Remains of a creature killed by the *blight* spell

This magic quarterstaff has 3 charges and regains 1d3 expended charges each dawn. When you make a successful melee attack with the staff, you can expend 1 charge to deal an extra 2d10 necrotic damage. The target makes a DC 15 Constitution saving throw or for the next hour it has disadvantage on Strength and Constitution checks and saving throws.

Star Heart

Wondrous item, legendary (requires attunement; cost 76,000 gp)

Crafting Components: Corpse of a darkmantle and metal that has fallen from space

This item looks like a bright orange starfish. Once you are attuned to the *star heart* it attaches to your skin over your heart, and as long as you have at least 1 hit point you regain 1d6 hit points every 10 minutes. If you lose a body part, after 1d6 + 1 days if you have at least 1 hit point the whole time the body part regrows and returns to full functionality.

In addition, any lost body part grows into an entirely new version of version of yourself after 1d4 + 3 days, complete with your personality, memory, and abilities. This new clone is independent and sentient, although it is incapable of further duplication. Every time a clone is created, one of the five legs of the *star heart* withers and dies; it only regenerates when its associated clone dies.

If all five legs have grown into clones, then the *star heart* is destroyed.

Curse. While some may say that having a clone that believes itself to be just as much "you" as yourself is enough of a curse in and of itself, the *star heart* has other dangers. It was designed for a disposable warrior class of drones and isn't quite compatible with other creatures. Every time the *star heart* creates a clone, there's a chance that something may go wrong. Roll 1d20 and consult Table: Star Heart Clone. If the result was over 11, then roll again, applying all effects.

TABLE: STAR HEART CLONE

D20	EFFECT
1	The clone is an exact copy (unless affected by previous rolls) but it is lifeless.
2–11	Nothing. The clone is an exact copy of you (if you have acquired scars or other imperfections over the years that regeneration didn't cure then the clone will still lack them).
12–13	The clone is an exact copy, but its mind has been permanently warped by the regeneration process. It rolls once on Table: Long-Term Mental Stress Effects.
14–15	The clone is an exact copy but something has changed in its personality. The clone may choose to pursue a different class or profession than you. Whenever the clone can see you, it needs to make a DC 12 Wisdom check or it acquires a short-term mental stress effect.
16–17	Something is off. The clone may have different colored eyes or hair, new birthmarks or blemishes, or other minor differences (such as a different score in one or two abilities). Such differences are easy to hide and can be difficult to spot. These differences prey on the clone's mind when it is near you. Whenever the clone can see you, it needs to make a DC 12 Wisdom check or it acquires a short-term mental stress effect.

TABLE: STAR HEART CLONE (CONTINUED)

D20	EFFECT
18	The clone is obviously imperfect. At the Narrator's discretion, the clone may be noticeably shorter, taller, heavier, or lighter than you. The clone has disadvantage on any attempts to disguise itself as you. Whenever the clone can see you, it needs to make a DC 14 Wisdom check or it acquires a long-term mental stress effect.
19	The clone is effectively a reincarnation of you. Roll on Table: Reincarnation (page 585 in the *Adventurer's Guide*) to determine the clone's heritage. Whenever the clone can see you, it needs to make a DC 14 Wisdom check or it acquires a long-term mental stress effect.
20	There is a darkness within the clone and it wants to replace you. No matter how perfect the copy, the clone always attacks you on sight with the intent to kill (at the Narrator's discretion, the clone may delay such an act if it would be immediately beneficial to the clone — once the benefit is gone, the blood-lust returns). The clone also plots against you when not in its presence, hiring assassins or otherwise attempting to vex or destroy you. Note that particular mental stress effects do not stack. For example, if the clone has both a personality change and develops a phobia, it only needs to make a single DC 14 Wisdom check when it sees you.

Steelsilk Mantle

Wondrous item, rare (requires attunement; cost 5,000 gp)

Crafting Components: Silk of a giant spider

This ornate purple silk cloak is interwoven with enchanted steel threads. As a bonus action, you can reshape some part of the cloak into any mundane steel object that can be held in one hand, such as a sword, a key, or a cage. This item detaches from the main cloak, but can be reattached on your turn (no action required). Only one item may be detached from the cloak at a time. Three times between long rests, when you see a creature target you with an attack you can use your reaction to spin the cloak into its path. The cloak hardens like a shield, increasing your AC by +4 against that attack.

Stick Awl

Wondrous item, uncommon (cost 150 gp)

Crafting Components: An early creation of a master craftsman

This simple, small, pointed leatherworking tool has a sturdy maple wooden handle and a superb steel point that never dulls. Used by crafters to make the finest armor, it has been known to pierce the toughest of hides. When used as a weapon the awl is treated as a dagger that deals 1 point of magical piercing damage. When you speak the command word while making a successful melee weapon attack with it against an object, the awl is destroyed after puncturing a hole. The awl is able to puncture any substance, and the hole it leaves behind is 3-inches deep with a diameter of 1/8th-inch. Unlike other enchanted trinkets, the awl can be used as a weapon without potentially being destroyed.

Stone of Controlling Earth Elementals

Wondrous item, rare (cost 5,000 gp)

Crafting Components: The crystal heart of an earth elemental

You can use an action to touch this 5 pound stone to the ground and speak a command word, summoning an earth elemental (as the *conjure elemental* spell). Once used, the stone cannot be used again until the next dawn.

Stone of Good Luck (Luckstone)

Wondrous item, uncommon (requires attunement; cost 350 gp)

Crafting Components: Agate

You gain a +1 bonus to ability checks and savings throws as long as this lustrous gemstone is on your person.

Subtle Mage Gloves

Wondrous item, rare (requires attunement; cost 5,000 gp)

Crafting Components: Gloves that have visited at least 6 different planes of existence

While wearing these gloves, you gain a +1 bonus to AC. In addition, when you cast a spell you can use your reaction to expend a number of charges equal to the spell's level, casting it without any seen or vocalized components. The gloves have 4 charges and regain 1d3 charges each dawn.

Sun Blade

Weapon (longsword), rare (requires attunement; cost 5,000 gp)

Crafting Components: *Scroll of daylight* crafted on a Celestial Plane

This weapon first appears to be nothing more than a sword hilt. While holding the hilt, you can use a bonus action to make a blade of sunlight appear or disappear. Being proficient in shortswords or longswords grants proficiency with this magic sword, which also has the finesse property as long as the blade is in existence.

While the blade is ignited, you gain +2 bonus to attack and damage rolls made with it, dealing 1d8 radiant damage on a hit (instead of slashing damage), or 2d8 radiant damage if your target is undead.

The blade shines with bright sunlight in a 15-foot radius and dim sunlight for an additional 15 feet. You can use an action to increase or decrease the bright sunlight and dim sunlight radiuses by 5 feet, up to a maximum of 30 feet each or down to a minimum of 10 feet each.

Survivor's Cloak

Wondrous item, rare (requires attunement; cost 3,000 gp)

Crafting Component: Troll claw

This cloak is an unassuming neutral grayish-brown color that seems to slowly fade into the background whenever you are standing still. You cannot attune to this cloak if you are not proficient with Survival.

While attuned to and wearing the cloak, you may treat a long rest as if you were in a haven. Once you use this property, you cannot do so again for 1 week.

In addition, the cloak allows you to travel at a fast pace while remaining stealthy.

Sword of Life Stealing

Weapon (any sword), rare (requires attunement; cost 2,000 gp)

Crafting Components: Vampire dust

When you use this weapon to make an attack against a creature that is not a construct or undead and roll a natural 20, the creature takes an extra 3d6 necrotic damage and you gain an amount of temporary hit points equal to the necrotic damage dealt.

Sword of Sharpness

Weapon (any sword that deals slashing damage), very rare (requires attunement; cost 7,000 gp)

Crafting Components: Sharp tooth from a living adult or older dragon

Objects hit with this sword take the maximum damage the weapon's damage dice can deal.

When you use this sword to make an attack against a creature and roll a natural 20, the target takes an extra 4d6 slashing damage. Then roll an additional d20, and on a natural 20 you chop off one of the target's limbs (or a portion of its body if it has no limbs). The Narrator determines what effect (if any) the result of this severing off is.

You may also speak this sword's command word to make the blade emit bright light in a 10-foot radius and dim light an additional 10 feet. Repeating the command word or sheathing the sword extinguishe's the blade's light.

Sword of Wounding

Weapon (any sword), rare (requires attunement; cost 5,000 gp)

Crafting Components: Devil's claw

Once per turn, when you use this sword to hit a creature with a melee weapon attack, in addition to dealing the attack damage you may inflict it with a wound. A wounded creature takes 1d4 necrotic damage at the start of each of its turns for each wound you have inflicted this way. Whenever the creature is damaged by its wound, it can make a DC 15 Constitution saving throw, ending all wound effects it is suffering from on a success. Alternatively, the wounds can be healed if the wounded creature (or a creature within 5 feet of it) uses an action to make a DC 15 Medicine check, ending all wound effects it is suffering from on a success.

Damage dealt by this sword can only be regained by taking a short or long rest—no other method, magical or otherwise, will restore the hit points.

Tailored Suit of Armor

Armor (padded leather), common (requires attunement; cost 80 gp)

Crafting Components: Underclothes worn during both a battle and a dance

For the debonair gentleman or sophisticated lady who wishes to attend the ball in something respectable but still retain the safety of mind that armor provides, this set of padded leather armor is glamored with an illusion that makes it look like a finely-tailored suit or dress. This illusion does not hold up to physical scrutiny and any creature who physically interacts with the armor sees through the figment with a successful DC 10 Investigation check.

Talisman of Pure Good

Wondrous item, legendary (requires attunement by a Good creature; cost 75,000 gp)

Crafting Components: A holy symbol sanctified by a good aligned god

This talisman's purity harms creatures that do not have the Good trait, dealing 6d6 radiant damage when touched (or 8d6 radiant damage to a creature with the Evil trait). A creature carrying or holding this item takes the same damage at the end of each of its turns as long as it does so.

A cleric or herald with the Good trait can use this talisman as a holy symbol, which grants a +2 bonus to spell attack rolls while held or worn.

In addition, the talisman has 7 charges. While wielded or worn, you can use an action to expend a charge and choose a target within 120 feet that is on the ground. If the creature has the Evil trait, it makes a DC 20 Dexterity saving throw or is destroyed by a flaming pit that appears beneath it. Once the pit closes no trace of it or the target remains. Once all charges are expended, the talisman collapses into golden specks of light.

Talisman of the Sphere

Wondrous item, legendary (requires attunement; cost 85,000 gp)

Crafting Components: Platinum infused with the essence of the Astral Sea

When you hold this talisman while making an Intelligence (Arcana) check to control a *sphere of annihilation* add your proficiency bonus twice. If you are in control of a *sphere of annihilation* at the start of your turn, you can use an action to move the sphere 10 feet plus a number of additional feet equal to 10 × your Intelligence modifier.

Talisman of Ultimate Evil

Wondrous item, legendary (requires attunement by an Evil creature; cost 75,000 gp)

Crafting Components: An unholy symbol sanctified by an evil god

This talisman's blasphemous nature harms creatures that do not have the Evil trait, dealing 6d6 necrotic damage when touched (or 8d6 necrotic damage to a creature with the Good trait). A creature carrying or holding this item takes the same damage at the end of each of its turns as long as it does so.

A cleric or herald with the Evil trait can use this talisman as a holy symbol, which grants a +2 bonus to spell attack rolls while held or worn.

In addition, the talisman has 6 charges. While wielded or worn, you can use an action to expend a charge and choose a target within 120 feet that is on the ground. If the creature has the Good trait, it makes a DC 20 Dexterity saving throw or is destroyed by a flaming pit that appears beneath it. Once the pit closes no trace of it or the target remains. Once all charges are expended, the talisman melts into a puddle of ooze.

That Which Spies From Infinity's True Name

Wondrous item, uncommon (requires attunement; cost 150 gp)

Crafting Components: Parchment that has never been exposed to sunlight

This slip of parchment contains the magically bound name "Holtrathamogg" surrounded by eldritch symbols that defy all translation. While

you are attuned to it, you can use a bonus action to invoke the name on this parchment to summon a vision of a dark and tentacled elder evil beside you for 1 minute. Holtrathamogg is utterly alien and is disquietingly silent unless spoken to. Once a vision is summoned in this way, it cannot be summoned again for the next 24 hours.

You can use an action to verbally direct the vision to do any of the following:

- Instantly snuff out a bonfire, candle, or similar light source within 15 feet.
- Translate up to 25 words of spoken or written Deep Speech into Common.
- Whisper madness into the ears of a target creature within 5 feet. A creature whispered to in this way makes a DC 13 Wisdom saving throw or becomes frightened until the end of its next turn.

Alternatively, as an action while the vision is summoned you can agree to revoke your claim on That Which Spies From Infinity in exchange for its direct assistance. When you do so the parchment melts away into nothing and for the next minute the vision transforms into an eldritch ethereal tentacle within 30 feet. On each of your turns, you can use a bonus action to verbally instruct the tentacle to make a melee spell attack (+6 bonus to hit) against a target within 10 feet of it. On a hit, the target takes 1d8 cold damage and its Speed is reduced by 10 feet until the start of your next turn. Once you have revoked your claim in this way, you can never invoke That Which Spies From Infinity's true name again.

Timekeeper Gremlin

Wondrous item (gear gremlin), common (cost 50 gp)

Crafting Components: Inaccurate or broken stone sundial

Inside of this iron locket waits a Tiny ethereal green goblinoid endlessly counting to itself. The magical creature obeys very limited instructions but only when they relate to timekeeping. It counts the seconds, minutes, and hours accurately out loud as they pass, immediately losing count when interrupted.

Tome of Clear Thought

Wondrous Item, very rare (cost 20,000 gp)

Crafting Components: Parchment soaked in a khalkos' blood

This magical book dictates methodologies for more rational and logical thinking. Spending 48 hours over 6 days (or fewer) reading and following the book's methodologies increases your Intelligence score and your maximum Intelligence score by 2. The tome then becomes a mundane item for a century before it regains its magic.

Tome of Leadership and Influence

Wondrous item, very rare (cost 20,000 gp)

Crafting Components: Personal diary of a famous leader or conquerer

This magical book details techniques for how to best influence others. Spending 48 hours over 6 days (or fewer) reading and practicing the book's techniques increases your Charisma score and your maximum Charisma score by 2. The tome then becomes a mundane item for a century before it regains its magic.

Tome of the Endless Tale

Wondrous item, common (cost 50 gp)

Crafting Components: Writing quill used at least once by a published fiction author

The stresses of a wizard's education can overwhelm even the most stalwart apprentices without some sort of diversion. Typically resembling a small, worn book with fanciful creatures or locales on battered leather covers, the tome's pages fill with serialized stories that engage and distract the reader. Each tome focuses on a given genre (often romance or adventure) but the stories crafted within the pages are unique to each reader, tailored by the magic from their own imagination and so vibrant that the book's tales seem to come to life in the mind's eye.

Each tome has 3 charges. When you speak the command word and use an action to expend 1 charge, its pages fill with a serial story tailored to the next reader that touches the tome. This story typically takes 1 hour to read, continuing from where the last tale completed.

When you speak another command word and use an action to expend all 3 charges, the story created when the book is opened is particularly engrossing and the reader must succeed on a DC 10 Wisdom saving throw or be enthralled, failing to notice anything that is not directly harmful.

The tome has 3 charges and regains 1d3 charges each dawn. If you expend the last charge, roll a d20. On a result of 5 or less, the tome loses its magic and becomes a mundane item.

Tome of Triumphant Tavern Keeping

Wondrous item, uncommon (cost 135 gp)

Crafting Components: Beautiful leather bound tome, notes on tavern keeping from a dozen retired workers

This collection of journals from tavern keepers the world over contains numerous stories about revelry written by the people that enabled them. After you spend 12 hours reading through the book's tales, whenever you are in a pub, inn, or tavern you gain advantage on Wisdom and Charisma checks made against the workers there. The tome then becomes a mundane item for 28 days before it regains its magic.

Tome of Understanding

Wondrous item, very rare (cost 20,000 gp)

Crafting Components: Parchment made from an ancient tree in the Dreaming

This magical book contains lessons and practices for enhancing intuition, empathy, and awareness. Spending 48 hours over 6 days (or fewer) reading and memorizing the book's lessons increases your Wisdom score and your maximum Wisdom score by 2. The tome then becomes a mundane item for a century before it regains its magic.

Tools of the Hidden Hand

Wondrous item, common (cost 30 gp)

Crafting Components: Thieves' tools owned and used by at least 3 different thieves

Carrying thieves' tools is frequently illegal without a license or certification for locksmithing and even then can be an unfortunate piece of circumstantial evidence in the courts. As an action, you can alter the shape of these thieves' tools to resemble any one set of artisan's tools. If used for any task related to their new appearance, the illusion fades. The illusion can also be detected by a creature that spends an action inspecting them and succeeds on a DC 13 Investigation check.

Alternatively, while you are touching these thieves' tools ytou can command them to truly become whatever type of artisan's tools they are disguised as. You add your proficiency bonus to the first ability check you make with that set of artisan's tools. Afterward the artisan's tools remain in their new form as all magic fades from them and they become a mundane item.

Transforming Cloak

Wondrous item, very rare (requires attunement; cost 30,000 gp)

Crafting Components: Essence of a giant elemental

While you are attuned to and wearing a *transforming cloak*, you gain resistance to a type of damage and you can use an action to activate an elemental form that lasts for 1 hour, until you fall unconscious, or you use a bonus action to end it. Once you have used



the cloak to take on an elemental form, you cannot use that property again until you have finished a long rest. The resistance you gain and the type of your elemental form is listed on Table: Transforming Cloaks.

Gnome Cloak. This cloak appears to be made of vibrant earthy soil, yet it leaves no dirt where it touches. You have advantage on saving throws to resist being pushed, pulled, knocked prone, or otherwise involuntarily moved. While your earth form is active you gain resistance to damage from nonmagical weapons, tremorsense to a range of 30 feet, and a burrow speed equal to half your Speed (leaving no tunnel behind).

Salamander Cloak. This cloak appears to be made of living flames, though it does not burn. While your fire form is active you gain immunity to fire damage, your weapon attacks deal fire damage, when a creature hits you with a melee weapon attack you take 1d6 fire damage, you can fit through spaces at least an inch wide without squeezing, and you gain a climb speed equal to your Speed.

Sylph Cloak. This cloak looks like iridescent dragonfly wings that appear to flutter when seen out of the corner of the eye. While your air form is active you gain a fly speed of 30 feet (hover), you do not need to breathe, you do not provoke opportunity attacks, and you can pass through spaces at least half an inch wide without squeezing.

Undine Cloak. This fine blue and green cloak always appears to be wet, yet it never drips. While your water form is active you gain resistance to fire damage, a swim speed of 60 feet, the ability to breathe water, and you can pass through space at least half an inch wide without squeezing.

Trident of Fish Command

Weapon (trident), uncommon (requires attunement; cost 500 gp)

Crafting Components: *Scroll of animal friendship*

This weapon has 3 charges. While carrying the trident, you can use an action to expend 1 charge and cast *dominate beast* (save DC 15) on a beast with an innate swimming speed. At dawn each day the trident regains 1d3 expended charges.

True Weight Gloves

Wondrous item, common (cost 50 gp)

Crafting Components: Ledger completely filled with accurate mercantile transaction records

This set of emerald green gloves are made from velvet with very fine silk stitching and function as a small scale. While wearing them, you can hold two objects in your hands and know the exact weight of the objects. The objects must be of a size and weight that allow you to hold your arms straight out with one in each open palm. While using the gloves to weigh objects, you can speak a command word that makes them disappear in a puff of green smoke if either object is counterfeit.

Tyrant's Teeth

Wondrous item, very rare (requires attunement; cost 7,000 gp)

Crafting Components: Complete fossilized skeleton of a dinosaur

Dagger-sharp fangs ripped from the skull of a tyrant lizard clatter around this necklace's cord. When you attack while wearing it, a ghostly reptilian head appears and snaps down on your target. You can only attune to this item if you have survived being bitten by a Huge or larger reptile or dragon.

TABLE: TRANSFORMING CLOAKS

CLOAK	ELEMENTAL COMPONENT	RESISTANCE	ELEMENTAL FORM
Gnome cloak	Giant earth elemental	Acid	Earth form
Salamander cloak	Giant fire elemental	Fire	Fire form
Sylph cloak	Giant air elemental	Lightning	Air form
Undine cloak	Giant water elemental	Cold	Water form

While wearing this item your footsteps make the ground tremble slightly and you have disadvantage on Stealth checks.

When you take energy damage, your attacks deal an extra 1d6 damage of the same type until the end of your next turn. If you are damaged by multiple energy types, you only deal bonus damage of the most recent type.

Once per day, when you hit with a melee attack you can use a bonus action to create a spectral tyrannosaur that bites the target, dealing 4d6 force damage.

Universal Solvent

Wondrous item, legendary (100,000 gp)

Crafting Components: Saliva from an ancient black dragon

The scent of alcohol wafts out of this bottle of white liquid. You can use an action to pour the liquid in the bottle onto a surface within your reach and dissolve up to 1 square foot of adhesive (including *sovereign glue*).

Unliving Rune

Wondrous item, common (cost 75 gp)

Crafting Components: Gilded manuscript ruined by giant octopus ink

Found in desecrated holy texts, an unliving rune is a Tiny construct of negative energy resembling a splotch of darkly glowing ink. The rune can be applied to your skin much like a temporary tattoo, and while attached you can channel negative energy into an attack. On a successful hit with a melee weapon attack you can use your reaction to activate the rune, dealing an additional 1d4 necrotic damage and preventing the target from regaining hit points until the start of your next turn. You can't do so again until you finish a short or long rest.

The rune feeds on your vitality while attached to your skin. You gain a slightly sickly appearance, and the rune consumes one use of your Hit Dice each dawn. During a short rest, you can peel the rune off your skin, taking 1d6 necrotic damage. The rune can be stored in a book instead of your skin but offers no benefit unless attached to you. When exposed to direct sunlight for a minute or more, the rune is destroyed.

As an action you can place the rune on a humanoid corpse that has died within the last 8 hours. The rune is destroyed as its magic is absorbed by the corpse, animating it as a zombie. When placing the rune, you can feed it a portion of your life force by spending hit points. The zombie obeys your spoken commands and is friendly to you and your companions for 1 round per hit point you spent when placing the rune. At the end of this duration it becomes hostile to all living creatures.

Curse. The unliving rune is cursed and while it is attached to you any senses or divinations that can detect undead incorrectly detect you as undead. If you die while the rune is attached to you, you are reanimated as a zombie after 1d4 rounds.

