GIFFYGLYPH'S

DARKER DUNGEONS

Create dangerous adventures for your D&D 5e game with new rules options

• GIFFYGLYPH •

Giffyglyph's Darker Dungeons

Features

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Version 2.1
Created by Giffyglyph, March 2019

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Mental Stress:	Darkest Dungeon
Inventory:	Matt Rundle's Anti-Hammerspace
Weapon Notches:	James Young's Ten Foot Polemic
Usage Die:	The Black Hack
Journeys & Travel:	The Angry GM, AiME
Advice & Testing:	1d4damage, a8bmiles, ace_of_shovels, Android117, baronbadass1, coldermoss, darkstreetlights123, Durins_cat, EADreddtit, grit-glory-games, Necoya, heimdall237, LeVentNoir, Spilled Ale Studios, warpwalkers, zeemeerman2

Mb`be JZmkhgl

Supported By:	Ady Veisz Dragia, Brady, Douglas, J.M. Sunden, Herm, Iron Circle Gaming

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Setting Up

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How to get Started

Themes

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Egddwejwnfjq B_picp BsIecmIq is a modular ruleset ð tweak, replace, and cut out any bits you want. Don't like random character generation? Ignore it. Prefer your own initiative system? Keep it. Think inventory is too limited? Extend it.

These rules are written as I would run a game, but every table is different. Take whichever rules you think are good for your own game, leave the rest aside, and have fun.

~ Giffyglyph 2019

Modes of Play

Mode 1. Radiant

Mode 2. Dark

Mode 3. Astral

A DM wants to make a small tweak to their existing campaign and just replace the vanilla inventory system. They choose the *Gltclrmpw* module with the ***Osgaiqjmr*** variant ð later switching to the ***Amlr_glcpq*** variant once everyone becomes more comfortable.

A second DM wants to make long-distance travel more involving in their game, and chooses the *Hmsplcw* ***Nf_qc*** module. They also add in ***Qsptgt_j*** ***Amlbgrgmlq*** to highlight the need for food and water. Later in the game, the DM references the ***Bc_bjw*** ***Bgqc_qc*** module when the party ends up in a foul, rat-infested sewer.

A third DM is creating a brand new Lovecraftian-themed campaign in the "West Marches" style. After talking it over with their group, they opt to use the entire ruleset. After a few sessions, the DM decides they miss rolling dice for monster attacks ð they drop ***?argtc*** ***Bcdclac*** and return to the vanilla mechanics.

PART 1

Your Character

1 Character Creation p6
Options for randomised 1st-level characters.

2 Rookie Characters p11
Run dangerous 0th-level adventures with rookies.

3 Feature Changes p14
A variety of small changes and balance updates.

4 Racial Changes p16
Small updates to some racial features.

5 Class Changes p17
Small updates to some class features.

1

Character Creation

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Random Characters

Step 1. Race

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d100	Race	d100	Race	d100	Race
01	Aasimar	40-41	Goliath	93	Monstrous
02-04	Dragonborn	42	Half-Elf	94	Tabaxi
05-19	Dwarf	43	Half-Orc	95-98	Tiefling
20-29	Elf	44-50	Halfling	99	Triton
30-31	Firbolg	51-90	Human	00	Choose
32-33	Gith	91	Kenku	ð	ð
34-39	Gnome	92	Lizardfolk	ð	ð

Subrace

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Race	d100	Subrace	d100	Subrace
Aasimar	01-33	Fallen	68-00	Scourge
	34-67	Protector	ð	ð
Dwarf	01-45	Hill	91-00	Duergar
	46-90	Mountain	ð	ð
Elf	01-10	Drow	51-60	Sea
	11-20	Eladrin	61-70	Shadar-kai
	21-50	High	71-00	Wood
Gith	01-50	Githyanki	51-00	Githzerai
Gnome	01-45	Forest	91-00	Deep
	46-90	Rock	ð	ð
Halfling	01-50	Lightfoot	51-00	Stout
Monstrous	01-10	Bugbear	51-75	Kobold
	11-35	Goblin	76-90	Orc
	36-50	Hobgoblin	91-00	Yuan-ti
Tiefling	01-12	Asmodeus	57-67	Levistus
	13-23	Baalzebul	68-78	Mammon
	24-34	Dispater	79-89	Mephistopheles
	35-45	Fierna	90-00	Zariel
	46-56	Glasya	ð	ð

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The racial options listed may not match your own campaign setting ð modify the tables to best suit your own game.

Step 2. Background

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d100	Background	d100	Background
01-07	Acolyte	50-56	Noble
08-14	Charlatan	57-63	Outlander
15-21	Criminal	64-70	Sage
22-28	Entertainer	71-77	Sailor
29-35	Folk Hero	78-84	Soldier
36-42	Guild Artisan	85-91	Urchin
43-49	Hermit	92-00	Choose

Characteristics

Step 3. Class

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d100	Class	d100	Class	d100	Class
01-08	Barbarian	41-48	Monk	81-88	Warlock
09-16	Bard	49-56	Paladin	89-96	Wizard
17-24	Cleric	57-64	Ranger	97-00	Choose
25-32	Druid	65-72	Rogue	ð	ð
33-40	Fighter	73-80	Sorcerer	ð	ð

Class Specialisations

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Class	d100	Specialty	d100	Specialty
Cleric Domains	01-10	Forge	51-60	Nature
	11-20	Grave	61-70	Tempest
	21-30	Knowledge	71-80	Trickery
	31-40	Life	81-90	War
	41-50	Light	91-00	Choose
Fighter Fighting Styles	01-16	Archery	65-80	Protection
	17-32	Defense	81-96	Two-Weapon
	33-48	Dueling	97-00	Choose
	49-64	Great Weapon	ð	ð
Sorcerer Origins	01-19	Divine Soul	58-76	Storm Sorcery
	20-38	Draconic Blood	77-95	Wild Magic
	39-57	Shadow Magic	96-00	Choose
Warlock Patrons	01-19	Archfey	58-76	Great Old One
	20-38	Celestial	77-95	Hexblade
	39-57	Fiend	96-00	Choose

Step 4. Ability Scores

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Score	Modifier	Score	Modifier	Score	Modifier
01	-5	08-09	-1	16-17	+3
02-03	-4	10-11	+0	18-19	+4
04-05	-3	12-13	+1	20-21	+5
06-07	-2	14-15	+2	22-23	+6

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Rolling 3d6 as described here should create an average ability array in the region of [13, 11, 11, 11, 10, 10].

Viridian, a tiefling bard, is generating his ability scores:

1. He rolls 3d6 six times to generate a basic array: [STR 14, DEX 13, CON 9, INT 8, WIS 10, CHA 5].
2. CHA 5 isn't good, especially for a bard, so he makes one reroll: CHA 15 ð ***ksaf*** better.
3. Viridian then has a difficult choice to make: he doesn't want high STR