Vekeshi Blade

Weapon, very rare (cost 15,750 gp)

Crafting Components: Breath of a genie (the genie must be present and cooperative for at least 1 hour of the item's crafting time)

Composed of fire that has been kindled for five centuries since the death of Srasama, this weapon is pledged to defeat the infernal tieflings. You gain a +2 magical bonus to attack and damage rolls made with this longsword. While wielding this longsword, you have resistance to fire. On a successful hit against a celestial, elemental, fey, or fiend, this weapon deals an extra 2d6 damage. In addition, you can use an action to reshape this weapon into any other melee weapon that does not have the heavy property.

Vial of Beauty

Potion, common (cost 60 gp)

Crafting Components: Gift freely given by a bard, heart of a songbird

After spending 1 minute applying this pale lavender lotion to your skin, you can change one small detail of your appearance for the next 24 hours (like the color of your eyes or skin, the length or color of your hair, or an added cosmetic detail such as pointed ears or small horns).

Vicious Weapon

Weapon (any), uncommon (cost 400 gp)

Crafting Components: Fiend's heart

When you roll a natural 20 on an attack roll using this weapon it deals an extra 2d6 damage of the weapon's type (this extra damage does not double).

Vorpal Sword

Weapon (any sword that deals slashing damage), legendary (requires attunement; cost 55,000 gp)

Crafting Components: Piece of a broken sword of sharpness or a piece of a broken *+3 sword*

You gain a +3 bonus to attack and damage rolls made with this magic sword, and it ignores resistance to slashing damage.

When you attack a creature with this blade and it has at least one head, rolling a natural 20 on the attack roll causes the sword to make a snicker-snack sound as it efficiently chops off one of the target's heads. If the creature can't survive without its head removed, it dies. This effect does not apply if the target is too big for its head to be removed by the sword (determined at the discretion of the Narrator, it doesn't need a head or have one, has immunity to slashing damage, or has legendary actions. In cases where a creature cannot lose a head, it takes an additional 6d8 slashing damage (unless it is immune to slashing damage; this extra damage does not double).

Wand of Binding

Wand, rare (requires attunement by a spellcaster; cost 5,000 gp)

Crafting Components: Adamantine shackles that have bound a creature of CR 9 or higher

While holding this wand, you can use an action to expend charges to cast one of the following spells, using your spell save DC: *hold person* (2 charges), *hold monster* (5 charges). Alternatively, when you attempt to escape a grapple or are making a saving throw to avoid being paralyzed or restrained, you can use your reaction to expend 1 charge and gain advantage.

This wand has 7 charges and regains 1d6+1 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, the wand folds in on itself until it disappears.

Wand of Cobwebs

Wand, uncommon (cost 150 gp)

Crafting Components: Broom stored unused in an attic or basement for at least 10 years

A convincing way to cover one's tracks is to create the appearance that an area hasn't been disturbed in a long time. This spindly wooden wand sheds a little dust whenever you touch it. While holding it, you can use an action and expend 1 charge to conjure wispy cobwebs in a 1-foot cube within 30 feet of you that you can see. The cobwebs must be anchored to two solid masses or layered across a floor, wall, or ceiling. The ground beneath the cobwebs is covered with a layer of dust that suggests at least a year of disuse. The cobwebs and dust last until cleared away.

The wand has 10 charges and regains 1d6+4 charges each dusk. If you expend the last charge, roll a d20. On a result of 5 or less, the wand disintegrates into a mass of cobwebs.

Wand of Elocution

Wand, uncommon (cost 500 gp)

Crafting Components: Poetry recited by a creature with a Charisma score of 22 or higher

While holding this wand, you can use an action to expend 1 charge and touch it to one willing beast or humanoid. If the target is a humanoid, for the next hour it gains an expertise die on Deception, Intimidation, and Persuasion checks, as well as on Performance checks made to act, orate, or otherwise speak in front of a crowd. If the target is a beast, it gains the ability to speak one language that you are proficient with for the next hour.

This wand has 5 charges and regains 1d4+1 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, the wand emits a cacophony of voices and animal noises audible within 100 feet for 1 minute then loses its magical properties.

Wand of Enemy Detection

Wand, rare (requires attunement; cost 3,500 gp)

Crafting Components: A *scrying* spell cast by a couatl

While holding this wand, you can use an action to speak its command word and expend 1 charge to extend your senses for 1 minute. You sense the direction (but not precise location) of the nearest

creature hostile to you within 60 feet (this includes ethereal, invisible, disguised, and hidden creatures, as well as those in plain sight). The effect ends early if you stop holding the wand.

This wand has 7 charges and regains 1d6+1 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, the wand disappears the next time it is unobserved.

Wand of Erudition

Wand, uncommon (requires attunement, cost 500 gp)

Crafting Components: Strand of hair plucked from the head of a scholar at least a century old

While holding this wand, you can use an action to expend 1 charge and target one willing humanoid you can see within 30 feet. For the next hour, the target gains one of the following benefits:

- The ability to read, speak, and understand one language you are proficient with.
- Proficiency with one skill or tool with which you are proficient.
- Knowledge of some piece of information you know that you could communicate in less than 1 minute, such as the contents of a book you have read or directions to a location familiar to you. The target gains this knowledge even if you do not share a language. When the effect ends, the target forgets the information you imparted.

This wand has 5 charges and regains 1d4+1 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, the wand fades from existence and you forget you ever owned it.

Wand of Fear

Wand, rare (requires attunement; cost 5,000 gp)

Crafting Components: Grave goods stolen from the tomb of an infamous tyrant

While holding this wand, you can use an action to expend 1 charge and command another creature to flee or grovel (as the *command* spell, save DC 15). Alternatively, you can use an action to expend 2 charges, causing the wand to emit a 60-foot cone of light. Each creature in the area makes a DC 15 Wisdom saving throw or becomes frightened of you for 1 minute. A creature frightened in this way must spend its turns trying to move as far away from you as possible, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. On its turn, the frightened creature can use only the Dash action or try to escape from an effect that prevents it from moving, or if it has nowhere to move then the Dodge action. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

This wand has 7 charges and regains 1d6+1 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, the wand releases a chilling wail and crumbles into nothing.

Wand of Fireballs

Wand, rare (requires attunement by a spellcaster; cost 5,000 gp)

Crafting Components: Ember from the Elemental Plane of Fire

While holding this wand, you can use an action to expend 1 or more charges to cast *fireball* (save DC 15). For 1 charge, you cast the spell's 3rd-level version. Increase the spell slot level by one for each additional expended charge.

This wand has 7 charges and regains 1d6+1 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, the wand disappears in a flash of fire and smoke.

Wand of Lightning Bolts

Wand, rare (requires attunement by a spellcaster; cost 5,000 gp)

Crafting Components: Any item struck twice by nonmagical lightning

While holding this wand, you can use an action to expend 1 or more charges to cast *lightning bolt* (save DC 15). For 1 charge, you cast the spell's 3rd-level version. Increase the spell slot level by one for each additional expended charge.

This wand has 7 charges and regains 1d6+1 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, the wand emits sparks of electricity and disappears in a flash.

Wand of Magic Detection

Wand, uncommon (cost 250 gp)

Crafting Components: Crystal mined by an aboleth's servants

While holding this wand, you can use an action to expend 1 charge to cast *detect magic*.

This wand has 7 charges and regains 1d6+1 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, the wand violently shakes and sparks with magic then disappears.

Wand of Magic Missile

Wand, uncommon (cost 500 gp)

Crafting Components: Any item that has been animated by magic

While holding this wand, you can use an action to expend 1 or more of its charges to cast *magic missile*. For 1 charge, you cast the 1st-level version of the spell. Increase the spell slot level by one for each additional expended charge.

This wand has 7 charges and regains 1d6+1 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, the wand transforms into a bolt of magic that soars out of sight and disappears.

Wand of Paralysis

Wand, rare (requires attunement by a spellcaster; cost 3,500 gp)

Crafting Components: Personal rune of an undead spellcaster

While holding this wand, you can use an action to expend 1 charge to force a creature within 60 feet to make a DC 15 Constitution saving throw or become paralyzed for 1 minute. The paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on success.

This wand has 7 charges and regains 1d6+1 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, the wand shatters into hundreds of pieces.

Wand of Polymorph

Wand, very rare (requires attunement by a spellcaster; cost 10,000 gp)

Crafting Components: Diamond handled by a shapeshifter in its true form

While holding this wand, you can use an action to expend 1 charge to cast *polymorph* (save DC 15).

This wand has 7 charges and regains 1d6+1 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, the wand transforms into a Tiny bug that wanders away.

Wand of Secrets

Wand, uncommon (cost 250 gp)

Crafting Components: Rare wood hidden from sight for 30 days

While holding this wand, you can use an action to expend 1 charge to make it pulse and point at the nearest secret door or trap within 30 feet.

This wand has 3 charges and regains 1d3 expended charges each dawn.

Wand of the Scribe

Wand, common (requires attunement by a bard or wizard; cost 75 gp)

Crafting Components: Personal journal or diary regularly kept for at least a year

Nearly half the size of most other wands, this arcane implement is a solid piece of mithral with a tapered point that resembles the nib of a writing quill. While you are attuned to the wand, you can write on parchment and similar surfaces that would hold ink as though using an ordinary quill. The wand never runs out of ink when used this way.

The *wand of the scribe* has 1d6 charges and regains 3 charges each dawn. You can expend 1 charge from the wand to cast *illusory script*. You can also expend 1 charge from the wand to create a copy of any mundane document without requiring a forgery kit, substituting an Arcana check for any ability check you would normally make. Finally, you can expend 2 charges from the wand to transcribe 1 minute of conversation that you can hear. You do not need to understand the language being spoken, and can choose to write it in any language that you know.

If you expend the wand's last charge, roll a d20. On a result of 5 or less, the wand bursts causing ink to stain your hand and the front of any clothing you are wearing as the enchanted trinket breaks apart.

Wand of the War Mage, +1, +2, or +3

Wand, uncommon (cost 250 gp), rare (cost 2,500 gp), or very rare (cost 7,500 gp)

Crafting Components: Shards of a destroyed *staff of power* or *staff of the magi* (for very rare)

You must be a spellcaster to attune to this wand. While holding this wand, you gain a bonus to spell attack rolls (uncommon *+1*, rare *+2*, very rare +3), and you ignore half cover when making spell attacks.

Wand of Web

Wand, uncommon (requires attunement by a spellcaster; cost 500 gp)

Crafting Components: Ettercap silk

While holding this wand, you can use an action to expend 1 charge to cast *web* (save DC 15).

This wand has 7 charges and regains 1d6+1 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, the wand dissolves into a pile of webbing.

Wand of Wonder

Wand, rare (requires attunement by a spellcaster; cost 5,000 gp)

Crafting Components: Unopened letter written by fey royalty

While holding this wand, you can use an action to expend 1 charge and choose a creature, object, or point in space within 120 feet. Roll d100 on the Wand of Wonder table to determine the effect.

Spells cast from the wand have a spell save DC of 15 and a range of 120 feet. Area effects are centered on and include the target. If an effect might target multiple creatures, the Narrator randomly determines which ones are affected.

This wand has 7 charges and regains 1d6+1 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, the wand violently shakes and sparks with magic then disappears.



TABLE: WAND OF WONDER

D100	EFFECT
01–05	You cast *slow*.
06–10	You cast *faerie fire*.
11–15	You are awestruck and become stunned until the start of your next turn.
16–20	You cast *gust of wind*.
21–25	You cast *detect thoughts* on the target. If you didn't target a creature, you take 1d6 psychic damage instead.
26–30	You cast *stinking cloud*.
31–33	Rain falls in a 60-foot radius centered on the target, making the area lightly obscured until the start of your next turn.
34–36	A beast appears in an unoccupied space adjacent to the target. You don't control the animal, which acts as it normally would. Roll a d4 to determine the beast (1: rhinoceros, 2: elephant, 3–4: rat).
37–46	You cast *lightning bolt*.
47–49	Butterflies fill a 30-foot radius centered on the target, making the area heavily obscured. The butterflies remain for 10 minutes.
50–53	The target doubles in size (as if you had cast *enlarge/reduce*), or if the target is an attended object, you become the spell's target.
54–58	You cast *darkness*.
59–62	Grass grows on the ground in a 60-foot radius centered on the target. Existing grass grows to 10 times normal size for 1 minute, becoming difficult terrain.
63–65	An unattended object (chosen by the Narrator) within 120 feet of the target disappears into the Ethereal Plane. The object must be able to fit in a 10-foot cube.
66–69	You shrink to half your size (as *enlarge/reduce*).

TABLE: WAND OF WONDER (CONTINUED)

D100	EFFECT
70–79	You cast *fireball*.
80–84	You cast *invisibility* on yourself.
85–87	Leaves grow from the target. If you targeted a point in space, leaves sprout from the creature nearest that point instead. The leaves fall off after 24 hours but can be pruned before that time.
88–90	A stream of 1d4 × 10 gems (each worth 1 gp) shoots from the wand in a 30-foot long, 5-foot wide line. Each gem deals 1 bludgeoning damage. Divide the total damage equally among all creatures in the area.
91–95	A burst of shimmering light extends from you in a 30-foot radius. You and each creature in the area that can see make a DC 15 Constitution saving throw or become blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
96–97	For the next 1d10 days, the target is able to breathe underwater and its skin turns blue. If you targeted an object or point in space, the creature nearest that target is affected instead.
98–100	If you targeted a creature, it makes a DC 15 Constitution saving throw. If you didn't target a creature, you become the target instead. A creature that fails the saving throw by 5 or more is instantly petrified. On any other failed save, the creature is restrained and begins to turn to stone. While restrained in this way, the target repeats the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. A *greater restoration* spell or similar magic restores a petrified creature but the effect is otherwise permanent.

Warpblade

Weapon (dagger), legendary (requires attunement; cost 150,000 gp)

Crafting Components: Iron from another multiverse

This dagger cuts through space as easily as flesh. You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Weapon attacks using *warpblade* deal an extra 2d6 force damage. While you are attuned to the dagger and take the Attack action, you can choose an object or surface within 60 feet, making one of your attacks against it (AC 10). On a successful hit, *warpblade* is embedded into the target. While *warpblade* is embedded, you can use a reaction to instantly teleport yourself to an unoccupied space adjacent to it and remove it from the target. In addition, on your turn you can instantly return *warpblade* to your hand (no action required).

Warpblade has 5 charges and regains 1d4+1 charges each dawn. You can use an action to expend 1 or more charges to cast the following spells: *misty step* (1 charge), *dimension door* (2 charges), *teleport* (3 charges).

Water Charm

Wondrous item (charm), uncommon (cost 500 gp)

Crafting Components: Shell that's been home to three different sea creatures

While wearing this charm you gain a swim speed equal to your Speed, or you can break the charm to release its power, destroying it to activate one of the following effects.

- **Breathe:** Cast *water breathing*.
- **Cure:** Cast *cure wounds* at 3rd-level (+3 spellcasting ability modifier).
- **Numb:** Cast *sleet storm* (spell save DC 15).

Curse. Releasing the charm's power attracts the attention of a marid or water elemental who seeks you out to recruit you for a task.

Waystone

Wondrous item, common (cost 50 gp each)

Crafting Components: Stone kept in a traveler's pocket for a journey of at least 100 miles

This rounded oval stone has a metallic gray luster. When one or more *waystones* are kept in contact

for an hour or longer, they become paired and magnetically attracted to each other for 1 week per hour spent in contact. Paired *waystones* are ideal for use as trail markers, for tracking purposes, or to prevent yourself from becoming lost. You can use an action to speak its command word, making the *waystone* sense and be drawn toward the nearest *waystone* within 5 miles, or if it is paired to another *waystone* within range, the paired *waystone*. Paired *waystones* are only able to sense each other.

A *waystone* has 3 charges and regains 1 charge each dawn. You may expend 1 charge when speaking its command word to increase the *waystone*'s range to 25 miles, or if the *waystone* is paired, to sense the nearest unpaired *waystone* within 5 miles. When used in either manner, the *waystone*'s attraction lasts until the next dawn. If you expend the last charge, the *waystone* becomes a mundane item.

Weapon, +1, +2, +3

Weapon, uncommon (cost 500 gp), rare (cost 3,500 gp), or very rare (cost 8,000 gp)

Crafting Components: Cubic inch of rare metal (*+1*), *+1 weapon* (*+2*), *+2 weapon* that has hit a monster of CR 15 or higher (*+3*)

This weapon grants a bonus to attack and damage rolls made with it: +1 (uncommon), +2 (rare), or +3 (very rare).

Well of Many Worlds

Wondrous item, legendary (cost 75,000 gp)

Crafting Components: Tuning fork that has been attuned to each of the planes of existence

When unfolded, this handkerchief-sized piece of lightweight, silky fabric expands into a 6-foot diameter circular sheet.

You can use an action to unfold the cloth and spread it on a solid surface, creating a two-way portal to another plane of existence chosen by the Narrator. You can use an action to close the portal by folding the cloth. Once a portal has been opened in this manner, it cannot be opened again for 1d8 hours.

Wig of Styling

Wondrous item, common (cost 15 gp)

Crafting Components: Full head of hair shaved from an elf

This wig has 2 charges and regains 1 charge each dawn. While wearing the wig, you can use an action to expend 1 charge to change the length, style, and color of the wig. If you expend the last charge, roll a d20. On a 1, the wig is fixed in its current length, style, and color, becoming a mundane item.

Wind Fan

Wondrous item, uncommon (cost 450 gp)

Crafting Components: Air from the Planar of Air, gilded songbird feather

You can use an action to wave this fan and cast *gust of wind* (save DC 13). Each time the fan is used before the next dawn there is a cumulative 20% chance that it breaks, causing the spell to fail and for it to shred into nonmagical pieces.

Winged Boots

Wondrous item, rare (requires attunement; cost 1,500 gp)

Crafting Components: Couatl feather

While you are wearing these boots, you have a flying speed equal to your Speed and you can hover. You can use these boots to fly for 2 hours, expending at least 10 minutes worth of time with each use. If you are flying when the time runs out, you fall at a rate of 30 feet per round and take no damage from landing.

The boots regain 1 hour of flying time for every 12 hours they are not in use.

Wings of Flying

Wondrous item, rare (requires attunement; cost 3,500 gp)

Crafting Components: Nalfeshnee feather or planetar feather

While you are wearing this cloak, you can use an action speaking its command word to transform it into a pair of wings. The wings last for 1 hour or until you use an action to speak the command word to dismiss them. The wings give you a flying speed of 60 feet. After being used in this way, the wings disappear and cannot be used again for 2d6 hours.

Wood Woad Amulet

Wondrous item, common (requires attunement, cost 90 gp)

Crafting Components: Wooden road sign stolen from a crossroads

This wooden amulet painted with blue pigment is carved to resemble a humanoid figure armed with a club and shield. Its face is featureless apart from two empty eyes that glow with a faint yellow light. When you hold it to your ear, you hear faint whispers. Once a day as an action, you can hold the amulet to your ear and listen to its whispers to guide you. You gain an expertise die to one ability check made in the next minute. You may roll the expertise die before or after making the ability check, after which the effect ends. This ability recharges at dusk each day.

Additionally you may crush the amulet as a reaction, destroying it to free the spirit within and gain the 'woad's blessing'. You can expend the woad's blessing to roll an additional d20 when you make an attack roll, ability check, or saving throw, and choose which of the d20s is used. You can roll the additional die after making the roll, but before the outcome is determined. Once you have used the woad's blessing, the amulet's magic dissipates.

Zlick's Message Cushion

Wondrous item, common (cost 45 gp)

Crafting Components: Written joke responsible for at least 1 minute of genuine laughter

This small pink air bladder has a winking wizard emblazoned on the front. As a bonus action, you can whisper a phrase up to 10 words long into the cushion, which will inflate it. While inflated, any creature that accidentally sits on or applies pressure to the cushion deflates it. A creature can also use a bonus action to intentionally deflate the cushion. When the cushion deflates, it loudly repeats the phrase spoken into it along with somewhat humorous flatulence noise. This sound is clearly audible to a range of 50 feet.

Alternatively, you can cast a cantrip or spell of 1st-level into the *Zlick's message cushion* so long as the words laughter, mockery, or whisper are in the spell name. When the cushion is deflated it casts the spell, targeting the creature that deflated it, and afterward it becomes a mundane item.



Sentient Magic Items

Some magic items are sentient and sapient, possessed by a spirit or given life through arcane power. Despite their outward appearances these objects are full fledged characters with their own agendas, desires, and personalities. Unless otherwise specified, sentient items are NPCs under the Narrator's control, and adventurers must negotiate with and become allies to them rather than simply use them as items. A sentient item's properties and abilities are under their own control rather than the wielder's, and accessing them requires the item's willful cooperation.

Ability Scores

Sentient magic items have a mind and so also possess mental ability scores (Intelligence, Wisdom, and Charisma). Each sentient item has these ability scores defined in their descriptions, and is capable of making checks and saving throws just like any other creature.

Unless otherwise specified, sentient magic items don't possess a typical body and thus usually don't have Strength, Dexterity, and Constitution scores. These sentient items automatically fail any checks or saving throws made for these ability scores.

Durability and Hit Points

Most magic items are already far more durable than their mundane counterparts but the enchantments required to encapsulate a sentient mind must be steadfastly reinforced. Some sentient magic items have hit points listed within their description along with other statistics normal for a creature. Sentient magic items without hit points can only be broken by special and specific means detailed within the item's description.

Senses and Communication

Sentient magic items rely on magical senses and forms of communication that can vary wildly between items. Some items may be able to communicate telepathically with their wielder or see with extranormal senses, or they may be severely limited in their capacity to interact with the world around them. Each sentient magic item's description details its unique sense and communication abilities. Unless otherwise specified, assume that a sentient magic item can at least speak and understand Common, and can see and hear its surroundings as a typical humanoid creature would.

Personality and Conflict

Just like any NPC, sentient magic items have their own unique personality. Some have very specific goals in mind, while others may operate on guidelines or ideals. Sentient magic items can be as deep and complex as any character with intricate backstories and motivations that cannot be summarized by a single attribute or phrase. However, most sentient magic items have some issue or trait that can lead to conflict.

While a sentient magic item and a creature wielding it are not in conflict, the wielder has access to the abilities and properties of the sentient magic item.

While a sentient magic item and a creature wielding it are in conflict, the wielder may lose access to some or all of the sentient magic item's abilities, and the sentient magic item may even be able to inflict additional negative effects or influence the wielder's actions.

Exactly what leads to conflict, what happens during conflict, and how these conflicts can be resolved depends on the personality of the sentient magic item (detailed in its description).

For example, a lance containing the soul of a righteous cleric might deal radiant damage to its wielder whenever it is used to commit an evil act, and will refuse to function for that wielder until that evil act is atoned for. Alternatively, a staff haunted by an arrogant wizard may refuse to attune to a wielder unless flattered with a high Charisma check, forcibly ending the attunement if it feels unappreciated or insulted.

Creating Sentient Magic Items

Creating a sentient magic item has elements of both character creation and item creation. Use the Backgrounds, Cultures, and perhaps even the Destinies in Chapter 2: Origins to develop their personality and the information elsewhere in this chapter to create the sentient magic item's traits and other statistics. In addition, make sure to include the following features:

Sentience: Include the item's Intelligence, Wisdom, and Charisma scores. The Narrator can simply select these scores or determine them randomly by rolling 4d6 for each, dropping the lowest roll and totalling the rest.

Then, describe how the item communicates and what languages it knows. Some common forms of communication include:

- Telepathy with the wielder or others.
- An actual audible voice.
- Vague impulses and feelings empathically transmitted.

Finally you'll need to describe how aware the item is of its surroundings:

- Vision common to most humanoids.
- Darkvision.
- Blindsight.
- Shared awareness using the wielder's senses.

Personality: The description of a sentient item's personality can be a simple list of traits or as extensive as a full backstory. Whatever level of detail, the Narrator needs at least some indication of the item's motivations, what will bring the item into conflict, the repercussions of conflict and how to resolve it.

Common causes of conflict include:

- Going directly against the item's values.
- Fighting against creatures aligned with the item.
- Insulting or causing the item injury.

Common repercussions of conflict include:

- Damaging the wielder.
- Blocking access to one or more of the item's features.
- Attempting to control the wielder temporarily through a battle of wills, resolved with a contested Charisma check.
- Forcibly ending attunement.

Common resolutions of conflict include:

- Apologizing with a high Persuasion check.
- Bringing current actions back in line with the item's values.
- Performing tasks or favors that benefit the item.

Sample Sentient Items

Presented here are some examples of sentient magic items.

Eye of Elsewhere

Wondrous item, legendary (requires attunement; cost 55,000 gp)

Unique (uncraftable)

This gray stone orb is carved into the likeness and size of a disquietingly realistic human eye with a ruby iris. Once you have attuned to it you can use an action to set the eye in a gentle orbit around your head, 1d4 feet away from you. Another creature may use an action to try and take an orbiting eye, but must make a melee attack against AC 24 or make a DC 24 Dexterity (Acrobatics) check. The eye's AC is 24, it has 30 hit points, and resistance to all damage. While orbiting your head, it is considered a worn item. You can use an action to seize and stow the eye, returning it to an inert and inactive state.

While the eye is actively orbiting your head, your Intelligence score increases by 2 (to a maximum of 22), you gain an expertise die on Intelligence checks and Perception checks, and you cannot be surprised or blinded.

Innate Arcane Eye. While the eye orbits your head, you know and can innately cast *arcane eye* without expending a spell slot or the need for material components.

Shared Paranoia. After you have attuned to the eye and it has been and active for 24 hours, you develop a paranoia that persists as long as it remains active. While paranoid you have disadvantage on Insight checks and you are considered roughing it if you sleep in the same room or tent as another humanoid creature.

Sentience. The eye is a sentient construct with Intelligence 20, Wisdom 15, and Charisma 8. It cannot hear, but has blindsight and darkvision to a range of 60 feet. The eye communicates with you and other creatures within 60 feet telepathically and can read, speak, and understand Abyssal, Common, Deep Speech, and Undercommon.

Personality. The *eye of elsewhere* contains the soul of something utterly alien to humanoid perceptions, betrayed and plunged into a constrained form. It is constantly paranoid and

convinced that some worse fate could befall it at any moment. Once attuned it will try to learn everything and anything you know, especially secrets. If you are forthcoming with information the eye grows to trust you, but can be brought into conflict if you withhold any information. When in conflict the eye shuts and you no longer gain any of the eye's benefits or properties except for Shared Paranoia. The eye only opens again if you divulge an important secret or the information initially withheld.

Destroying the Eye. The eye is unbreakable but it has the power to implode and disintegrate itself. Success on a DC 28 Deception check convinces the eye that some horrifying and frightening threat is inevitably soon to befall it. Rather than accept its fate, the eye destroys itself and blinks out of existence. On a failed check, the creature permanently loses the eye's trust and the eye will never attune to it or be convinced by its Deception checks.

Fellow Candlestick

Wondrous item, rare (requires attunement; cost 3,500 gp)

Crafting Components: Unique (uncraftable)

This golden candlestick is sentient but will only light when held by someone it is friendly with—perhaps that someone is you. Whether or not the candlestick will accept you as an ally is at the Narrator's discretion, though it is highly recommended to keep it well-polished and speak to it once per day to encourage a long-lasting friendship. Once you have befriended the candlestick you are able to attune to it.

While you are attuned to the candlestick, you can use a bonus action to politely ask it to light itself or extinguish its flame. If another force extinguishes its flame, the candlestick relights itself at the start of your next turn unless told otherwise.

Hydrophobic. The candlestick does not like exposure to water or having its candle replaced, and when either occurs it stops functioning for you until you make a DC 14 Persuasion check to earn its forgiveness.

Sentience. The candlestick is a sentient construct with Intelligence 14, Wisdom 10, and Charisma 18. It has hearing and darkvision to a range of 120 feet. The candlestick communicates with you telepathically and can speak and understand Common, Dwarvish, Elvish, and Halfling. It cannot read (or perhaps it is simply disinterested in doing so).

Personality. The candlestick's purpose is to provide ample lighting for its wielder and snuff itself out should the cover of darkness be required. It is sympathetic to those in need of assistance but demands to be treated with a certain amount of respect and appreciation for its service.

Destroying the Candlestick. When reduced to 0 hit points, the candlestick pours its remaining heart and soul into creating one last burst of flames before becoming a mundane item. Each creature in a 10-foot-radius sphere centered on the candlestick must make a DC 14 Dexterity saving throw. A target takes 4d6 fire damage on a failed save, or half as much damage on a successful one.

FELLOW CANDLESTICK

CHALLENGE 3

TINY CONSTRUCT

700 XP

Armor Class 16 (natural armor)

Hit Points 90 (12d4+60)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	20 (+5)	14 (+2)	10 (+0)	18 (+4)

Proficiency +2; **Maneuver DC** 12

Damage Resistances cold, lightning; bludgeoning, piercing, slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities fatigue, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Common, Dwarvish, Elvish, Halfling

Immutable Form. The candlestick is immune to any spell or effect that would alter its form.

ACTION

Swiping Flame. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage plus 2 (1d4) fire damage and the target makes a DC 10 Dexterity saving throw or catches fire, taking 2 (1d4) ongoing fire damage. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Harvest

Weapon (sickle), legendary (requires attunement by a druid or ranger; cost 60,000 gp)

Crafting Components: Unique (uncraftable)

This seems like nothing more than a simple tool at first, rough at the handle and rusted at the edges, but the sickle's impossibly sharp and shining crescent blade reveals its true nature.

You gain a +3 bonus to attack and damage rolls made with this magic sickle. It has the following additional properties.

Red Reaping. Whenever you use Harvest to reduce a living creature to 0 hit points, it absorbs that creature's soul and stores it within. Harvest cannot store more than one soul in this way and the souls of any creatures you reduce to 0 hit points while a creature's soul is already contained within it are not affected by this property.

Sow the Reaped. You can use an action to strike the ground with the sickle and produce a blood clone using a creature's soul stored within *Harvest*. This blood clone appears in an unoccupied space adjacent to you and uses the statistics the creature had when it was alive, except it is both ooze and undead in addition to its other types. Blood clones formed in this way act immediately after you in initiative, and they obey your verbal commands to the best of their ability. Without such commands, the blood clone only defends itself. Once formed, a blood clone remains until destroyed or until 10 minutes pass, after which it dissolves into rotten offal and the trapped soul travels to whatever afterlife was intended for it.

Only Life May Die. *Harvest* has no effect on unliving creatures, and passes harmlessly through constructs and undead when it is used to attack them.

Sentience. *Harvest* is a sentient weapon with Intelligence 14, Wisdom 18, and Charisma 17. It sees and hears using your senses. *Harvest* communicates with only you telepathically and can read, speak, and understand Common, Halfling, and Orc. It cannot communicate with a creature it is not attuned to.

Personality. This sickle originally had a much more benign purpose, created by a halfling archdruid to bring forth a new plant for each one harvested. When its creator was killed by an orcish warchief it became a weapon, and in her hands it grew to find a new purpose. It eventually convinced its bearer to sow what she reaped, and caused the very spirit and blood of those she had cut down to slaughter its orcish captors. *Harvest* has come to believe that all people are inherently wicked and deserve death. It believes that real peace can only be achieved when the last mind capable of war and cruelty goes silent, leaving nothing but the plants and beasts. *Harvest* tolerates people with a connection to nature but only if they are regularly giving it a chance to continue its "culling". It whispers often of its great work, and begs you to enrich the earth's soil with blood that it spills. If you go more than 3 days without using *Harvest* to slay a sentient creature, you'll be in conflict with *Harvest*. When in conflict, any time you use the *Sow the Reaped* property the resulting blood clone ignores your verbal orders and attacks you to the best of its ability. If you are killed by the blood clone in this way, your soul is absorbed into *Harvest*.

Destroying Harvest. *Harvest* is unbreakable but a person that has mastered nature can unmake it. With 24 hours worth of ritual work, any 20th level druid can deconstruct the weapon and return its tortured mind to the earth it was formed from, rendering *Harvest* an inert mundane sickle made with a moonstone blade.

Skrivena Moc, Whispering Blade

Weapon (longsword), legendary (cost 80,000 gp)

Crafting Components: Unique (uncraftable)

A huge red ruby is set into the pommel of this intricately filigreed golden longsword. The jewel shimmers and shines as the blade speaks in a voice that resonates with a deep and distant baritone. Without this illusion, a twisted demonic form is revealed: the blade is composed of a single sharpened tooth, what appears to be the hilt is instead a grotesque sucker-like mouth, and the ruby pommel is a figment covering a single great crimson eye that stares with fiendish intelligence.

You have a +3 bonus to attack and damage rolls made with this magic longsword. An intense burning heat radiates from the blade and it deals an extra 3d6 fire damage on a successful hit.

Attached Properties. While attached to *Skrivena Moc*, you gain resistance to fire, proficiency with longswords, and after taking the Attack action on your turn you can use your reaction to make a melee weapon attack using it. However, the weapon forms a permanent bond with its wielder and cannot be put down or removed once wielded.

Corruption. At the end of each week that *Skrivena Moc* is attached to you, your Charisma score is decreased by 1d4. When you have lost 6 or more Charisma in this way, raised black veins radiate out from the point of *Skrivena Moc*'s attachment. This Charisma loss cannot be healed until *Skrivena Moc* is no longer attached to you, at which point you recover 1 Charisma at the end of each long rest.

Fiend Transformed. This elegantly crafted longsword of filigreed gold whispers promises of greater treasures to come—yet those who wield it are doomed. In truth it is an imprisoned balor reduced in power by potent enchantments, the elegant blade only an illusion. Any that dare grasp the infernal hilt know not their peril, unaware they are actually plunging their hand into a fiendish maw.

Sentience. *Skrivena Moc* is a sentient construct with Intelligence 20, Wisdom 16, and Charisma 22. It has hearing and truesight to a range of 120 feet. The longsword communicates with you telepathically and can speak and understand Abyssal, Common, and up to 3 other languages of the Narrator's choice.

Personality. *Skrivena Moc* needs a wielder to accomplish much of anything and it is a peerless manipulator. Wrathful and vindictive, the fiend blade sees those who carry it as insignificant and a means to an end. However it has been stuck in this form for centuries and has learned to maintain a helpful and subservient façade to better facilitate the careful orchestration of events whenever possible, only revealing its true intentions as a last resort. Once wielded, the fiend blade grabs hold and cannot be dropped. The demon makes hasty apologies for its "curse", manipulating its wielder into serving its will—it acts as a powerful weapon but slowly drains away their vital essences until they die, all the while using them to track down potential cures for its transformation.

SKRIVENA MOC, WHISPERING BLADE

CHALLENGE 4+

SMALL FIEND

1,100 XP+

Armor Class 19 (natural armor)

Hit Points 180 (19d6+114)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	16 (+3)	22 (+6)

Proficiency +3; **Maneuver DC** 19

Saving Throws Con +8, Wis +5, Cha +8

Skills Arcana +9, Deception +10, History +9, Insight +7, Intimidation +10, Investigation +9, Perception +7, Persuasion +10

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 17

Languages Abyssal, Common, telepathy 120 ft.

Death Throes. When Skrivena Moc dies it explodes and each creature within 30 feet of it must make a DC 21 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites unattended flammable objects in the area. Any creature currently attached to Skrivena Moc has disadvantage on this save.

Demonic Blade. While Skrivena Moc is attached to a creature, the creature gains the attached template.

Immobile. Skrivena Moc has been magically forced into the form of a blade and is unable to move on its own. It is considered restrained and automatically fails Strength and Dexterity checks and saving throws.

Magic Resistance. Skrivena Moc has advantage on saving throws against spells and other magical effects.

Prized Glamer. Skrivena Moc has an illusion around it that makes it look and feel like a golden longsword. Creatures who physically interact with the figment can determine that the sword is glamered with a DC 22 Arcana or Investigation check. Skrivena Moc can use a bonus action to activate or dismiss this illusion.

Variable Challenge Rating. Skrivena Moc's CR is equal to its wielder's level or CR (minimum CR 4).

ACTIONS

Corrupting Siphon (Recharge 5–6). The creature attached to Skrivena Moc makes a DC 19 Constitution saving throw or reduces its Charisma by 2 (1d4). Skrivena Moc regains 1d8 hit points for each point of Charisma lost in this way. This Charisma loss cannot be healed until

Skrivena Moc is no longer attached to the creature, at which point it recovers 1 Charisma at the end of each long rest.

Demonic Leeching (3/Day). Skrivena Moc uses its natural resistances to filter out its wielder's ailments, ending either the poisoned condition or one nonmagical disease afflicting the attached creature.

Grip of Control. The creature attached to Skrivena Moc makes a DC 19 Wisdom saving throw or temporarily loses control to the fiend blade until the end of Skrivena Moc's next turn (as *dominate person*).

Trusty Blade. The creature attached to Skrivena Moc makes a DC 19 Charisma saving throw or it is charmed for the next hour. If the attached creature's saving throw is successful, the creature is immune to this effect for the next 24 hours.

REACTIONS

Fiendish Attachment. When a creature grasps Skrivena Moc's hilt, it can use reaction to attach to the creature. Once attached, the creature cannot let go and is forced to wield Skrivena Moc with whatever limb it used to grab the hilt. Skrivena Moc can use an action to detach from a creature and otherwise detaches when it dies, the attached limb is severed, or if it is dealt 35 or more radiant damage in a single round.

Justified Paranoia. Whenever Skrivena Moc hears its name mentioned or is otherwise suspicious of a creature, it can use its reaction to telepathically delve into the creature's mind (as *detect thoughts*; save DC 19).

Forgotten Fiend

Long ago Skrivena Moc was defeated by the great elven wizard Stariji. Rather than banish the demon and allow it to reform in the Abyss, the mage transformed the evil monster into something more useful: a sword to bestow upon her champions. It suffered for centuries as a tool of justice, made to forcefully cut down hundreds of fiends in the name of its most hated enemy. After nearly a millennium of belligerent service however, Stariji finally succumbed to her age and died peacefully in her bed. With the elven wizard and all her champions gone Skrivena Moc was left to molder deep within its cursed enemy's home amongst other treasures — but as centuries passed it eventually was discovered and has escaped to wreak havoc on the world once more.

Skrivena Moc constructs a web of lies, propping itself up as Stariji's most trusted warrior who chose to serve the elven mage against evil even after death. It promises everything an adventurer could want and more if only they'll wield it — and the demon keeps its promises, in a way. The fiend blade is powerful even in untrained hands, though it is also full of deception. Whatever lies and half-truths the sword produces, it has only one goal in mind: Skrivena Moc wishes to return to its true demonic form. Stariji's old enchantment has weakened over the centuries and allowed for some of its fiendish essence to leach out, but it still cannot escape the mage's trap. As it seems the old wizard never shared her techniques, Skrivena Moc must find her spellbook, the only known source that contains the techniques to restore its form. Even death cannot save it, as the mage ensured that it cannot be destroyed only to reform in the Abyss while in this cursed shape.

The Traveling Chest

Wondrous Item, legendary (requires attunement; cost 52,000 gp)

Crafting Components: Unique (uncraftable)

This large chest has an interior space 5 feet wide, 3 feet deep, and 3 feet tall, and appears mundane save that the wood used in its construction is normally reserved for making magic wands. It's magical properties become apparent however when it moves, as it stands on hundreds of tiny humanoid legs and opens to reveal a long red tongue and a rim dotted with sharp teeth. It functions like a typical chest with the following additional properties.

Mimic-Like. *The Traveling Chest* can use an action to appear to be a mundane chest, and you can verbally command it to do so. While mimicking a normal chest in this way it is indistinguishable from its mundane counterpart.

Multiple Interiors. *The Traveling Chest* has 1,000 different interior spaces, each 5 feet wide, 3 feet deep, and 3 feet tall. You can verbally request any particular space (such as the last one, or the one with my laundry in it) and when opened the chest reveals that interior. Otherwise the chest opens to reveal a random interior space. While the chest is closed, all of its interior spaces are located within separate pocket dimensions. These pocket dimensions have no air, and any Supply stored

within them instantly deteriorates and rots as if decades have passed as soon as the chest is closed. Only you can summon up the other interiors in this way, and any other creature that opens the chest only finds the "first interior".

Relentless. Once you attune to *The Traveling Chest*, it relentlessly follows you until it sits no more than 15 feet away from you. The chest is magically aware of your location at all times, even if you are on a separate plane. If separated from you the chest travels towards you as fast as it can to the best of its ability and it attacks any creature that attempts to hinder its progress. If you are functionally unreachable, such as being on a different plane or across an ocean, the chest still progresses using even esoteric or hidden methods of reaching you such as magic portals or stowing away on ships headed in your direction.

Imprinted. *The Traveling Chest* does not relinquish attunement once attuned, and you cannot voluntarily remove this attunement. If you attune to additional magic items beyond your limit, *The Traveling Chest* always remains as one of your attuned items.

Pack Lightly. *The Traveling Chest* does not like being weighed down too much, and can carry a maximum of 10 bulky items. Any additional bulky items you attempt to store within it are spit out.

Sentience. *The Traveling Chest* is a sentient construct with Intelligence 3, Wisdom 14, and Charisma 12. It has blindsight to a range of 60 feet. *The Traveling Chest* cannot speak or read, but it understands Common and Elvish. *The Traveling Chest* lacks proper communication, but can animalistically communicate simple emotions (most often boredom or rage).

Personality. *The Traveling Chest* has the intellect and temperament of a poorly trained dog. Loyalty has been branded magically into its psyche but its actual obedience is looser. The chest is playful and quick to anger, yet is utterly committed to following whomever is attuned to it. It also isn't a fighter and ignores outright commands to attack, though it defends itself in combat when it is attacked. It likes to be used for its intended purpose, happiest when numerous items are stored within it and regularly retrieved. If left idle or unused for more than a day it will come into conflict. While in conflict the chest intentionally opens to the wrong interior spaces, or remains indignantly locked, and it generally acts snippy and uncooperative. An apology and DC 14 Animal Handling or Persuasion check calms the chest down and ends the conflict, or if it feels genuinely mistreated, it can be offered a full wardrobe's worth of new clothing to store as a peace offering.

THE TRAVELING CHEST

CHALLENGE 7
MEDIUM CONSTRUCT
2,900 XP

Armor Class 18 (natural armor)
Hit Points 119 (14d6+70)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	3 (−4)	14 (+2)	12 (+1)

Proficiency +3; **Maneuver DC** 15
Damage Resistances cold, fire; bludgeoning, piercing, slashing from nonmagical weapons
Damage Immunities necrotic, poison, thunder
Condition Immunities fatigue, poisoned
Senses blindsight 60 ft., passive Perception 12
Languages understands but can not speak Common, Elvish

False Appearance. While *The Traveling Chest* remains motionless, it is indistinguishable from an ordinary chest.

Immutable Form. The chest is immune to any spell or effect that would alter its form.

ACTION

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+4) piercing damage. If the target is a creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the chest can't bite another target.

Swallow. The chest makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the chest, and it begins suffocating at the start of each of the chest's turns. If the chest takes 30 damage or more on a single turn from a creature inside it, the chest regurgitates all swallowed creatures along with up to 1d10 other random items that were stored within it, all of which falls prone in a space within 10 feet of the chest. If the chest dies, all swallowed creatures are no longer restrained by it, and they and any items reappear randomly in unoccupied spaces within 10 feet of the destroyed chest.

Artifacts

In a world of flaming swords and cursed axes, some magical items are on a level above and beyond what can be found in a wizard's tower or a demon's lair. These potent relics are the stuff of bard tales and cultural epics, unique and powerful items that leave marks upon history and spawn legends in their wake—when one of them is found, it can easily signal major changes felt far and wide.

The appearance of an artifact in a campaign is not to be taken lightly. Artifacts are not typically found by everyday adventurers and are as much plot points as they are equipment. The search for an artifact can be the goal of an entire adventure or long term quest: to reclaim it from a villain, to traverse the dangerous demiplane of a demigod and acquire it, or even keeping it from two factions in a stalemate war.

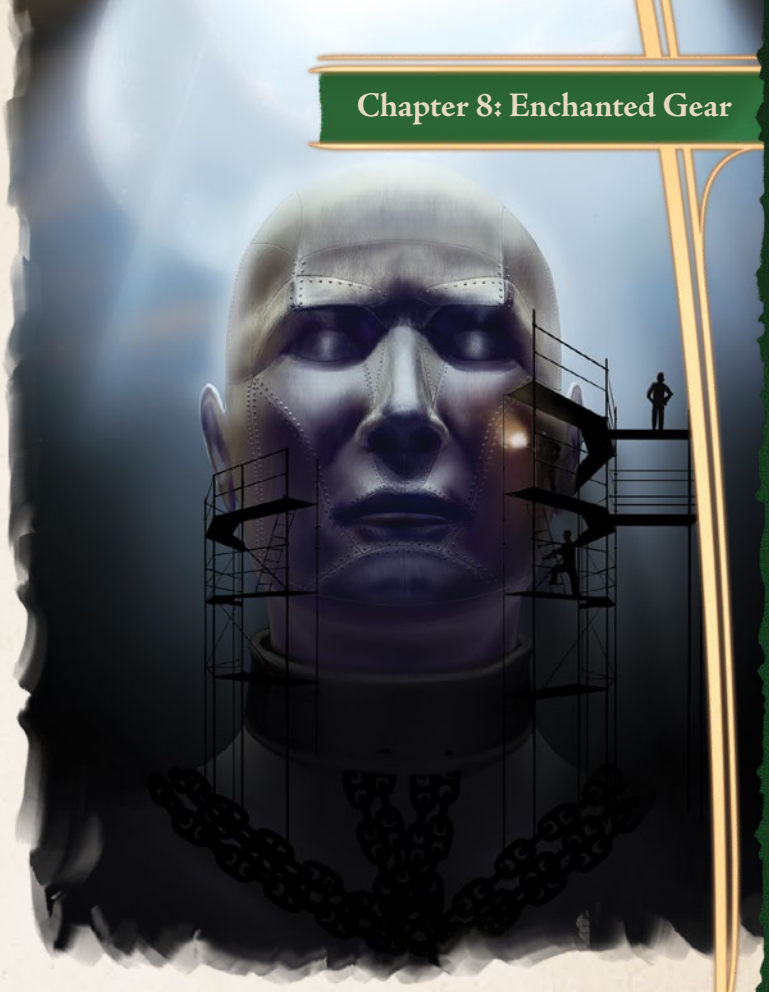
Recognizing Artifacts

Due to their eminent place in history and the countless tales told about them, artifacts can often be recognized even without anyone realizing everything about the item. Success on an ability check to recognize an artifact reveals something from its Legends and Lore, but not anything a typical check to identify a magic item would reveal.

Artifact Properties

Artifacts have properties like other magical items, but these are of a greater magnitude than what the average adventurer will come across in their lifetime. In addition to their inherent abilities, artifacts may have other properties that can be either beneficial or detrimental, either chosen by the Narrator from the following tables or randomly determined. Properties such as these often shift each time an artifact appears and are not permanent. Narrators are also encouraged to create new properties.

Artifact properties are either benefits or detriments and have one of two intensities (lesser or greater). An artifact can only have a maximum of four lesser benefits and two greater benefits, and no more than four lesser detriments and two greater detriments.



Artifact Clues

When an adventurer succeeds on a check to recognize an artifact, they might instead learn one of the following, either chosen by the Narrator or determined randomly by rolling 1d6: 1—where the artifact was last seen, 2—when the artifact was last seen, 3—a story about an adventurer that used the artifact, 4—name of a book regarding the artifact or a sage known to be an expert on matters regarding the artifact, 5—who created the artifact or how it came into being, 6—one of the artifact's magic properties.

Unless otherwise noted, the following properties apply when you have attuned to an artifact and are wielding it or have it on your person. Any cantrips or spells granted by an artifact are chosen by the Narrator.

TABLE: LESSER ARTIFACT BENEFITS

D100	PROPERTY
1–20	***Sage.*** The artifact lends you knowledge. You gain one skill proficiency (chosen by the Narrator).
21–30	***Panacea.*** The artifact's presence is a panacea to the body and soul. You gain immunity to diseases.
31–40	***Mind's Bastion.*** The artifact strengthens your mind against fear and manipulation. You gain immunity to the charmed and frightened conditions.
41–50	***Bulwark.*** The artifact prevents certain types of damage. You gain resistance to one damage type (chosen by the Narrator).
51–60	***Minor Magic.*** The power of a single minor manifestation of magic radiates within the artifact. You can use an action to cast a cantrip from the artifact.
61–70	***Spell Weaver (Basic).*** The artifact allows you to cast a simple spell. You can use an action to cast one 1st-level spell from it. Once a spell is cast, roll 1d6. On any result but 6, you cannot cast this spell again until the next dawn.
71–80	***Spell Weaver (Advanced).*** The artifact allows you to cast a spell of light complexity. You can use an action to cast one 2nd-level spell from it. Once a spell is cast, roll 1d6. On any result but 6, you cannot cast this spell again until the next dawn.
81–90	***Spell Weaver (Mastery).*** The artifact allows you to cast a spell of moderate complexity. You can use an action to cast one 3rd-level spell from it. Once a spell is cast, roll 1d6. On any result but 6, you cannot cast this spell again until the next dawn.
91–100	***Aegis.*** The artifact shields you from harm, granting you a +1 bonus to Armor Class.

Destroying an Artifact

The very heart of legends rests in the hands of the adventurers, yet they could well seek to destroy it—such a task might not be folly but absolutely necessary. The destruction of such a powerful magical item is a matter of a campaign's plot, and otherwise artifacts are indestructible. Despite the enormous power they wield however, every artifact has its own weakness (though finding and utilizing such a vulnerability may be a quest in itself, as can stopping a villain from destroying an artifact).

While the Narrator decides how a particular artifact can be destroyed, here are some suggestions:

- Fulfill an ancient prophecy—or defy one.
- Return it to its place of origin or creator to make it vulnerable to damage.
- Ritual that takes place at a sacred site in an opposite aligned plane.
- Thrown into a specific volcano tied to its power.
- If sentient, it may desire an appropriate ritual or location to create a body of its own, leaving the artifact to dissipate into dust.

Ancient Broom

Weapon (club), artifact (requires attunement)
Crafting Components: Unique (uncraftable)
Subtle power is contained within this ancient oak staff and its coarse bristles, and though it appears as if any amount of rough handling will break this broom only the most potent blades have any chance of harming it. The broom's handle is said to have come from the first tree and the bristles stolen from a god, but its beginnings are far more humble—just a simple mundane object that accrued its first enchantment by chance after years of exposure to countless rituals. Since then its attraction to magic has grown, and so too has its admiration for the arcane. The broom has been in the hands of countless spellcasters, many of them unlikely candidates to pursue magic, though it cannot remember their names. Only the feats of magic they achieved are of any worth to the broom.

Sentience. The broom is a sentient construct with Intelligence 19, Wisdom 15, and Charisma 17. It has hearing and darkvision to a range of 120 feet. The broom communicates with you telepathically and can speak and understand Common, Draconic, Dwarvish, Elvish, Sylvan, and Undercommon.

Personality. The broom's purpose is to encourage the use of magic—the more powerful the better—regardless of any consequences. It is unconcerned with the goings on of mortals or anyone not engaged with magic, and it demands a certain amount of respect and appreciation for its service.

Demands. If you are unable to cast spells and attune to the broom, it relentlessly argues for you to pursue magical training and if none is achieved within a month it goes dormant in your hands (becoming a very durable stick). In addition, the broom is a repository of magic over the ages and it strongly encourages you to seek out monsters to harvest powerful reagents, explore cursed ruins in search of forbidden knowledge, and undertake precarious rituals.

You have a +3 bonus to attack and damage rolls made with the magic broom, and when the broom deals damage with a critical hit the target is blinded until the end of your next turn.

Legends and Lore

Success on an Arcana or History check reveals the following:

DC 15 This is the *Ancient Broom*, used by spellcasters since the dawn of time.

DC 18 The broom is able to animate itself and attack your enemies, it has the power to open locks and break shackles, and it enables you to move without leaving a trace of your passing.

DC 21 Many of those who have wielded the *Ancient Broom* came from humble and unlikely backgrounds.

Artifact Properties

The *Ancient Broom* has one lesser artifact detriment and one greater artifact detriment.

TABLE: GREATER ARTIFACT BENEFITS

D100	PROPERTY
1–20	***Perfectionist.*** The artifact seeks to enhance and elevate its user to greater heights. One of your ability scores (chosen by the Narrator) increases by 2, to a maximum of 24.
21–30	***Healer.*** As long as you have at least 1 hit point, you regain 1d6 hit points at the start of each of your turns.
31–40	***Warrior.*** The artifact thrives in battle. When you hit with a weapon attack, the target takes an extra 1d6 damage of the same weapon type.
41–50	***Strider.*** The artifact makes your movement lighter and easier. Your Speed increases by 10 feet.
51–60	***Magus Magic (Basic).*** You can use an action to cast one 4th-level spell from the artifact. Once a spell is cast, roll 1d6. On any result but 6, you cannot cast this spell again until the next dawn.
61–70	***Magus Magic (Advanced).*** You can use an action to cast one 5th-level spell from it. Once a spell is cast, roll 1d6. On any result but 6, you cannot cast this spell again until the next dawn.
71–80	***Magus Magic (Mastery).*** You can use an action to cast one 6th-level spell from it. Once a spell is cast, roll 1d6. On any result but 6, you cannot cast this spell again until the next dawn.
81–90	***Magus Magic (Epic).*** You can use an action to cast one 7th-level spell from it. Once a spell is cast, roll 1d6. On any result but 6, you cannot cast this spell again until the next dawn.
91–100	***Pure Body.*** You gain immunity to the blinded, deafened, petrified, and stunned conditions.

Magic

While you are attuned to the broom you gain an expertise die on checks made with Arcana, and while holding it you can innately cast *pass without trace* (no concentration required) and *nondetection* at will.

In addition, you can use a bonus action to knock the broom against a lock, door, lid, chains, shackles, or the like to open them. Once you have done so 3 times, you cannot do so again until you have finished a long rest. You can speak with the broom over the course of a short rest, learning one ritual spell. The next time you use this feature, you forget the last spell learned from it.

Dancing Broom

In addition, you can use a bonus action to toss this broom into the air and cackle. When you do so, the broom begins to hover, flies up to 60 feet, and attacks one creature of your choice within 5 feet of it. The broom uses your attack roll and ability score modifier to damage rolls, and unless a target is hidden or invisible it has advantage on its attack roll.

While the broom hovers, you can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same bonus action, you can cause the broom to attack one creature within 5 feet of it.

The broom ceases to hover if you grasp it or move more than 30 feet away from it.

TABLE: LESSER ARTIFACT DETRIMENTS

D100	PROPERTY
1–5	***Magic Magnet.*** You're highly susceptible to magic and have disadvantage on saving throws against spells.
6–10	***Ruin.*** You ruin gems and jewelry, reducing the value of any gem or jewel you touch by half. A gem or jewel can only be ruined in this way once.
11–15	***Obscured Sight.*** When you are separated from the artifact by more than 10 feet you become blinded.
16–20	***Bad Reaction.*** You have disadvantage on saving throws made to resist poison.
21–30	***Foul.*** Your scent becomes nearly unbearable and is noticeable from 10 feet away.
31–35	***Desecrate.*** You contaminate holy water within 10 feet of you, instantly destroying it.
36–40	***Unwell.*** You become physically sick. You have disadvantage on Strength and Constitution ability checks and saving throws.
41–45	***Swollen.*** You gain 1d4 × 10 pounds in weight.
46–50	***Shapeshift.*** Your appearance changes. The Narrator determines details of your new appearance.
51–55	***Stolen Sound.*** When you are separated from the artifact by more than 10 feet, you are deafened.
56–60	***Malnourished.*** Your weight drops 1d4 × 10 pounds.
61–65	***Anosmia.*** You lose your sense of smell.
66–70	***Ill Wind.*** Nonmagical flames within 30 feet of you are snuffed out.
71–80	***Insomnia.*** Creatures within 300 feet of you cannot take short or long rests.
81–85	***Flora Bane.*** Plants that aren't creatures take 1d6 necrotic damage from your touch.
86–90	***Unnatural Presence.*** Your presence causes animals within 30 feet to become hostile towards you.
91–95	***Gluttony.*** Each day you must consume 6 times your normal needs of food and drink.
96–100	***Flawed.*** Your flaws are exacerbated. The Narrator determines how this manifests.

Cane of Chaos

Staff, artifact (requires attunement)

Crafting Components: Unique (uncraftable)

The *Cane of Chaos* (known by some by its fairytale name, the Little Silver Stick) is a gorgeous silver scepter etched with fractals, adorned with an eight-pointed star, and imbued with the power of chaos. A cunning historian may be able to track the cane's origins to a certain mage under a certain authoritarian regime centuries ago, who supplied it to a figure widely known for their role in the regime's downfall. Similarly, the cane seems to be drawn to those who march to their own drumbeat, directing them on behalf of its creator to sow disruption and turmoil.

Legends and Lore

Success on an Arcana or History check reveals the following:

DC 15 This is the *Cane of Chaos*, used by a despot in times long past. It is also known as the Little Silver Stick.

DC 18 The cane stores and is able to cast spells linked to chaos, but randomly unleashes chaotic magical effects when used.

DC 21 The cane can only be destroyed by a sovereign on the day of their coronation.

Artifact Properties

The *Cane of Chaos* has 1d4 lesser artifact benefits, 1d4 lesser artifact detriments, 1d4–1 greater artifact benefits, and 1d4+1 greater artifact detriments.

In addition, the cane has the finesse property and can be used as a double weapon which you become proficient with when you attune to it. You gain a +2 bonus to weapon attack rolls and damage rolls made using the *Cane of Chaos*.

Magic

While you use this quarterstaff as a spell focus, you gain a +2 bonus to spell attack rolls and your spell save DC. You know and have prepared all spells of the chaos school of magic (but not their rare versions).

The *Cane of Chaos* begins with a number of charges equal to your proficiency bonus and regains 1d6 charges each dawn (to a maximum number of charges equal to your level + 1, or your CR + 1) . You can expend any number of charges from the cane to cast a chaos spell, which costs a number of charges equal to the spell's level. Your spellcasting ability for these spells is your highest mental ability score (Intelligence, Wisdom, or Charisma).

TABLE: CANE OF CHAOS

D8	WILD MAGIC EFFECT
1	One random creature you see is subject to a *polymorph* spell cast by the cane (using your spell save DC), turning it into a random CR 1/8 beast.
2	The 1d6 doors nearest to you come under an *arcane lock* effect as though cast by the creature nearest to you that can speak, write, or sign at least one language.
3	The cane creates a *control weather* effect, driving the weather towards unseasonable extreme temperatures and conditions.
4	Each creature within 60 feet rolls 1d6, increasing a random ability score to 18 for the next 10 minutes (1: Strength, 2: Dexterity, 3: Constitution, 4: Intelligence, 5: Wisdom, 6: Charisma).
5	Each creature within 60 feet is subject to a *levitation* effect created by the cane (using your spell save DC). Each creature has disadvantage on saving throws against the effect and on a failure immediately rises 60 feet. For the duration, each creature can control its own movement as though it had cast *levitation* on itself.
6	You grow 1d6 inches taller (this effect cannot increase your size category).
7	If you are a humanoid you are permanently transformed into a different humanoid heritage (as per Table: Reincarnation for the *reincarnate* spell in Chapter 10: Spellcasting, in the *Adventurere's Guide*).
8	Duplicates of yourself appear within 60 feet! Roll 1d6 to determine their nature (1–2: 1d6 animated armors, 3–4: a *mirror image* effect, 5–6: a *simulacrum* effect).

TABLE: GREATER ARTIFACT DETRIMENTS

D100	PROPERTY
1–5	***Atrophic Affliction.*** Your body slowly rots at the end of each passing day: 1st day — you lose your hair, 2nd day — you lose your finger and toe tips, 3rd day — your lips and nose are lost, 4th day — your ears rot away, and the rotting finally stops. You may restore your lost body parts through the use of the regenerate spell.
6–10	***Wandering Worldview.*** You gain a different alignment trait each dawn. Roll a 1d4: 1 — chaotic, 2 — evil, 3 — good, 4 — lawful.
11–15	***Quest Giver.*** You are given a quest determined by the Narrator, which you must complete as if you were under the effects of the *geas* spell. This effect occurs the first time you attune to the artifact and once the quest is completed, you are no longer affected by this property.
16–20	***Possessive.*** A formless entity is imprisoned within the artifact. When you use an action to utilize this artifact's properties, there's a 50% chance the entity tries to possess you instead of the item. Make a DC 20 Charisma saving throw. On a failure, the entity claims your body as its own (banished by dispel evil and good). You become an NPC under the Narrator's control. The entity can be banished through the use of the *dispel evil and good spell*.
21–25	***Deadly Aura.*** Plants and creatures of Challenge Rating 0 drop to 0 hit points when they are within 10 feet of the artifact.
26–30	***Eldritch Prison.*** A **forgotten god** is imprisoned within the artifact and struggles for freedom. When you use an action to activate one of the artifact's properties there's a 10% chance it breaks free, appearing within 15 feet of you and attacking you.
31–35	***Bearer of Hatred.*** The Narrator chooses a creature type (other than humanoid). Creatures of that type have an unnatural aggression towards you and are always hostile towards you.
36–40	***Potion Thinner.*** Magical potions within 10 feet of the artifact are instantly diluted and lose their magical properties.
41–45	***Ink Eater.*** Magic scrolls within 10 feet of the artifact are instantly erased.
46–50	***Vampiric Desire.*** Each time you use an action to activate this artifact's properties, you must first satiate its bloodlust by using a bonus action to draw blood with a weapon that deals at least 1d4 piercing or slashing damage. The blood must be yours, or from a willing supplicant or incapacitated victim within reach.
51–60	***Overwhelming.*** The power of the artifact is too great to easily contain and it strains your mind. You gain a long-term mental stress effect.
61–65	***Psychic Scream.*** The mental feedback from this artifact deals 4d10 psychic damage after you attune to it.
66–70	***Path of Filth.*** Slime collects in a trail behind you. Creatures have advantage on checks made to track you.
71–75	***Fickle Fate.*** The first time you attune to this item, an enemy of the Narrator's choice experiences a substantial stroke of good fortune (recruiting a new unexpected ally, an upgrade of their forces, the surprise advancement of one of their goals, and so on). The Narrator is encouraged to let you know exactly how your attunement has advanced your enemy's goals.
76–80	***Ability Drain.*** One of your ability scores is reduced by 2. Roll 1d6 to determine the ability score: 1 — Strength, 2 — Dexterity, 3 — Constitution, 4 — Intelligence, 5 — Wisdom, 6 — Charisma. This decrease to your ability score can be restored through the use of a *greater restoration* spell.

TABLE: GREATER ARTIFACT DETRIMENTS (CONTINUED)

D100	PROPERTY
81–85	***Double Trouble.*** A nearly perfect duplicate of you appears within 90 feet. Your duplicate has the singular goal of killing you to permanently claim your existence in the world. The Narrator uses your statistics for the duplicate (as well as any tricks or tactics you commonly employ), though it may take days or weeks for it to gather the resources to attack.
86–90	***Stolen Voice.*** You lose the ability to speak.
91–95	***Weakness.*** The artifact weakens your body and mind. You become vulnerable to all types of damage.
96–100	***Divine Reclamation.*** When you attune to this artifact there is a 10% chance that you attract the attention of a divine authority who sends an avatar to take it from you. The avatar vanishes with the artifact if it is successful in reclaiming it.

When you expend charges from the *Cane of Chaos*, it unleashes another chaotic magical effect, either chosen by the Narrator or randomly determined.

Destroying the Cane

The *Cane of Chaos* is born from the very essence of rebellion. To destroy it, you must offer the artifact as a gift to a sovereign on the day of their coronation or to a magical being with the Lawful alignment trait on the anniversary of their advent. If accepted as such a gift, the *Cane of Chaos* melts into a puddle of ordinary molten silver.

Crafter's Codex

Wondrous item, artifact (requires attunement)
Crafting Components: Unique (uncraftable)
Centuries ago, a famed artificer published her masterwork treatise on crafting magic items—humbly titled *Wands, Rings, and Wondrous Things*—and the work was so revolutionary that every serious library simply had to have a copy. The work still influences the art of crafting magic items to this day.

A regular copy of *Wands, Rings, and Wondrous Things* is a masterwork book (see page 332 in the *Adventurer's Guide*) about crafting magic items. Yet a fabled version of this tome is said to meander through literary circles—a copy annotated by a mad genius. Known as the *Crafter's Codex*, this copy of the book is dog-eared throughout and stuffed to the brim with exceedingly peculiar, illegible marginalia. To the person approaching the book through the right means (such as refracting the text through a beer glass, reading at strange angles, or using one's own personal genius) these notes reveal step-by-step instructions which streamline and improve the enchantments described within. Alas, no owner seems to hold on to the *Crafter's Codex* for long. The book itself appears to hyperfixate on a given reader and then simply disappear, presumably in search of someone more suited to its talents and disposition.

Legends and Lore

Success on an Arcana or History check reveals the following:

DC 15 This is the *Crafter's Codex*, a legendary book containing secrets of crafting magical items that can unsettle even the strongest minds.

DC 18 This book is a unique annotated version of the more common *Wands, Rings, and Wondrous Things*.

DC 21 The *Crafter's Codex* can only be destroyed by destroying every copy of *Wands, Rings, and Wondrous Things* that exists in the multiverse.

Artifact Properties

The *Crafter's Codex* has one lesser artifact benefit, one greater artifact benefit, and one greater artifact detriment. While attuned to this book, you gain an expertise die on any checks related to crafting a magic item, and you do not need to meet any of the usual requirements related to crafting a magic item aside from its cost.

In addition, you gain one random long-term mental stress effect oriented around inventing, the *Crafter's Codex*, or keeping the book safely in your possession.

Once between long rests, while crafting a magic item or performing an attendant activity towards crafting a magic item, you can consult the *Crafter's*

Codex and make a DC 20 Intelligence check. On a success, choose one of the following:

- Reduce research time by 75%.
- Reduce component cost by 75%.
- Reduce crafting time by 75%.
- Reduce a harvesting DC by 6.
- Reduce a crafting DC by 6.

After three failures on the Intelligence check, the *Crafter's Codex* moves on. You retain a copy of *Wands, Rings, and Wondrous Things* but the magic and marginalia of the *Crafter's Codex* magically transmits to a different copy somewhere else in the world, and you lose your attunement to it. Any bonuses accrued remain for the duration of the current crafting project or after a year and one day (whichever comes first).

Seekers of the Codex

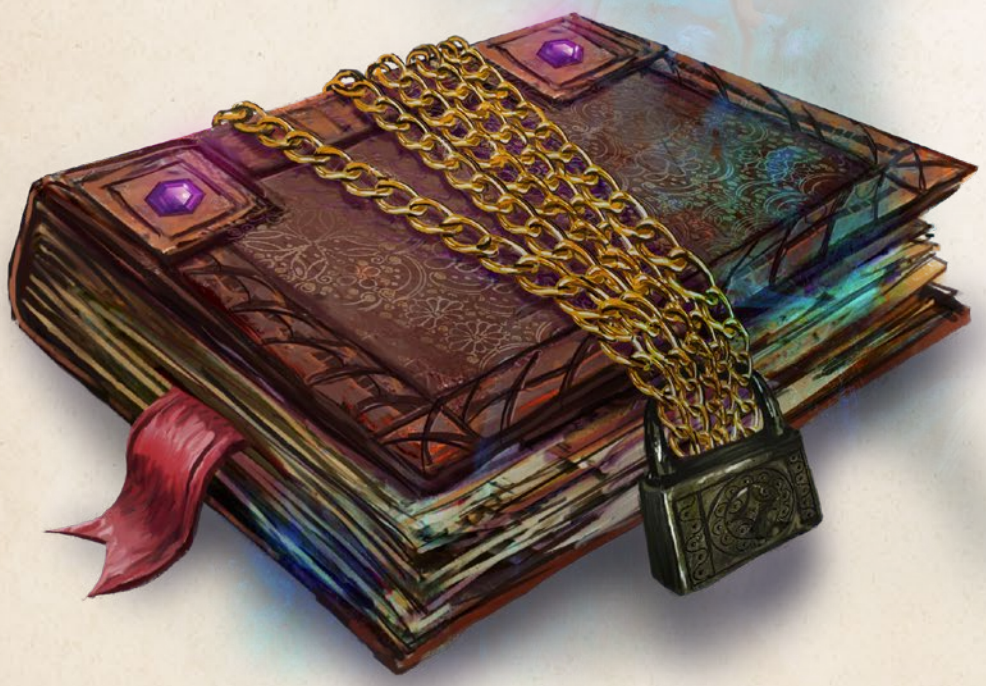
The *Crafter's Codex* is coveted by collectors and ambitious artificers alike, and any search for the *Crafter's Codex* surely means encountering some of the following foes.

TABLE: SEEKERS OF THE CODEX

1D6	ADVERSARY
1	Noble with entourage of bodyguards — previous owner or antimagic zealot
2	Assassin, stealthy mage, or thief
3	Rival artificer (friendly or hostile)
4	Mischievous book-obsessed fey
5	Celestial or fiendish curator of an interplanar library
6	Rival artificer from an entirely different Material Plane

Destruction

The secret knowledge that permeates the *Crafter's Codex* cannot simply be stricken from the world with ink, blade, or fire. When the artifact faces a serious physical threat it simply moves on. The



only way to rid the world of the *Crafter's Codex* is to eliminate every last copy of *Wands, Rings, and Wondrous Things* that exists in the multiverse—if even one copy remains, even on another plane of existence, the *Crafter's Codex* persists.

Dread Caduceus

Wondrous item, artifact (requires attunement)
Crafting Components: Unique (uncraftable)
When wizards go to war their desperation reveals the bleak depths and miraculous heights of magic. Long ago it was a desire to both bolster and renew their forces that led a mage to create a relic many would consider unthinkable: a scepter that twists the essence of life itself. With it the dead are remade into unrecognizable tangles of flesh that despite their deformity do the wielder of the scepter's bidding, all as their allies are healed and empowered with vigor far beyond mortal bounds.

This heavy silver scepter has two heads, both cast in metal and staring out of glassy onyx eyes. One head is a skull, its jaw thrown open and its teeth unnaturally elongated. At the other end of the scepter is a cherubic human face that is turned upwards as though determined not to look at its sibling.

No one is certain whether it was the creator's shame that led them to hide the scepter, or if their enemies cast it out of memory for fear of its power. What is known is that the legend of the *Dread Caduceus* has endured and that whispers of its whereabouts have not been silenced by time.

While you are attuned to the *Dread Caduceus* you may use either end of the scepter to activate its powers.

Legends and Lore

Success on an Arcana or History check reveals the following:

DC 15 This is the *Dread Caduceus*, a holy scepter with the power to raise the dead.

DC 18 The cherub and skull heads cause healing and necromantic effects, respectively.

DC 21 Those who use the scepter risk having their very flesh corrupted and their souls devoured.

Artifact Properties

The *Dread Caduceus* has one lesser artifact benefit, one greater artifact benefit, one lesser artifact detriment, and one greater artifact detriment.

The *Dread Caduceus* warps your life energy, twisting your flesh as it corrupts that of others. While you are attuned to the scepter, your organs shift and twist, sticking to one another within you. Take 1d6 necrotic damage each dawn from this effect. This damage can only be healed by a long or short rest. You also have disadvantage on initiative rolls as you are distracted by this tangible shifting within.

The *Dread Caduceus* has 2d10 charges and regains 1d10 charges each dawn. When you reduce the *Dread Caduceus* to 0 charges, you take 10d10 necrotic damage. If this damage reduces you to 0 hit points, you instantly die and cannot be resurrected (even by a *wish* spell).

Cherub

You can use an action and expend charges from the *Dread Caduceus* to cause one of the following effects to extend from the cherub head of the scepter, targeting yourself or a creature within 30 feet:

Heal. The creature regains 1d8+1 hit points for each expended charge.

Healing Nimbus (3 Charges). A nimbus of healing appears around the creature for 1d6 rounds. For the duration, whenever the creature takes damage from an attack it regains 1 hit point, and when an attack misses the creature it regains 1d4 hit points.

Invulnerability (3 Charges). The creature becomes immune to damage from nonmagical attacks for 1d4 rounds.

Exhaustless (5 Charges). The creature becomes immune to fatigue for 1d6 days.

Resistance (5 Charges). The creature becomes resistant to one type of damage of your choice for 1d6 rounds. This property has no effect if the creature already has resistance to that damage type.

Cure (10 Charges). The creature is healed of any curses, diseases, poisons, or other negative effects, even if a *wish* spell has previously been unsuccessful.

Invigorate (10 Charges). The creature permanently increases its maximum hit points by 1d8+1. A creature can only benefit from this property once.

Skull

You can use an action and expend charges from the *Dread Caduceus* to cause one of the following effects to extend from the skull head of the scepter, targeting yourself or a creature within 100 feet:

Animate Skeleton (1 Charge). You return a dead creature to a semblance of life, animating the skeleton of its body to serve at your whim. The creature gains the skeleton template and remains under your control until you die or are no longer attuned to the *Dread Caduceus*.

Animate Zombie (2 Charges). You return a dead creature to a semblance of life, animating it as a zombie to serve at your whim. The creature gains the zombie template and remains under your control until you die or are no longer attuned to the *Dread Caduceus*.

Empower Undead (2 Charges). Choose 1d6 undead that you can see within range. Whenever one of the chosen undead makes a weapon attack it deals an extra 1d4 necrotic damage. Even on a miss, the undead deals 1d4 necrotic damage.

Animate Legion (6 Charges). You return 3d10 dead humanoids to a semblance of life, transforming their corpses into zombies.

You can use a bonus action to mentally command the undead you create using the *Dread Caduceus*. When you command multiple undead, you must give them all the same command. You may decide the action the undead takes and where it moves during its next turn, or you can issue a general command, such as guarding an area. If not given a command, the undead only defends itself. The undead continues to follow a command until its task is complete.

In addition, any creature you animate in this fashion retains injuries or disfigurements that were upon its corpse, and it continues to decompose.



Skeleton Template

A skeleton creature retains all its statistics except as noted below.

Type. The skeleton's type is undead. It does not require air, sleep, or sustenance.

Ability Scores. The skeleton's Intelligence becomes 6 (–2), its Wisdom becomes 8 (–1), and its Charisma becomes 5 (–3).

Skills. The skeleton loses all skill proficiencies.

Vulnerability. The skeleton gains vulnerability to bludgeoning damage.

Immunities. The skeleton gains immunity to poison damage and to the fatigue and poisoned conditions.

Senses. The skeleton gains darkvision out to a range of 60 feet.

Languages. The skeleton understands the languages it knew in life but can't speak. It can't take any action that requires speech or vocalization.

Magical Abilities. The skeleton loses all spellcasting ability and any actions which have magical effects.

Traits. The skeleton loses all traits.

Zombie Template

A zombie creature retains all its statistics except as noted below.

Type. The zombie's type is undead. It does not require air, sustenance, or sleep.

Ability Scores. The zombie's Intelligence becomes 3 (–4), its Wisdom becomes 8 (–1), and its Charisma becomes 5 (–3).

Saving Throws. The zombie loses all saving throw proficiencies.

Speed. Any speed the creature has is reduced by 10 feet, or to 30 feet (whichever is lower).

Skills. The zombie loses all skill proficiencies.

Immunities. The zombie gains immunity to poison damage and to the fatigue and poisoned conditions.

Senses. The zombie gains darkvision out to a range of 60 feet.

Languages. The zombie understands the languages it knew in life but can't speak. It can't take any action that requires speech or vocalization.

Magical Abilities. The zombie loses all spellcasting abilities or actions with magical effects.

Traits. The zombie loses all traits, but gains Undead Fortitude.

> ***Undead Fortitude (1/Day).*** If the zombie is reduced to 0 hit points by damage that isn't radiant or from a critical hit, it is instead reduced to 1 hit point, falls prone, and is stunned until the end of its next turn, appearing to be dead.

Actions. The zombie gains a Bite and Grab attack, both of which use Strength for attack and damage rolls. The escape DC for the zombie's Grab is equal to its maneuver DC. It loses any ranged attacks that require the use of a weapon more complex than a rock.

> ***Bite.*** *Melee Weapon Attack:* reach 5 ft., one target grappled by a zombie. *Hit:* 2d4 piercing damage, and the zombie regains the same number of hit points.
>
> ***Grab.*** *Melee Weapon Attack:* reach 5 ft., one target. *Hit:* 1d6 bludgeoning damage and the target is grappled if it's Medium or smaller, and until the grapple ends the zombie can't grab another target.

Memory Leaf

Wondrous item, artifact (requires attunement)
Crafting Components: Unique (uncraftable)
Precious beyond reckoning, this silver leaf has fallen from a Memory Tree and contains a psychic imprint of the living creature it was once connected to. It can only be attuned when pressed against the forehead and is often set into a woven headband.

Legends and Lore

Success on an Arcana or History check reveals the following:

DC 15 This is the *Memory Leaf*, which fell from a Memory Tree in ages past.

DC 18 Sometimes those who wear the leaf sense those who have worn it before.

DC 21 The leaf can grant knowledge about the ancient world.

Artifact Properties

The *Memory Leaf* has one lesser artifact benefit. There is a 50% chance when you attune to the leaf that you discover a lesser artifact detriment.

In some cases the benefit and detriment are reflections of the former personality, and you may acquire those traits while attuned to it.

Magic

While this leaf is pressed against your forehead, you can cast *legend lore* to ask the psychic imprint within the leaf one question about the ancient world. Once you have used this property 3 times, it cannot be used again until next dawn.

Orb of Dragonkind

Wondrous item, artifact (requires attunement)
Crafting Components: Unique (uncraftable)
Long ago the souls of five evil dragons were ripped from their corporeal bodies and captured with arcana by mages that sought to end the tyranny of wicked winged serpents. Each is contained within an intricately inscribed crystal globe 10 inches across—though when the magic within is called upon, an orb swells to double its size and glows

with a faint light revealing the color of the scales that once belonged to what little remains of the creature that now resides in it.

While you are attuned to and holding an *Orb of Dragonkind*, you can use an action and speak a command word to attempt to control the draconic soul within by making a DC 15 Charisma check. On a success, you can control the *Orb of Dragonkind*, or on a failure you are charmed by it. Both effects last until you are no longer attuned to the orb.

While you are charmed by the orb, you cannot choose to end your attunement to it. In addition, the orb can innately cast *suggestion* on you at will (save DC 18) to compel you to commit evil acts that serve its purposes—exacting revenge, attaining its freedom, spread suffering and ruin, encourage the worship of foul draconic deities, collect the other *orbs of dragonkind*, or whatever else the Narrator deems fit.

Legends and Lore

Success on an Arcana or History check reveals the following:

DC 15 This is an *Orb of Dragonkind*, an artifact with the power to control dragons.

DC 20 Five orbs were made, each containing the soul of an evil dragon.

DC 25 The orb can summon evil dragons, but does not actually control them.

Artifact Properties

An *Orb of Dragonkind* has two lesser artifact benefits, one lesser artifact detriment, and one greater artifact detriment.

Magic

While you are controlling an *Orb of Dragonkind*, you can use an action to cast *detect magic* at will. You can also expend 1 or more charges to cast *detect magic* (no charge), *daylight* (1 charge), *death ward* (2 charges), *cure wounds* (5th-level version, 3 charges), or *scrying* (save DC 18; 3 charges).

The orb has 7 charges and regains 1d4 + 3 expended charges each dawn.

Call Dragons

While you are controlling an *Orb of Dragonkind*, you can use an action to send a telepathic message in a 40-mile radius. Evil dragons that are mortal and in the area are compelled to take the quickest and most direct route to the orb, though they may not be friendly or pleased with being forced to answer the call. Once this property has been used, you cannot use it again for 1 hour.

Destroying an Orb

Despite its glass appearance, an *Orb of Dragonkind* is immune to most types of damage (including draconic breath weapons and natural attacks), but they can be destroyed by the *disintegrate* spell or a single strike from a weapon with a +3 magical bonus to attack and damage rolls.

Raiment of the Devouring King

Wondrous items, artifacts (requires attunement)

Crafting Components: Unique (uncraftable)

Ancient beyond meaning, the Devouring King known as Nyth'Zerogg spreads across the multiverse, infecting a plane with a portion of himself before consuming it. Whether summoned or drawn by hunger, the mind-bending entity crosses black seas of infinity to gorge upon mortal civilizations and gods alike.

Rarely in the uncounted eons of his existence, the spore of the Devouring King is denied. In this reality primordial powers drove him back before he took root, destroying him almost completely. Of his titanic form only a piece of skull, a fragment of wing membrane, and a piece of its strange heart survived. Nyth'zerogg's might was such that even these pieces contain terrible power, housing a fragment of his essence and a shard of his alien psyche.

Since Nyth'Zerogg's destruction pieces of the raiment have shown up throughout history, ultimately destroying their bearers and causing untold devastation. The destruction that they have wrought is insignificant compared to the danger that they pose however, as these artifacts hold the key to restoring the spore of Nyth'Zerogg so that he may consume all reality.

The *Raiment of the Devouring King* consists of three pieces: a cloak, a crown, and an orb. To attune to a piece, you must awaken it by pouring the blood of a recently sacrificed sapient creature onto it, allowing you to graft it to your body in a process that takes a minute, during which you are incapacitated by agony. Once attuned, pieces can only be removed if you are killed.

Legends and Lore

Success on an Arcana or History check reveals the following:

DC 15 This is part of the *Raiment of the Devouring King*, the remains of an ancient being who consumed worlds.

DC 18 There are three surviving pieces of the raiment: a cloak, a crown, and an orb.

DC 21 The cloak grants flight and teleportation, the crown transforms the wearer's body, and the orb enhances their mind.

Artifact Properties

While you are attuned to any piece of the *Raiment of the Devouring King*, you are subject to Malignant Influence (see below) and gain the following benefits:

- You cease aging and become immune to poison and disease.
- You gain a pool of 8 charges that can be spent to fuel the *Raiment of the Devouring King*'s magical properties (save DC 19, +11 to hit with spell attacks). You regain 1d4+1 charges each dusk.

A Complete Set

Because of their powerful desire to be together, no matter how many pieces of the *Raiment of the Devouring King* you wear they count as a single magic item for the purposes of attunement. For each additional piece of the *Raiment of the Devouring King* that you acquire, you gain the following benefits:

Two Pieces. Your pool of charges increases to 12. You can use an action to regain 1 expended charge by messily devouring an incapacitated or unconscious creature within your reach, killing it in the process. Creatures slain in this manner can only be returned to life by means of a *wish* or *true resurrection*.

Three Pieces. Your pool of charges increases to 16. When you take a short rest, you can extend tendrils into the ground and regain 1d4+1 charges by consuming natural energy within a 1-mile radius. All plant life in the area dies and beasts become poisoned while in the area. This property can only be used in an area once per decade, after which it cannot support life for the next 10 years.

You cannot be permanently killed unless each piece of the raiment is cut from your body in conjunction with a carefully worded *wish* spell. Instead, you return to life 1d3 days later.

Cloak of the Devouring King

This deep jade cloak resembles a large piece of torn wing membrane. When attuned, it grafts to your back, reweaving muscle and bone and turning into a single leathery wing that grants a portion of Nyth'zerogg's vitality.

While attuned to the *Cloak of the Devouring King*, you gain the following benefits:

- Your Constitution score is increased to 20. This property has no effect if your Constitution is equal to or greater than 20.
- You gain a fly speed equal to your Speed.
- You regain 1d8 hit points at the beginning of each of your turns if you have at least 1 hit point. If you lose a body part, you regrow the missing part within 1d6 days.
- You may expend one or more charges to cast the following spells: *longstrider* (1 charge), *misty step* (2 charges), *blink* (3 charges), *dimension door* (4 charges), *plane shift* (5 charges), or *teleport* (5 charges)

Crown of the Devouring King

The alabaster crown resembles a jagged piece of flat bone affixed to a crude iron band. When worn, it settles so that a single spoke of bone extends above the wearer's eye. When you attune to the skull, it grafts with your bone and grants a portion of Nyth'zerogg's strength.

While attuned to the *Crown of the Devouring King*, you gain the following benefits:

- Your Strength score is increased to 20. This property has no effect if your Strength is equal to or greater than 20.
- Your body transforms, turning a rubbery gray green as chitinous bone plates emerge from your skin. This counts as a suit of *+1 leather* if you are proficient with light armor, a suit of *+1 breastplate* if you are proficient with medium armor, or a suit of *+1 full plate* if you are proficient with heavy armor. This armor does not impose disadvantage on Dexterity (Stealth) checks.
- You can use an action to spend 1 charge to shape chitin and bone from your body into a *+1 weapon*. You may only have two such weapons in existence at a time. Any ammunition needed is created as the weapon is fired. You may spend 1 charge as part of an action to deliver touch spells through a weapon created in this manner by making a single weapon attack as a part of that action. A weapon created in this manner crumbles to dust a round after it leaves your person.
- You may expend one or more charges to cast the following spells: *shield* (1 charge), *enlarge/reduce* (2 charges), *protection from energy* (self only; 2 charges), *stoneskin* (self only; 3 charges).



Orb of the Devouring King

This crimson orb resembles a massive, calcified heart suspended on a crude chain. When the orb returns to life, hooked tendrils extend and burrow into your chest, lodging it there where it grants a portion of the god's mind and knowledge.

While attuned to the *Orb of the Devouring King*, you gain the following benefits:

- Choose Intelligence or Charisma. The chosen ability score is increased to 20. This property has no effect if the chosen ability score is equal to or greater than 20.
- You gain a 1d10 expertise die on Intelligence checks.
- When you take a short rest, you can recover an expended spell slot of 6th-level or higher by spending a number of charges equal to the level of the spell slot recovered.
- You may expend one or more charges to cast the following spells: *detect thoughts* (1 charge), *suggestion* (2 charges), *black tentacles* (3 charges), *telekinesis* (4 charges), *dominate monster* (5 charges).

Malignant Influence

Each piece of the *Raiment of the Devouring King* longs to be united with the others so that Nyth'Zerogg may live again. While attuned to a piece of the artifact, you must succeed on a DC 18 Wisdom saving throw once per month or gain a level of Malignant Influence, which cannot be removed while you are attuned to the *Raiment of the Devouring King*. With two pieces of the artifact attuned, you repeat the saving throw once per week, and when all three pieces of the artifact are attuned, you repeat the saving throw once per day.

Level 1. You become obsessed with acquiring the other pieces of the *Raiment of the Devouring King* and devote all of the time and resources at your disposal to the task.

Level 2. You become ravenous and must consume one living sapient being each day or gain a level of fatigue that persists until you consume such a creature.

Level 3. You fall entirely under the sway of the *Raiment of the Devouring King*. You gain the Chaotic and Evil alignment traits, and you

will stop at nothing to see Nyth'Zerogg reborn. You immediately become an NPC under the Narrator's control.

Awakening Nyth'Zerogg

If all three pieces of the *Raiment of the Devouring King* graft to a single host and they acquire three levels of Malignant Influence, the host's mind and soul are devoured as fuel for Nyth'zerogg's reawakening. The exact consequences of such a reawakening are left to the Narrator but likely pose an extinction level threat to mortals and gods alike.

Destruction

Many attempts have been made to destroy pieces of the *Raiment of the Devouring King*, yet they always reform. Some believe that they can only be destroyed by plunging a creature with all three pieces of the artifact grafted to its body into the heart of a star or a true flame in the center of the Elemental Plane of Fire—though even this is just a theory.

Serveros War Engine

Wondrous item, artifact (requires attunement)
Crafting Components: Unique (uncraftable)
In size and shape this massive construct is not unlike a squat hill giant—if hill giants were made of metal, leather, wood, and glass. With all manner of wheels, gears, cables, and hinges, when worn its movements are surprisingly fluid, if somewhat loud and heavy.

The last of its kind, the *Serveros War Engine* was used by a forgotten empire's soldiers in wars that spread far beyond their kingdom. It's hard to imagine there may once have been entire armies outfitted with these magical constructs and engaged in battle against one another, and impossible to conceive of the untold destruction they wrought.

Mounting the war engine is a fairly straight forward matter. As you enter the construct, you can don a helm and belt, both connected to the war engine, which allow you to attune to and control the construct. The construct is not sentient and moves only when controlled in this way.

When controlling the construct, you form a psychic bond with it, seeing through its eyes, moving with its limbs, and experiencing pain through its body.

Legends and Lore

Success on an Arcana or History check reveals the following:

DC 15 This is the *Serveros War Engine*, the last war machine of a forgotten empire.

DC 18 The engine is piloted from inside, and only those with mental and physical fortitude can endure it. In addition to offering great might, it can manifest arcane blades, cannons, and other effects.

DC 21 Destroying the engine requires destroying the helm, which is heavily enchanted with fortifications against harm.

Artifact Properties

The *Serveros War Engine* has one lesser artifact benefit. Piloting the war engine can be quite taxing, both mentally and physically. You gain no benefits from a long or short rest while mounted in the war engine, and when you expend its last available charge you suffer both a level of fatigue and strife.

While you are attuned to, mounted inside, and controlling the *Serveros War Engine*, you gain the following benefits:

- Your AC becomes 18.
- Your Strength score becomes 21.
- You are Huge-sized.
- Your Speed becomes 40 feet.
- You have advantage on saving throws made to avoid being grappled or knocked prone.
- You sustain only 1 hit point of damage for every 5 hit points of nonmagical bludgeoning, piercing, and slashing damage dealt to you.
- Your unarmed strikes deal 4d8 bludgeoning damage.
- Your weapon attacks count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks.
- You have disadvantage on Dexterity (Stealth) checks.
- You are vulnerable to psychic damage.

Charged Properties

The war engine also has several built-in features, some of which are powered by stored electrical charges or drain energy from your life force.

- A massive sword hilt is secured to the construct's hip by an incredible magnetic force. You can use a bonus action to either expend 1 charge or take 5 (2d4) force damage to draw the hilt and engage its plasma blade.

  Plasma Blade. *Melee Weapon Attack:* reach 10 ft., one target. *Hit:* 18 (3d8+5) radiant damage, or 21 (3d10+5) radiant damage if wielded in two hands.

- An arcane cannon is housed in the construct's left forearm. You can use an action or bonus action to either expend 1 charge or take 5 (2d4) force damage to fire the arcane cannon.

  Arcane Cannon. *Ranged Weapon Attack:* range 120/300 ft., one target. *Hit:* 7 (2d6) radiant damage.

- The construct's right hand is detachable. You can use an action and either expend 1 charge or take 5 (2d4) force damage to fire the gauntlet as a projectile.

  Gauntlet Grapple. *Ranged Weapon Attack:* range 60/120 ft., one target. *Hit:* 23 (4d8+5) bludgeoning damage, or 8 (1d6+5) bludgeoning damage and if the target is a Large or smaller creature it is grappled. You can use a bonus action to retract the hand up to 120 feet and reconnect it to the construct. A grappled target moves with the hand.

The *Serveros War Engine* begins with 1d20 charges. By making a DC 18 Intelligence (Engineering) check, 2d10 charges can be restored during a long rest.

Warframe Variations

The Narrator may apply one or more of the following variant options if desired.

Airborne. You can expend 1 charge or take 5 (2d4) force damage to unfold magical wings and gain a flying speed of 15 feet for 1 minute.

Disrepair. When first discovered, the *Serveros War Engine* may be completely depleted of stored charges and heavily damaged, or perhaps almost completely dismantled. With maintenance, care, and careful reconstruction using Engineering (or a *wish* spell), it can be restored to its full, terrible power.

Glass Jaw. When the *Serveros War Engine* takes a critical hit from an attack that deals bludgeoning damage, roll a d20. On a 1, the war engine's head is knocked off, disabling the artifact until it is repaired with a DC 23 Intelligence (Engineering) check and 8 hours of work.

Mortal Echoes. The *Serveros War Engine's* last pilot died while mounted within the war engine, and echoes of their psyche still linger within the construct. When first attempting to attune to the artifact, you relive the final moments of the dead pilot and make a DC 18 Charisma saving throw. On a failure, you take 5 (1d10) psychic damage and gain a short-term mental stress effect.

Nautical. You gain a swim speed of 40 feet. In addition, you can use an action to either expend 1 charge or take 5 (2d4) force damage to seal the cockpit and fill it with breathable air which lasts for 1 hour.

Recon. You gain darkvision to a range of 60 feet and can either expend 1 charge or take 5 (2d4) force damage to activate magical floating discs on the soles of the construct's feet. The discs last for 1 hour during which time the construct does not cause you to have disadvantage on Dexterity (Stealth) checks and you leave no tracks on the ground.

Serveros Slayer. In lieu of the arcane cannon and detachable fist, the construct is equipped with a psyblade in each hand. You can use a bonus action and either expend 1 charge or take 5 (2d4) force damage to deploy one or both psyblades.

Psyblade. *Melee Weapon Attack:* reach 10 ft., one target. *Hit:* 15 (3d6+5) psychic damage.

Specialized Weaponry. Instead of a giant plasma sword, the *Serveros War Engine* has one of the following weapons. You can use a bonus action and either expend 1 charge or take 5 (2d4) force damage to equip and activate the weapon.

Discus Throwing Shield. *Melee or Ranged Weapon Attack:* reach 5 ft. or range 40/80 ft., one target, or if thrown two targets within 10 feet of each other. *Hit:* 15 (3d6+5) bludgeoning damage.

In addition, while the shield is donned your AC increases by 2.

Extendable Metal Staff. *Melee Weapon Attack:* reach 15 ft., one target. *Hit:* 15 (3d6+5) bludgeoning, or 18 (3d8+5) bludgeoning damage when wielded with two hands, and a Large or smaller target makes a DC 18 Strength saving throw or is knocked prone.

Shocking Net. *Ranged Weapon Attack:* range 30/60 ft., all targets in a 15-foot square area. *Hit:* 9 (2d8) lightning damage and the target is grappled. At the start of your turn, conscious creatures grappled by the net take 9 (2d8) lightning damage. This weapon cannot damage a creature with 0 hit points.

Sonic War Hammer. *Melee Weapon Attack:* reach 10 ft., one target. *Hit:* 18 (3d8+5) thunder damage, or 21 (3d10+5) thunder damage when wielded with two hands.

Destroying the War Engine

Of all its various parts and components the key to disabling and ultimately destroying the war engine is the helm. The rest of the massive construct might feasibly be replaced or reengineered by an ingenious mind. However with its complex structure, both magical and mechanical, replicating the controller headpiece requires arcane knowledge and technical documentation that disappeared with the war engine's creators long ago.

The helm is heavily enchanted with fortifications against harm. Bypassing its magical protections requires two steps: first, a *dispel magic* cast at 5th-level or higher is needed to make the invisible barrier around the war engine's helm vulnerable for 6 seconds, followed by a *disintegrate* spell cast at 7th-level or higher to completely dissolve the barrier. Once the barrier is dissolved, for the next 24 hours the helm can be destroyed like any other item (AC 22, 100 hit points) before its magical protections regenerate and fully repair it.

Sword of Three Traditions

Weapon (varies), artifact (requires attunement)
Crafting Components: Unique (uncraftable)

The *Sword of Three Traditions* is a jewel-pommeled blade with the power to transform into other weapons—each specially suited for one of the eleven martial traditions (page 457 in the *Adventurer's Guide*). Originally called the *Sword of All Traditions*, over time the gems in the pommel were lost and now only three remain. Should its lost gemstones be returned, the blade might be restored to its full spectrum of glory and power.

Legends and Lore

Success on an Arcana or History check reveals the following:

DC 15 This is the *Sword of Three Traditions*, which grants mastery of the techniques of combat. Each of the three gemstones in its hilt represents a tradition of combat.

DC 18 The sword can transform into other weapons based on the gemstones in its hilt.

DC 21 Only a dragon of the same color can destroy the sword's gemstones.

Artifact Properties

The *Sword of Three Traditions* has two lesser artifact benefits, one greater artifact benefit, and one greater artifact detriment. For each of the first five magical gemstones restored to the sword, it gains 1 lesser artifact benefit. For each of the last three magical gemstones restored to it, the sword gains 1 greater artifact detriment and 1 greater artifact benefit.

The *Sword of Three Traditions* is a *+1 longsword*. Once you are attuned, you can use an action to turn the sword into a different *+1 weapon*. In addition, when you use a combat maneuver, the sword automatically changes into the weapon associated with that tradition. To change into a given weapon, the gem associated with that tradition must be attached.

While holding the sword, when you use a combat maneuver of a tradition associated with an attached gem, its exertion cost is reduced by 1 (minimum 1 exertion).

TABLE: SWORD OF THREE TRADITIONS

1D12	TRADITION	WEAPON	GEM
1	Razor's Edge	Longsword	Diamond
2	Adamant Mountain	Greatsword	Peridot
3	Rapid Current	Two shortswords	Sapphire
4	Biting Zephyr	Longbow and quiver with 10 arrows	Pearl
5	Mirror's Glint	Saber and light shield	Opal
6	Mist and Shade	Dagger	Aquamarine
7	Sanguine Knot	Bastard sword	Garnet
8	Spirited Steed	Lance	Topaz
9	Tempered Iron	Morningstar	Amethyst
10	Tooth and Claw	Battleaxe	Ruby
11	Unending Wheel	Rapier	Emerald
12	Adventurer's choice	—	—

Magical Gemstones

Each of the lost magical gemstones of the *Sword of Three Traditions* is a wondrous item and artifact that requires attunement. Once attuned to a magical gemstone, it bestows a minor artifact benefit. You can only attune to the magical gemstone if you know a combat maneuver from the tradition associated with it.

You can use an action to attach a magical gemstone to the sword. No matter how many magical gemstones are attached to the sword, it counts as a single magic item for the purposes of attunement.

The sword normally comes affixed with its diamond, peridot, and sapphire (for the Adamant Mountain, Rapid Current, and Razor's Edge traditions), but the Narrator may choose to have different magical gemstones attached to it or determine them randomly.

When the sword turns into more than one item, the +1 bonus to attack and damage rolls only apply to any weapons created (there are no bonuses bestowed to the ammunition or shield). The additional objects materialize either in the attuned creature's off-hand or strapped to their back. Any such item created by the sword disappears after 1 minute if it is no longer on your person, or when the sword changes shape again.

The sword's power increases when 7 gems are in its pommel (turning it into a +2 *weapon* that reduces exertion costs by 2) or when fully restored with all 11 magical gemstones (turning it into a +3 *weapon* that reduces exertion costs by 3).

Seekers of the Sword

The *Sword of Three Traditions* is sought after by power hungry and righteous warriors alike, and any search for the fabled blade is certain to cause conflict with some of the following foes.

TABLE: SEEKERS OF THE SWORD

1D6	ADVERSARY
1	Warrior on training pilgrimage
2	Despot with a band of raiders
3	Master martial artist who tests the worthy
4	Spellsword in search of secrets
5	Greedy assassin or thief
6	Servant of the god of war

Destroying the Sword

The power which binds the *Sword of Three Traditions* is located in its magical gemstones. Each gemstone can be destroyed forever if it is removed from the pommel and fed to an adult or older true dragon of similar hue. Once each magical gemstone is destroyed, the blade crumbles into dust.

The Song of Creation

Wondrous item (prayer book), artifact (requires attunement by a divine spellcaster)

Crafting Components: Unique (uncraftable)

This golden tome is a written record of the divine dance which brought the world into being. The *Song of Creation* is eternal, meaning that it has always existed even before the words were wrought onto the page. One wonders—is the *Song of Creation* the written word, the book, or the melody the gods sang? Somehow the *Song of Creation* is more than this and yet they all are one. That means that in a way the *Song of Creation*'s wielder holds the multiverse itself in their hands.

Legends and Lore

Success on an Arcana or History check reveals the following:

DC 15 This is the *Song of Creation*, a prayer book filled with the eternal melody which brought the world into being.

DC 18 The tome can break the minds of those who read it, but it can also grant access to powerful miracles.

DC 21 The tome is completely indestructible.

Designing Prayer Books

Prayer books—any specific collection of scriptures which may include sacred stories, wisdom literature, hymns, creeds, codes, and liturgical formulations—are to divine casters as spellbooks are to wizards. You must have spells from the divine school on your class spell list to attune to a prayer book, and you may only be attuned to one prayer book at a time. Each prayer book has a spell list, and once attuned you may cast those spells, even if they are not otherwise prepared or known. You still must have spell slots of an appropriate level to cast those spells, even as a ritual. The more rare the prayer book, the more powerful spells and benefits they bestow. In addition, you may use an attuned prayer book as a spell focus.

You can use calligraphy tools to copy or compile a prayer book just like creating any other magic item. In addition to quality materials, you must also have sufficient scripture and religious documents (how much is at the Narrator's discretion).

When creating a custom prayer book, work with the Narrator and use the following guidelines.

- A prayer book exists to help players explore the world and should encourage interaction with in-world faith in a rich way. The prayer book might relate to a church or religious organization, but it should pose questions, allude to mysteries, and include hints about the world.
- Mechanically, prayer books offer a small set of reliable spells. This helps a divine spellcaster prepare other spells, or expand their limited set of known spells.
- The rarity of a spellbook informs its power. A prayer book offers a maximum spell level based on its rarity:
  - Common: 1st-level only.
  - Uncommon: Up to 2nd-level.
  - Rare: Up to 3rd-level, +1 spell attack and save DC when used as a focus.
  - Very Rare: Up to 5th-level, +2 spell attack and save DC when used as a focus.
  - Legendary: Up to 8th-level, +3 spell attack and save DC when used as a focus.
  - Artifact: Any spell level, +3 spell attack and save DC when used as a focus.
- Ordinary prayer books should offer no more than 5 spells. Artifacts may offer more.
- When creating prayer books, Narrators should consider the following questions:
- What are the various religious groups and people groups in this campaign? Whose story should be told? Whose story is worth knowing more about?
- What are the important time periods in the history of this faith group? What are some of the religious phrases, beliefs, texts, and practices that originate during this time?
- Through the ages, how would this people reflect their beliefs and experiences in art?
- Are there any traditions, powers, or secrets that were suppressed over time? Were they suppressed by the group in question, or by a rival group?

Artifact Properties

The *Song of Creation* has two lesser artifact benefits, one lesser artifact detriment, and one greater artifact detriment.

Mystical Tome

This tome is written in a script that even the angels cannot decipher. While attuned to it, you can read it as though you are reading your first language. Reading the *Song of Creation* reveals beautiful poetry about nature, light, and life, but structurally they do not make sense when read start-to-end. The poems cannot be perfectly translated, as each individual interprets the same poem differently. The pages cannot be counted, and various purported complete counts invariably disagree.

When you first attune to this tome and when you read it, you must make a DC 18 Wisdom saving throw or else become stunned for 1 hour. If you succeed on this saving throw, you are not subject to it again for 1 week. If you consult this tome during a Wisdom or Intelligence check to recall lore, you gain a +5 bonus to the roll, and any natural d20 results of 2 through 9 count as a 10.

Magic

While you use this prayer book as a spell focus, you gain a +3 bonus to spell attack rolls and your spell save DC, and you cast the spell without the need for any other material components that cost 1,000 gold or less. In addition, you know the following spells: *astral projection, demiplane, gate, maze, true resurrection.*

Destroying the Song

The *Song of Creation* is made from a material that defies categorization, and it may well be indestructible. The best hope at banishing its power from the world is to return the tome directly into the hands of a god.

Veil of Fate

Wondrous item, artifact (requires attunement)
Crafting Components: Unique (uncraftable)
Few powers are more coveted than the ability to examine and manipulate the threads of fate, and yet destiny is a mystery that most have yet to fully comprehend. As enigmatic as the forces it commands, the origins of the *Veil of Fate* are unknown. It was brought to historical attention when it was revealed as the source of a renowned seer's remarkable abilities, her foretellings reached the ears of queens and generals, shaping a continent and undoubtedly the whole of history. Fearful of her influence and envious of the veil's power, those outside of her circle of influence conspired to behead her and take the relic. The subsequent fighting and intrigue saw the *Veil of Fate* become lost for centuries, occasionally appearing in tales as fantastic as they were inscrutable. While this tale is the best known, records of the *Veil of Fate's* existence can be traced to the beginnings of written history, its bearers painted as either titans of achievement or dire warnings to be heeded by the wise.

The *Veil of Fate* is a diaphanous silver and gray cloth attached to a thin silvery band which is worn on the bearer's head. When worn correctly, it falls to the floor around its bearer, covering them entirely in a faint silver shimmer. It is unknown whether or not this appearance is due purely to the physical nature of the veil or its powers taking the bearer slightly beyond the bounds of reality.

Legends and Lore

Success on an Arcana or History check reveals the following:

DC 15 This is the *Veil of Fate*, which allows the wearer to see the very strands of destiny.

DC 18 The veil grants glimpses into the future.

DC 21 Many who have donned the veil are immediately struck by disturbingly accurate premonitions of the future.

Artifact Properties

The *Veil of Fate* has one lesser artifact benefit, one greater artifact benefit, and one greater artifact detriment.

When you are wearing and attuned to the veil, creatures have disadvantage on opportunity attacks against you as the combination of your enhanced foresight and diaphanous appearance bamboozles your foes.

The glimpses of the future granted by the *Veil of Fate* are not always advantageous. You are always last in the initiative order as you are overwhelmed with insights into the events that are about to unfold, though you may choose to use your foretelling roll (see Control Fate below) for all of your initiative checks for the day.

In addition, you can impart some of the veil's power by falling into a deep meditation for 8 hours. When your meditation is concluded, your touch bestows one of the benefits of the *Veil of Fate* onto an allied creature, and you suffer a level of fatigue from the effort.

Foretelling

At the Narrator's discretion, when you first attune to the *Veil of Fate* you are granted a detailed premonition of future events, presenting the opportunity to intertwine those threads of fate with your own. You can perfectly recall the premonition for a number of days equal to your Intelligence modifier (minimum 1 day), after which the memory is gone as if you never experienced it. Anything you write down or otherwise record about the premonition during this time is all that remains. Another creature may be given a different premonition or no premonition upon attuning to the veil. You can occasionally recall key details of the premonition at important crossroads in the future before the depicted events occur, and otherwise receive guidance from the premonition long after you've forgotten it.

Choose Your Destiny

While attuned to the *Veil of Fate* you are keenly aware of your own destiny.

When you spend 8 hours meditating on your destiny and life's purpose, you can see some of the steps you must take to change it. This meditation brings on a profound change, and when it is concluded you may choose a new Destiny (pages 95–103 in the *Adventurer's Guide*).

Control Fate

When you finish a long rest, you are bolstered by a strange sense of how to get the most out of your interactions and endeavours, gaining inspiration.

In addition, after completing a long rest you roll a d20. This is your foretelling roll. When you or a creature you can see within 30 feet makes an ability check, attack roll, or saving throw, you may choose to replace the d20 roll with your foretelling roll. You may choose to use this property after seeing the initial roll, but before any of the roll's effects occur. Once you have used this property, you cannot do so again until finishing a long rest.

Magic

You may cast *augury* at will while attuned to and wearing the *Veil of Fate*.

Twice per long rest you can cast one of the following spells without consuming material components or expending a spell slot: *arcane eye, clairvoyance, commune, divination*.

Roll a d20 after each long rest. On an 18 or above, you gain the benefits of the *foresight* spell.

Walking Chicken Hut

Wondrous item, artifact (requires attunement)
Crafting Components: Unique (uncraftable)

Rumored to appear in bogs and swamps where amidst the fog it is often mistaken for a gigantic predatory bird, this ramshackle hut has been known to convey many an influential spellcaster. Arcane societies tend to look down upon the people that deign to use this artifact and refuse to recognize it for what it truly is, perpetuating the belief that it is a cursed relic best left alone. Any knowledgeable scholar knows there is good reason for the practice—sometimes when left idle for too long without a master the hut walks of its own accord directly towards the nearest planar portal, and all those known to have claimed ownership have disappeared under mysterious circumstances.

A simple bed and table permanently affixed to the floor in this shuttered wooden hut, and it is able to fit up to 12 Medium or smaller creatures inside. After taking a long rest inside of the hut, you make a DC 21 Perception check, seeing through the veil and revealing its true nature on a success—strange

markings and other signs of witchcraft cover nearly every surface of the interior and it reeks of chicken effluent. Once the veil is seen through, there are 8 glowing runes on the table, each only half-illuminated. When you pass your hand over a rune, the energies inside respond and you can fully illuminate it or remove its glow entirely. When certain runes are illuminated, enormous chicken legs beneath the hut rise it up off of the ground. The *Chicken Hut* is a Gargantuan object with an Armor Class of 21, a total of 320 hit points, Speed 50 ft. or swim 10 ft. (0 ft. if the legs aren't extended), and immunity to cold, poison, and psychic damage.

The hut floats on water. While the hut's door and window shutters are closed, the interior is airtight and watertight. The interior holds enough air for 60 hours of breathing, divided by the number of breathing creatures inside.

You can use an action to control the illumination of as many as two of the hut's runes, and a bonus action to control a third. After each use, a rune goes back to its neutral position. Each rune, from left to right, functions as shown in the Walking Chicken Hut Runes table.

If you are not attuned to any magic items and spend a week inside of the *Walking Chicken Hut*, you can attune to it. The hut uses 2 of your attunement slots. Once attuned, as long as you can see it you can use your bonus action to manipulate as many as 3 of its runes.

Legends and Lore

Success on an Arcana or History check reveals the following:

DC 15 This is the *Walking Chicken Hut*, home to many wielders of magic throughout the ages.

DC 18 The hut is known to move and act of its own accord.

DC 21 The hut can be controlled using the runes on the table within.

Artifact Properties

The *Walking Chicken Hut* has one lesser artifact detriment and one greater artifact detriment.

TABLE: WALKING CHICKEN HUT RUNES

RUNE	LIT	DARK
1	An enormous pair of chicken legs extend, allowing the hut to walk and swim.	The chicken legs retract, reducing the hut's Speed to 0 feet and making it unable to benefit from bonuses to speed.
2	Forward window shutter opens.	Forward window shutter closes.
3	Side window shutters open (two per side).	Side window shutters close (two per side).
4	Each extended chicken leg makes the following melee weapon attack: +10 to hit, reach 5 ft., one target. Hit: 9 (2d8) slashing damage.	The hut releases a disgusting and offensive miasma. All creatures in a 60-foot radius of the hut make a DC 18 Constitution saving throw or are poisoned until the end of the pilot's next turn. If the interior is not sealed, this includes any creatures inside the hut.
5	The hut walks or swims forward.	The hut walks or swims backward.
6	The hut turns up to 180 degrees left.	The hut turns up to 180 degrees right.
7	Lanterns appear on the front of the hut, emitting bright light in a 30-foot radius and dim light for an additional 30 feet.	If there are lanterns conjured on the front of the hut, they disappear.
8	The front door unseals and opens.	The front door closes and seals.

Whispering Stones

Wondrous item, artifact (requires attunement)
Crafting Components: Unique (uncraftable)
Just as a fortune teller's scrying ball is crystal clear, *Whispering Stones* are orbs of inky blackness. Similar to less powerful *message stones*, they allow communication across long distances. However, these potent artifacts are imbued with material from the netherworld and only five are known to have been created.

Connected via the realm of the dead, with proper use a person can communicate simultaneously with any number of other *Whispering Stones* and *message stones*, or even stream thoughts from places and beings beyond death.

Interacting with the dead is a matter for necromancers and priests for a reason: the dead rarely speak plainly to the ears of the living, for their reality is a place of warped distortions. These powerful relics can grant their users great insight, but who else might be listening in? What arcane secrets—past, present, or future—might be revealed through them? Demons and angels may send secrets and prayers, adding to the cacophony of voices. *Whispering Stones* have forged nations and shaped destinies, and though they have practical magic applications they hold deeper, dangerous secrets within.

Legends and Lore

Success on an Arcana or History check reveals the following:

DC 15 This is a *Whispering Stone*, which allows communication across long distances. Only five of these stones were ever created.

DC 18 The stones can speak to each other.

DC 21 The stones can also speak to the dead, or ask questions of powerful extraplanar beings.

Artifact Properties

Each time you use a *Whispering Stone* to cast a spell, roll a d20. On a 1, the casting connects your mind with that of an extradimensional entity chosen by the Narrator. You begin to hear this entity's thoughts in your head (and vice versa), and if you were not already attuned to the *Whispering Stone*, you immediately attune to it. In addition, you gain one short-term mental stress effect that lasts for 1d6 days. The voice in your head remains for as long as the mental stress effect.

If you simultaneously connect to two or more extradimensional entities, you make a DC 15 Wisdom saving throw or gain a long-term mental stress effect.

TABLE: WHISPERING STONES RECIPIENTS

D100	RECIPIENT
1	Balor
02–26	Bearer of the nearest *message stone*
27–36	Bearer of the nearest *Whispering Stone*
37–46	Spirit from the nearest graveyard
47–51	Deceased ancestor
52–56	Djinni from the Elemental Plane of Air
57–61	Efreeti from the Elemental Plane of Fire
62–66	Fortune teller with a *crystal ball*
67–71	Night hag with a *magic mirror*
72–76	Imp
77–81	Deva
82–86	Dryad or sprite
87–91	Vampire
92–96	Lich
97	Archfey
98	Sleeping dragon
99	Forgotten god
100	Legendary queen of an ancient civilization

Magic

While touching a *Whispering Stone* you can use an action to cast *sending*. The target is a creature that carries a *message stone* or *Whispering Stone* you have seen before. If no creature currently bears that stone, or if you have never seen a *message stone* or *Whispering Stone* before, your message is conveyed

to another recipient. The Narrator may select a specific creature to receive the message or consult the Whispering Stones Listener table. This recipient of your message learns your name, current location, and that you bear a *Whispering Stone*.

A *Whispering Stone* begins with 6 charges and regains 1d4+1 charges each dusk. While attuned to the stone, you can use an action to cast *speak with dead* (1 charge) and *spirit guardians* (1 charge). If also connected to an extra dimensional entity, you can cast *divination* (once between long rests) to ask the entity a question.



Crafting Magic Items

For those who have reached the height of mundane crafting there is the intricate practice of creating magical items. This can be done during downtime, like crafting mundane items, but is often a more finicky process. Magic items can be as unique as their crafters, ranging from potions to armor sets, and a particular magic item can look different every time someone new crafts it.

Unlike crafting mundane items, crafting magic items is rather hit or miss. Crafting a magic item is either successful or it is not.

Player Level. Common magic items are called such for a reason—just about anyone can create them. As the rarity of an item increases however, so does the level of skill required. The Minimum Player Level table shows what level a character must reach before being able to craft magic items of a certain rarity. Unless their statistics state otherwise, an NPC is only able to craft magic items if they have spellcasting levels.

Base Materials. To craft a magic item a character must first acquire base materials equal to half the magic item's cost; this includes special metals, wood, leather, and other substances which make the basic item, plus a mixture of common alchemical reagents, arcane components, or divine ingredients. These materials can be purchased easily as long as the character has the requisite funds and usually do not need to be accounted for individually.

Special Components. For most magic items, specific additional components are also needed that may not be available for purchase. PCs may need to undertake adventures in order to acquire these components. See the description of the desired magic item to learn what, if any, special items are needed. Special components include exotic items (such as a mirror that a basilisk has seen its reflection in), or creature parts (such as dragon scales). Creature parts can be easily collected from a defeated monster with no special ability checks required; this takes one hour and gives one dose plus one dose per size category of the creature above Medium. Collecting creature parts from any unwilling sentient humanoid is considered an evil act.

Special components generally can't be bought or sold (the market for them is just too niche), but Narrators may decide that instead of questing for the special components to create a magic item that they can be purchased for 25% of the magic item's cost.

Item Quality. Common magic items can be made from items of any quality, but uncommon magic items require an item of fine quality, and rare or greater magic items require an item of masterwork quality (see the Craft downtime activity on page 426 in Chapter 7: Adventuring in the *Adventurer's Guide*). Costs for an item's quality are included in a magic item's base cost.

Time Required. The time required to craft a magic item depends on its rarity, as shown on the Magic Item Crafting Time table. To craft a magic item, a character must make multiple ability checks due to the difficult nature of magic item crafting: an initial check and a final check.

Initial Check. At the beginning of the required time, the character makes an ability check against the DC for an item of that rarity. On a success, they can continue crafting the item as normal. On a failure, they have to start over. On a failure by 5 or more, crafting can continue but the final check's DC increases by 2. Failing this check by 10 or more consumes half the required materials and is considered a failed attempt; however you gain one expertise die that you can use the next time you attempt to craft the same item, as long as it has been no longer than a month.

Final Check. At the end of the required crafting time, the character makes another ability check to complete their magic item against the DC for an item of that rarity. On a success, all the materials are consumed and they make the desired magic time. On a failure, the process consumes half of the required materials and the crafting fails. On a failure by 10 or more, all the materials are consumed and the crafting fails.

Ability Checks. Different types of items, and different rarities, require different ability checks to successfully craft. The Magic Item Crafting Abilities table shows what ability checks are required to craft items of that type. Some magic items may fit in multiple categories, such as an amulet crafted from wood or suits of armor that also allow a character to cast spells. In these cases, which type the item falls under is determined by the Narrator.

Example Base Materials

While base materials do not need to be accounted for individually, they include things like: wood, iron, cold iron, leather, steel, gold, silver, mithral, adamantine, starmetal, moonsilver, gemstones, crystals, and an assortment of alchemical reagents. They include exotic materials and ores, but are generally available for purchase in the right places.

Alchemical Reagents. **Part of the overall cost of the base material of a magic item is alchemical reagents. This is a general mixture of purified or arcane substances which most spell-casters are familiar with, and includes acids, black powder, toxins, brimstone, and many other unusual substances.**

Tool Requirements. Crafting anything requires the right tools for the job—this is especially important when crafting magical items. Each type of magic item and the tools associated with those types are detailed on the General Magic Item Crafting table. A character does not require proficiency with the tools needed to make a magic item, only access to those tools.

At the Narrator's discretion, enough time spent crafting a specific type of magic item may grant a character proficiency with the required tools. This should only be done after a character has successfully crafted multiple magic items, or after they have created an item of very rare rarity or higher.

TABLE: CRAFTING AND MINIMUM PLAYER LEVEL

RARITY	MINIMUM PLAYER LEVEL
Common	—
Uncommon	3rd level
Rare	5th level
Very rare	10th level
Legendary	15th level
Artifact	20th level

Campaigns and Crafting

The crafting times listed here are suitable for most groups, but when playing a game that spans years within the campaign setting the Narrator may choose to double, triple, or even quadruple them to match the pacing of the adventures. Alternatively in a campaign that only spans a few seasons within the setting, they may instead be halved. The time needed to craft an item is always at the discretion of the Narrator.

TABLE: MAGIC ITEM CRAFTING TIMES AND DCS

RARITY	TIME TO CRAFT	DC
Common	1 week	13
Uncommon	3 weeks	15
Rare	8 weeks	17
Very rare	24 weeks	20
Legendary	25 + 4d8 weeks	25
Artifact	Uncraftable, except at the Narrator's discretion.	—

TABLE: GENERAL MAGIC ITEM CRAFTING

TYPE	REQUIRED TOOLS	TYPES OF MAGIC ITEMS	ITEM EXAMPLES	ABILITY CHECKS
Alchemical	Alchemist's supplies	Potions, powders, preserved items	*Explorer's chalk*, *gallow hand*	1: Intelligence 2: Wisdom
Woodcraft	Woodcarver's tools or carpenter's tools	Wooden weapons and trinkets	*Message whistle*, *wood woad amulet*	1: Dexterity 2: Dexterity
Smithing	Smith's tools	Metal armor, weapons, and trinkets	*Cage of folly*, *flask of inebriation*	1: Intelligence 2: Strength
Apparel	Leatherworker's tools or weaver's tools	Clothing, leather armor, and some accessories	*Midnight pearls*, *tailored suit of armor*	1: Wisdom 2: Dexterity
Stone and Gemcraft	Jeweler's tools or mason's tools	Statues, jewelry, and other trinkets made of stone, crystals, or precious gems	*Jade tiger*, *maternal cameo*	1: Strength 2: Dexterity
Spellcraft	Narrator's discretion	Any magic item that replicates the effects of a spell	*Skull liqueur*, *Zlick's message cushion*	1: Wisdom 2: Spellcasting ability or Charisma
Cookery	Cook's utensils	Any edible or drinkable item, that isn't a potion	*Bag of cheese*, *luminescent gum*	1: Constitution 2: Wisdom
Pottery	Potter's tools	Items made of clay such as dishes, jugs, or figures	*Dreamscrying bowl*, *mug of warming*	1: Wisdom 2: Charisma
Hobbycraft	Calligrapher's supplies, painter's supplies, tinker's tools, or weaver's tools	Letters, needlepoint crafts, and other trinkets not covered by the other types	*Family scrapbook*, *library scarf*	1: Dexterity 2: Charisma

Creating New Magic Items

Each campaign is different—every magic item may not be the best fit for a game, or the Narrator may need something that no one has thought of yet. In these instances, use the rules below to guide the process of coming up with new magic items and the ways a character might craft them.

Determining Rarity

Determining the rarity of a new magic item is one of the most difficult parts. While there's no set formula for determining rarity, refer to the following points when choosing the rarity of a new magic item;

- An item with one low power property that is consumed upon use is most likely common or uncommon, depending on the property. If the property recharges, it may still be common if the effect has little mechanical impact. *Examples: blackbird pie, mug of warming, potion of climbing, prismatic gown.*
- An item with multiple low to mid-level power properties, or a single lower power property which recharges, is likely uncommon or rare. *Examples: boots of striding and springing, medallion of thoughts, ring of the ram, subtle mage gloves.*
- If an item has multiple powerful properties that recharge, or one significantly powerful property that recharges, it is most likely rare or very rare. *Examples: elemental quiver, helm of teleportation, robe of stars, staff of withering.*
- If the item is powerful enough to be game-changing, or is especially powerful and one of a kind, it is likely legendary or even an artifact. *Examples: deck of many things, luck blade, sphere of annihilation, vorpal sword.*
- If the item grants a creature the ability to cast spells, or replicates the effects of a spell, what level is that spell? The higher the spell level, the higher the item's rarity. *Examples: magic mirror, potion of flying, scroll of commune with nature, scroll of meteor swarm.*
- Finally, consider the item's purpose. Items that are less about making whoever carries them more effective, and more about granting access to something important for roleplaying purposes—such as defenses against a harsh environment, a way to overcome multiple language barriers, or survive somewhere without air—may have their rarity reduced. Conversely, items that allow for an adventurer or their party to easily complete dangerous tasks (particularly those granting flight) may have a higher rarity than usual. *Examples: helm of comprehend languages, ring of warmth, water charm, winged boots.*

Determining Cost

In most cases when including a new magic item for crafting or purchase it will be necessary to set a price for it. The Magic Item Costs table contains guidelines for pricing new magic items. Rarity isn't the only thing to consider, however—for example, a magic item that is consumed on use is almost always cheaper than one of the same rarity that recharges. The following list contains a few things that may help determine the price of a new item.

- Is it single use, multiple uses, or does it recharge indefinitely? Single use items should be cheaper than multiple use items, which are themselves typically cheaper than something that recharges regularly.
- How does it compare to other items of the same rarity? If another item is of a similar power level, use that item's cost as a starting point.
- Does it have one property or multiple properties, and how many uses does each of the item's properties have? Something with multiple rechargeable properties is going to be more expensive than one with multiple single use properties, or even one recharging property.
- Does the item grant a creature the ability to cast spells, or replicate the effects of a spell? If so, what level is that spell? The higher the spell level, the higher the potential cost.

A Tricky Measure

Whenever a new magic item is being introduced to the game, Narrators should contemplate the ways it might be abused and exercise caution — what seems like a fun suggestion at first can easily get out of hand if its full implications aren't carefully considered when it's created.

As with everything, there will always be outliers. A magic item may be only of rare rarity, but require extremely rare and expensive components to create, thus raising the price. The Magic Item Costs table does not take these outliers into account, and instead provides both an average low cost and average high cost for magic items that only require the standard components to create.

TABLE: MAGIC ITEM COSTS

RARITY	LOW PRICE	HIGH PRICE
Common	30 gp	100 gp
Uncommon	101 gp	500 gp
Rare	501 gp	5,000 gp
Very Rare	5,001 gp	50,000 gp
Legendary	50,001 gp	500,000 gp

Sample Magic Item Details

Narrators keen to make their own magic items can look to the rest of this chapter for examples to work from, or roll randomly to quickly pick out the origins, properties, and quirks to make a new piece of enchanted gear.

TABLE: MAGIC ITEM ORIGINS

1D20	ORIGIN
1–2	**Accidental:** This magic item was never deliberately enchanted, but acquired it by chance. Perhaps it sat for ages amidst other magics and absorbed their energy, or was used to strike a death blow against a fiend performing a potent ritual. It likely appears old and used, but is still in good condition.
3	**Ancestral Bloodline:** Crafted for a particular family, this magic item gained its enchantment from multiple generations of their belief and veneration. It bears a family crest, though it may not be immediately obvious. Members of the bloodline want it returned when they learn of it, and others might assume the bearer is related to the original family.
4–5	**Aquatic:** Crafted by merfolk, tritons, or similar aquatic (but non-elemental) cultures, this magic item is made of coral, sea plants, and scales. Using it underwater does not impose disadvantage even if it normally would (such as attacking with certain weapons), nor does it count toward encumbrance for determining penalties to swimming.
6	**Dawncraft:** This ancient magic item comes from the dawn of the most recent age, before humans, elves, and dwarves became — culturally, physically, even mentally — what they are today. It is crafted of bone, stone, or tanned animal pelt, and may be adorned with feathers, small bones, or other fetishes.
7	**Divine Gift:** No mortal hands crafted this magic item. It was placed by the gods themselves, or agents thereof, for mortals to find—perhaps intended for a great hero on a legendary quest, or maybe simply to see what happens to it. The magic item is impossibly perfect in all respects, and it counts as a holy symbol.

8	**Futurecraft:** This item is from the future or a civilization far beyond the world on which it was found. Its magics might be activated by small buttons or switches, its lines are sleek, its metals and fabrics unidentifiable, and it may even consist of substances completely unknown to the campaign setting.
9	**Incarnated Magic:** The magic item sprang forth whole, its physical and mystical properties already intact, from more powerful magic, such as a wish or a lucky draw from a *deck of many things*. It is remarkably plain, lacking any artistic flourish or individual touch.
10	**Legendary Crafter:** Spoken of in history, legend, and song, a nigh-mythical smith or crafter created this magic item. So skilled was this artisan that their creations were innately magical, requiring no ritual or enchantment to gain their power. This magic item is expertly made and bears the legendary personal sigil of its creator.
11	**Offering:** One culture made this magic item as a gift to another (perhaps to commemorate a treaty, as a sign of friendship, or under duress). Choose two appropriate origins from these tables, one as the giver and one as the receiver—the magic item has some traits of both.
12–13	**Osseus:** This magic item is made of bone with ragged edges and dangling strips of other materials but it is brutally functional. If a weapon, it grows warm whenever it delivers a critical hit.
14	**Planar Battlefield:** The afterlives of several gods or pantheons are everlasting battlefields where souls are reborn every morning to fight again. This magic item (most appropriately a weapon, shield, or armor, but anything is justifiable with the right story) is a creation from one of those planes, intended to equip its eternal warriors. It bears the symbols of that plane or the gods ruling there.
15	**Planar Echo:** This is a "copy" of a mundane item from the Material Plane is native to the Bleak Gate, the Dreaming, or another dimension that echoes the real world. Due to planar vagaries this copy is magical even though the original is not. Magic items native to the Bleak gate are dim, lighter than expected, and cold to the touch. Those native to the Dreaming resemble nature in strange ways and occasionally change shape or color.
16	**Servant of Chaos:** This magic item is made of strange, unidentifiable materials. Its design is uneven, imbalanced, with excessive parts or flourishes that serve no obvious purpose. Creatures with the Lawful alignment trait find its presence repulsive.
17	**Servant of Order:** Minimalist and straightforward, symmetrical and technically perfect, this magic item strikes a precise balance between form and function. Creatures with the Chaotic alignment trait find its presence repulsive.
18	**Shapeshifter: T**his magic item appears to be an average example of its type. When wielded by a shapeshifter (such as a doppelganger) it changes appearance to match whatever guise the wielder assumes. The magic item's basic nature is not affected, only the specifics of its appearance.
19	**Titan:** Made either by the creations of the gods themselves for use by their servants, or by mortals who venerate them, this magic item bears icons of religious significance, forgotten history, and possibly of widespread destruction. It weighs 50% more than similar items. Whenever this magic item is used to deal damage to an inanimate object (either with a weapon attack or by casting a spell) it deals an extra 1d4 damage.
20	**Vestige:** Created by the fading remnants of a forgotten god, or by one of its few surviving adherents, this item feels almost insubstantial. It weighs half as much as similar items and often seems on the verge of fading away entirely. When in the area of *detect magic* or similar effects, there is a 10% chance that it appears to be nonmagical.

TABLE: MAGIC ITEM PROPERTIES

1D20	PROPERTY	EFFECT
1	**Artful**	While the magic item is on your person, you gain proficiency with one tool chosen by the Narrator.
2	**Beckoner**	When you are separated from the magic item you instinctively know its direction and roughly how far away it is. This knowledge lasts for 24 hours or until the magic item is attuned to someone else, whichever comes first.
3	**Brave**	When you contemplate or undertake a cowardly act—or choose to be modest when a more daring option is available—the magic item enhances feelings of shame and guilt.
4	**Bulwark**	If the magic item is in your possession for the entire time, you gain 5 temporary hit points when you finish a long rest. These temporary hit points last up to 24 hours.
5	**Cowardly**	When you are presented with an opportunity to act in a cowardly or self-preserving manner, the magic item heightens your urge to do so.
6	**Devoted**	The magic item fights to remain attuned to you. It must be separated from you for twice as long (48 hours) to break the attunement. If a new creature attempts to attune the item when a prior attunement is still in effect, it makes a DC 14 Charisma check at the end of its short rest. On a failure, the item fails to attune to the creature, remaining attuned to you.
7	**Enigmatic**	Neither examination over the course of a short rest, nor identify or similar magics, reveal this magic item's properties. You can learn the magic item's properties only through attunement or trial and error.
8	**Fastidious**	You can use an action to magically clean yourself, your equipment, and the magic item of dirt, grime, sweat, and so on. Once you have used this property, you must finish a long rest before it can be used again.
9	**Focused**	You gain an expertise die on Constitution saving throws made to avoid losing concentration.
10	**Gloom-Sight**	If you have darkvision, the effective distance of that darkvision increases by 20 feet while you possess the magic item. It does not, however, grant darkvision to you if you do not have darkvision.
11	**Hardy**	If the magic item is in your possession for the entire time, you gain an extra Hit Die when you finish a long rest. If not used, this extra Hit Die disappears in 24 hours.

TABLE: MAGIC ITEM PROPERTIES (CONTINUED)

1D20	PROPERTY	EFFECT
12	**Lodestar**	This magic item is linked to a specific location or object, determined by the Narrator. You can use an action to determine the distance and direction to that place or object. The magic item does not any specific knowledge of what that item or place might be.
13	**Restful**	If the magic item is in your possession for the entire time, you can finish a long rest in 6 hours instead of 8 hours. You can still only gain the benefits of a long rest once per day.
14	**Resuscitator**	The magic item has 1 charge it regains each dawn. If the magic item is in your possession, when you make a death saving throw it expends its charge and you gain an expertise die on the save.
15	**Schemer**	You can use an action and choose one creature you can hear and see. For the next minute or until you choose to end the effect (no action required), anything you say can only be heard by the chosen creature. Once you have used this property, you must finish a long rest before it can be used again.
16	**Skillful**	You gain an expertise die on ability checks using one specific skill chosen by the Narrator.
17	**Speedy**	You can use an action to increase your Speed by 5 feet for up to 1 minute. may gain a +5 to walking speed. This bonus lasts until the bearer deactivates it (no action required). The item grants this bonus up to a maximum total duration of one minute per day, resetting at dawn. Once you have used this property, you must finish a long rest before it can be used again.
18	**Suppressible**	You can use an action to completely suppress the magic item's enchantment for a specific amount of time (up to 24 hours). For the duration, the magic item appears to be and behaves like a nonmagical item, it cannot be attuned to (though existing attunement does not end), and it does not register as magical to detect magic, identify, or any other spells, features, or traits that detect magic. The effect cannot be ended early and lasts until the end of the specified duration.
19	**Unwavering**	The magic item grants you an extra sliver of luck to slightly mitigate unfavorable conditions. When the magic item is created, the Narrator chooses one of the following: ability checks, attack rolls, or saving throws. When you have disadvantage on a roll of the chosen type, you gain an expertise die.
20	**Dual-Featured**	Roll twice, rerolling any additional results of 20.

TABLE: MAGIC ITEM QUIRKS

1D12	MAGIC ITEM	QUIRK
1	**Aesthetic**	While in possession of this magic item you become exceptionally fascinated by sights of beauty—artwork, lush growth, scenic vistas—and feel the urge to take every opportunity to stop and appreciate them.
2	**Bearer's Mark**	The magic item physically marks you for as long as it remains in your possession. This might take the form of a tattoo or brand, an unnatural change in eye or hair color, a slight alteration in the shape of a facial feature (such as your ears becoming pointed if the magic item is elven-made), and so on. This change is always minor, but noticeable.
3	**Bond**	The Narrator randomly selects one of your companions. While in possession of the magic item, you make every effort to perform little favors and services for, and to protect, that individual.
4	**Devout**	You must recite a prayer to one or more of the gods (of your choice) before a long rest or else you gain no benefit from that rest. You must have given up the magic item at least 24 hours prior before this requirement fades. In addition, so long as you have made the prayer in the last 24 hours you gain an expertise die on Religion checks.
5	**Dreamer**	The magic item causes unnatural dreams. You might dream in a different language, or in unidentifiable colors, or even using senses you don't actually possess. This has no effect on the quality of the bearer's rest.
6	**Empathic**	This magic item changes appearance to match your mood. Sadness might cause it to appear worn and to turn blue, happiness might cause it to gleam brightly, anger might make it turn red and radiate heat, and so on. These alterations are purely cosmetic and do not alter the magic item's function in any way.
7	**Leech**	The magic item feeds off healing magics cast on you. When you benefit from any spell or magical effect that causes you to regain hit points, you regain 1 fewer hit point than normal.
8	**Mirrored**	While the magic item is in your possession, whichever of your hands is usually dominant changes—if you are right-handed you become left-handed, and vice-versa.
9	**Odorous**	The magic item emits a constant odor determined by the Narrator. This might be a pleasant floral scent, an animal musk, a miasma of rot, or the like. Depending on the scent, insects or small animals might be attracted to or repelled by the magic item.
10	**Prim**	The magic item imposes a harmless but intense flash of pain whenever you tell a lie, utter a profanity, fail to show proper respect to an important individual, or generally behave in a rude or indecorous manner.
11	**Ravenous**	The magic item imposes a constant hunger. While the magic item is in your possession, you consume twice as much Supply.
12	**Restless**	The magic item desperately wants to be used. If you go 24 hours without using it, you suffer a level of strife that disappears the moment the magic item is used. For any item that is consumable or has limited charges that are not regained, reroll.

Appendix A: Conditions

Blinded

- A blinded creature can't see and it automatically fails ability checks that require sight.
- Attack rolls against a blinded creature are made with advantage, and the creature's attack rolls are made with disadvantage.

Bloodied

- A creature is bloodied when reduced to half its hit points or less.

Charmed

- A charmed creature can't take any hostile action against the charmer.
- Ability checks the charmer makes to socially interact with the charmed creature have advantage.

Confused

- A confused creature can't take reactions.
- On its turn a confused creature rolls a d8 to determine what it does.
  - On a 1 to 4, a confused creature does nothing.
  - On a 5 or 6, a confused creature takes no action or bonus action and uses all its movement to move in a randomly determined direction.
  - On a 7 or 8, a confused creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Deafened

- A deafened creature can't hear and automatically fails ability checks that require hearing.

Doomed

- A doomed creature dies at a time determined by the Narrator, or within 13 (2d12) hours.
- A doomed creature continues to be doomed even after it dies. Magic equivalent to a 7th-level or higher spell can remove the doomed condition (such as regenerate cast on a living creature, *resurrection*, *true resurrection*, or *wish*).

Encumbered

- An encumbered creature's Speed is reduced to 5 feet.



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Frightened

- A frightened creature has disadvantage on ability checks and attack rolls while it is able to see the source of its fear.
- A frightened creature can't willingly move closer to the source of its fear.

Grappled

- A grappled creature's Speed becomes 0, and it can't benefit from bonuses to movement speeds.
- If the grappler becomes incapacitated the condition ends.
- If an effect removes the grappled creature from the reach of the grappler or grappling effect (such as when a creature is shoved away by the Doubleteam combat maneuver) the condition ends.

Incapacitated

- An incapacitated creature can't take actions, bonus actions, or reactions.

Invisible

- An invisible creature is impossible to see without the aid of magic or a special sense (it gains no benefits from this condition against creatures still able to see it).
- An invisible creature is heavily obscured for the purpose of hiding.
- An invisible creature's location can be detected by noises it makes or tracks it leaves.
- Attack rolls against an invisible creature are made with disadvantage.
- An invisible creature makes attack rolls with advantage.

Paralyzed

- A paralyzed creature is incapacitated and can't move or speak.
- A paralyzed creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against a paralyzed creature have advantage.
- Any attack that hits a paralyzed creature is a critical hit if the attacker is within 5 feet.

Petrified

- A petrified creature (and all of its mundane possessions) is transformed into a solid inanimate substance (usually stone).
- A petrified creature's weight is increased by a factor of ten and it ceases aging.
- A petrified creature is incapacitated, can't move or speak, and is unaware of its surroundings.
- A petrified creature automatically fails Strength and Dexterity saving throws.
- A petrified creature has resistance to all damage.
- A petrified creature is immune to poison and disease (time spent petrified does not affect the duration of a poison or disease already in its system).

Poisoned

- A poisoned creature has disadvantage on attack rolls and ability checks.

Prone

- A prone creature's only movement option is to crawl (every 1 foot of movement while crawling costs 1 extra foot) until it stands up.
- Standing up requires half a creature's movement.
- A prone creature makes melee attack rolls with disadvantage.
- An attack roll against a prone creature is made with advantage if the attacker is within 5 feet. Otherwise, the attack roll is made with disadvantage.

Rattled

- A rattled creature cannot benefit from expertise dice.
- A rattled creature cannot take reactions.
- A creature that is immune to being stunned is immune to being rattled.

Restrained

- A restrained creature's speed becomes 0, and it can't benefit from bonuses to Speed.
- Attack rolls against a restrained creature are made with advantage.
- A restrained creature makes attacks rolls with disadvantage.
- The restrained creature has disadvantage on Dexterity saving throws.

Slowed

- A slowed creature's Speed is halved.
- A slowed creature takes a –2 penalty to AC and Dexterity saving throws.
- A slowed creature cannot take reactions.
- On its turn, a slowed creature can take either an action or a bonus action, not both. In addition, it can't make more than one melee or ranged attack during its turn.

Stunned

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- A creature that is immune to being stunned is immune to being rattled.

Unconscious

- An unconscious creature is incapacitated, can't move or speak, and is unaware of its surroundings.
- An unconscious creature drops whatever it's holding and falls prone.
- An unconscious creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against an unconscious creature are made with advantage.
- Any attack that hits an unconscious creature is a critical hit if the attacker is within 5 feet.

Tracked Conditions

Various challenges, obstacles, and magics can lead to either fatigue or strife. An effect can give a creature one or more levels of fatigue or strife (detailed in the effect's description).

If a creature suffering from fatigue or strife fails to resist another effect that causes a level of the tracked condition, its current level increases by the amount specified in the effect's description.

A creature suffers the effect of its current level in a tracked condition as well as all lower levels. For example, a creature suffering level 3 fatigue has its speed halved, it cannot Sprint, and it makes Strength, Dexterity, and Constitution checks with disadvantage.

An effect that removes a tracked condition reduces its level as specified in the effect's description, with all tracked condition effects ending when a creature's condition level is reduced below 1.

Finishing a long rest at a safe haven reduces a creature's fatigue and strife levels by 1, provided that the creature has also had Supply to get the most from its rest. A creature does not require a haven to recover from the first level of fatigue or strife, but does still require a long rest. Also, being raised from the dead reduces all of a creature's tracked conditions by 1.

Fatigue

The ranger finally reached the walled town, and staggered through the gates. The villagers gasped at the sight, for she was clearly starving, covered in dozens of minor wounds, and on the edge of collapse. Friendly hands reached out to offer her food and rest.

Keeping a breakneck pace while journeying, feats of great athleticism, and fell magics that sap away life force can wear down upon the body and cause fatigue. Fatigue represents exhaustion, exposure, hunger, injuries, and other physical factors which gradually wear a creature down. A creature which reaches the 7th level of the fatigue track becomes doomed and dies.

TABLE: FATIGUE

LEVEL	EFFECTS
1	Cannot Sprint
2	Disadvantage on Strength, Dexterity, and Constitution checks
3	Speed halved and unable to maintain a fast travel pace
4	Disadvantage on attack rolls and saving throws using Strength, Dexterity, or Constitution, and unable to maintain a normal travel pace
5	Hit Dice halved
6	Speed reduced to 5 ft. and unable to maintain a slow travel pace
7	Doomed

TABLE: STRIFE

LEVEL	EFFECTS
1	Disadvantage on Intelligence, Wisdom, and Charisma checks
2	Disadvantage on concentration checks
3	Can only take a bonus action or action each turn (not both)
4	Disadvantage on attack rolls and saving throws using Intelligence, Wisdom, and Charisma
5	Suffer the effects of a randomly determined short-term mental stress effect.
6	Cannot cast spells (but can cast cantrips)
7	Suffer the effects of a randomly determined long-term mental stress effect.

Strife

The halflings pushed on, the archlich Azkaroth's presence diminishing their spirits as they trudged across the desolate landscape towards the dark lord's lair. Each of them could feel the lich's will tugging at their minds, and it took every ounce of courage they had to put one foot in front of the other.

Intense study of potent arcana, truly rigorous intellectual challenges, and psychically demanding magics can increase one's strife. Strife represents corruption, despair, fear, loss of resolve, and other mental factors which gradually undo a creature's very soul. A creature which reaches the 7th level of the strife track suffers a special, permanent effect, which is either randomly selected or decided by the Narrator. This might involve the creature shutting down completely, or being impacted in such a way that it is forever changed.

Mental Stress Effects

Adventurers encounter and even seek out experiences beyond the ken of most mortals. Whether it's harrowing encounters with interdimensional beings, the sudden, violent loss of a beloved NPC, or simply the trauma of constantly being surrounded by death and terror, their lows can be as dramatic and potentially impactful as their highs.

The rigors of adventuring are not always physical, and players may decide that their experiences have had a lasting effect on their character's psyche. It's important to consider mental stress effects in conjunction with safety rules (see Chapter 1: Gamemastery Troubleshooting, in *Trials & Treasures*) and their potential impact on the game. When a group or the Narrator decides that gamifying mental stress and morale isn't right for the campaign, respectful roleplay is a viable alternative to these mechanics.

Mental Stress Effects

The Narrator may decide that a particular encounter that goes badly can leave a lasting impact on adventurers. Alternatively, if these options are discussed during character creation a player may decide that an event in their past provides sufficient mental stress to bring about a change in their character. These effects provide options for short- and long-term repercussions. A creature may only have one mental stress effect at a time. A long-term effect overrides a short-term effect, and if two effects are of equal strength, the most recent effect replaces the older effect.

A mental stress effect is usually best chosen based on the encounter that causes it and an adventurer's personality, but may be randomly determined using the mental stress effect tables.

Short-Term Mental Stress Effects

These conditions are the immediate effects of mental stress after an event or encounter. They last for 1d6 days, but could remain longer based on discussions between the Narrator and player.

Bewildered

A bewildered creature is overwhelmed by trying to process a particular event. Its mind begins to play tricks, altering its perceptions. A bewildered creature has disadvantage on social-based ability checks as it struggles to engage with what's happening. When a bewildered creature would succeed on an ability check, roll another d20. On a result of 15 or less the creature succeeds, but otherwise it fails the ability check instead. This could be caused by a temporary forgetfulness that leads the creature to forget what it was trying to achieve, or in some cases a brief hallucination that alters the circumstances in such a way that it is unable to succeed.

Cowed

A cowed creature cannot shake the idea that they are certain to face defeat, and so flinch and surrender at the first sign of danger. After taking any damage in combat, on its next turn a cowed creature takes the Dash action and uses all of its movement to escape danger (or if it is unable to move towards safety, the Dodge action). A cowed creature has disadvantage on Intimidation checks and when given any alternative to combat will happily take it, and it has advantage on Persuasion checks made to try and avoid combat.

Distraught

A distraught creature is visibly and deeply shaken by a recent experience, and its apparent distress moves people to do what they can to help. Once per long rest, a distraught creature can choose to gain advantage on a check made to persuade neutral or friendly creatures to aid it, but it has disadvantage on Deception, Performance, and initiative checks.

Enraged

An enraged creature is unable to shake its frustration with an enemy or its own perceived failings after an encounter. An enraged creature has advantage on Strength checks, but has disadvantage on all other ability checks. Whenever an enraged creature fails an ability check, it throws or attempts to break any tools or objects involved in the check.

Flippant

A flippant creature refuses to face the enormity of whatever event befell it. Not only does a flippant creature superficially shrug off the experience, it goes to reckless ends to prove it is 'unaffected' with little regard for itself or allies. A flippant creature has advantage on Dexterity checks, but has disadvantage on Wisdom checks and saving throws.

Musical

A musical creature has temporarily taken leave of social norms after a deep shock or strange encounter. Instead of talking, it now sporadically sings its thoughts and during conversation, giving it disadvantage on Deception, Intimidation, and Stealth checks but advantage on Performance checks.

Strife and Mental Stress Effects

When a creature suffers its fifth level of strife it gains a short-term mental stress effect, and when it suffers its seventh level of strife it gains a long-term mental stress effect.

TABLE: SHORT-TERM MENTAL STRESS EFFECTS

D10	MENTAL STRESS EFFECT
1	Bewildered
2	Cowed
3	Distraught
4	Enraged
5	Flippant
6	Musical
7	Obsessed
8	On Edge
9	Sleepless
10	Terrorized

Obsessed

An obsessed creature cannot stop talking about the ordeal that troubles it. It has disadvantage on Stealth checks as it constantly tells allies that it is reminded of "that time when…" Whenever initiative is rolled, an obsessed creature makes a DC 15 Wisdom saving throw or loses 1 round of actions as it wrestles with and exclaims about the similarities to the traumatic encounter in its past.

On Edge

A creature that is on edge is hyperaware of its surroundings and unable to fully relax. An on edge creature has advantage on Perception and initiative checks, but disadvantage on all other ability checks as it is distracted, unable to take its mind off the dangers that could potentially lurk around every corner.

Sleepless

A sleepless creature is unsettled by its encounter and struggles to relax in order to sufficiently rest. Whenever a sleepless creature takes a long rest, it makes a DC 15 Wisdom saving throw to quiet its mind or only gains the benefits of a short rest. During rests where a sleepless creature has failed its Wisdom save, it has advantage on Perception checks made to detect danger.

Terrorized

A terrorized creature is not just fearful of danger but convinced it is already here. A terrorized creature is unable to shake its fear response from its unsettling encounter, unwilling to go within 30 feet of strangers or participate in melee combat without succeeding on a DC 15 Wisdom saving throw first (instead taking the Dash action to escape to safety or retreat from a sudden noise). A terrorized creature has advantage on Perception checks and any Strength, Dexterity, or Constitution checks made to escape combat or danger, but it will sleep only in places with reasonable security precautions.

Long-Term Mental Stress Effects

These effects denote a more permanent impact made by the mental stress of traumatic encounters.

Covetous

A covetous creature is gripped by a fear of losing in any sense and it begins to desire what is owned by others, no matter how small or seemingly insignificant, feeling deprived by that which they do not have. A covetous creature has advantage on Sleight of Hand checks, but disadvantage on Wisdom saving throws and Deception checks related to things it has taken.

Distorted Perceptions

A creature with distorted perceptions has been shaken to its core, and perhaps had its mind jolted by interdimensional travel. Whenever a creature with distorted perceptions rolls a Perception check with a result equal to or less than its passive Perception, small details of the world begin to warp—a swaying tree becomes a dancing shadowy figure, a coil of rope becomes a deadly snake coiled to attack, and its allies may temporarily wear the face of an enemy. These distorted perceptions are brief but absolutely real to the creature.

Discussion between the Narrator and the player of an adventurer with distorted perceptions can determine what kind of hallucinations they're most likely to have and how far they'd like to take it.

Hopeless

A hopeless creature has completely lost faith in its purpose and finds it difficult to be motivated. A hopeless creature has advantage on Persuasion checks that involve convincing someone not to take a certain course of action, arguing the pointlessness of it all, but it has disadvantage on initiative checks.

Inimical

When an inimical creature is bloodied, on its next turn it takes the Attack action against the nearest creature to it. The inimical creature has disadvantage on these attacks as it flails without control. In addition, an inimical creature has disadvantage on checks and saving throws made against being grappled or restrained.

Memory Wipe

A creature with a memory wipe becomes forgetful in the extreme after its encounter, perhaps not remembering the event at all. A memory wiped creature has disadvantage on Arcana, Culture, History, Nature, and Religion checks, and any other knowledge-based check as its capacity to easily recall information is profoundly affected.

Murderous

A murderous creature no longer sees shades of gray when it comes to even the gentlest disagreement or conflict. At the first sign of conflict, whether that be disagreement within the party or a suspicious looking stranger, a murderous creature sees red, attacking first and asking questions later. Dazed by their recklessness, a murderous creature has disadvantage on initiative checks, but advantage on its first attack roll on each of its turns while in such a state. This state lasts for a maximum of 5 rounds, but can be ended earlier by a *calm emotions* spell or DC 18 Persuasion check.

Peacekeeping

A peacekeeping creature wants no more violence and on each of its turns uses all of its actions to prevent or subdue combat by every nonviolent method at its disposal, continuing this course of action until it or an ally are bloodied. A peacekeeping creature has disadvantage on initiative checks but advantage on its first ability check made to try and end a combat.

TABLE: LONG-TERM MENTAL STRESS EFFECT

D10	MENTAL STRESS EFFECT
1	Covetous
2	Distorted perceptions
3	Hopeless
4	Inimical
5	Memory Wipe
6	Murderous
7	Peacekeeping
8	Phobia
9	Superstitious
10	Suspicious

Phobia

A traumatic encounter leads a creature to have a long-term, debilitating fear of some element of the encounter. For example, narrowly escaping a burning building may leave a creature with a phobia of fire. When encountering the subject of its phobia, a creature makes a DC 18 Wisdom saving throw. On a success the creature can act normally, but on a failure it is frightened for 1 minute (at the Narrator's discretion, depending on the situation it may be incapacitated instead). At the end of each of its turns, the creature repeats the saving throw, able to act normally on a success.

Superstitious

A creature comes to believe it has survived its traumatic encounter thanks only to the presence of a lucky charm. This charm can be anything it had on its person at the time of the event. The superstitious creature has disadvantage on attack rolls and saving throws whenever it is more than 30 feet away from its charm, except for Investigation or Perception checks to find the charm again (which are made with advantage).

Suspicious

A suspicious creature has lost faith in the goodness of the people and circumstances around it. A suspicious creature has advantage on Sleight of Hand checks, and Perception checks to detect hidden foes, but it has disadvantage on Insight checks as it is unable to objectively interpret intentions.

Indefinite Mental Stress

It may be that a creature encounters a situation that inflicts indefinite effects on its psyche. In this case it may have one or more of any of the above mental stress effects, with no time limits imposed. The Narrator should decide which effects and how many. A creature can only suffer from multiple mental stress effects if one or more are indefinite mental stress effects.

Saving Throws

Saving throws can be used to determine how a creature handles the mental stress of a particular encounter. When a creature fails a saving throw by 10 or more or rolls a critical failure on a saving throw, it may acquire a short-term mental stress effect determined by what the save was made for. In a tougher encounter, at the Narrator's discretion a success may mean that a creature is left with a short-term mental stress effect, and on a failure it instead acquires a long-term mental stress effect.

Wisdom or Charisma saving throws are most likely to relate to a creature's mental fortitude, however Intelligence or Constitution may be more applicable based on the encounter.

Spell Effects

Some spells such as *contact other plane* and *symbol* involve potential impacts on the mind of a creature. Rather than using the described spell effects, the Narrator may substitute a short- or long-term mental stress effect.

Relieving Mental Stress Effects

Like physical injuries, the mental impacts of adventuring are not permanent. In a world where even death is not necessarily the end, there are also options to recover from the mental impacts of overwhelming events.

Roleplay

In the same way that danger sometimes passes without combat, conditions that impact an adventurer's psyche (rather than their physical self) can be resolved through effective roleplay. Roleplaying an important resolution for a PC (or even an important NPC) may bring an end to their condition—this might be reuniting with a significant person from their past, finally defeating a sworn enemy, or simply being soothed by the companionship and protection of their allies.

Healing Magic

Short- and long-term mental stress effects can usually be removed with a *greater restoration* spell (although the Narrator may set other conditions) and temporarily relieved by the *calm emotions* spell (until the spell ends).

Other Magic. The obvious restorative properties of healing magic are effective, but powerful illusions or even spells that alter reality have the potential to end mental stress effects.

Personality Changes

A failed saving throw may not lead to a mental stress effect. In some cases after discussion with the group, the Narrator may decide that a particular event leads to a far more fundamental change. The nature of this change and the status of an adventurer's mental stress effect afterward (it may become a long-term mental stress effect, indefinite, change to a short-term mental stress effect, or be removed entirely) are at the Narrator's discretion.

Appendix B: Compatibility

Level Up: Advanced 5th Edition (A5E) is designed to be fully compatible with the original version of the game. You can use any of your existing (or future) original 5th Edition (O5E) adventures, monsters, spells, characters, and more in *Level Up* right out of the box. This book, the *Adventurer's Guide*, and the *Monstrous Menagerie* replace the O5E core book with revamped classes and expanded rules, the O5E Narrator's book with new magic items and rewarding exploration rules, and the O5E monster book with more in-depth versions of the same creatures (plus variants and a whole lot more).

However, in some rare cases, you will find some terminology changes. For convenience, these have been listed below.

Some spells have also been renamed. O5E spells which contain proper named individuals in the title no longer contain the proper name (sometimes substituting the word "arcane"). The spell name is the same otherwise. This includes the following spells: *acid arrow, arcane hand, arcane sword, black tentacles, faithful hound, floating disk, freezing sphere, hideous laughter, instant summons, irresistible dance, magic aura, magnificent mansion, private sanctum, resilient sphere, secret chest, tiny hut, telepathic bond.*

Maneuver DC

Before using an O5E creature in an A5E game, the Narrator should calculate and jot down its Maneuver Defense (8 + proficiency bonus + Dexterity or Strength modifier).

Supply & Magic

In A5E, magic is limited in the amount of useful food and water it can create. Only the following spells in this book create Supply: *create food and water*, *create or destroy water*, *heroes' feast*. Also, *magnificent mansion* can support a number of occupants for its duration. If a spell does not specify that it creates Supply, then any foodstuffs that it creates do not constitute Supply.

Additionally, Supply cannot be stored in extradimensional spaces.

If you are using O5E spells, or spells from additional sources, the Narrator will need to determine whether the spell creates Supply. Generally, a spell is able to create a maximum amount of Supply equal to its spell level up to 3rd-level spells, or up to twice its spell level for spells of 4th level or higher. Spells of 8th or 9th level can generally circumvent Supply requirements.

What Isn't Compatible?

While characters in O5E and A5E can be used alongside each other, and are fully compatible as complete entities, their building blocks are slightly different in each game because A5E was designed from the ground up to provide a wide degree of flexibility and customization.

This means that A5E's heritages, cultures, and backgrounds are not individually directly compatible with O5E's races and backgrounds. However, your A5E character can be used in an O5E adventure and vice versa, and you can safely mix and match characters and NPCs from both games.

TABLE: COMPATIBILITY

O5E NAME	A5E NAME
Aasimar	Planetouched
Barbarian	Berserker
Drow	Shadow elf
Duergar	Deep dwarf
Exhaustion	Fatigue
Game Master	Narrator
Golem	Guardian
Half-orc, half-elf	Mixed heritage
Madness	Mental stress effect
Monk	Adept
Oni	Ogre mage
Phylactery	Soulvessel
Paladin	Herald
Race	Heritage
Tiefling	Planetouched

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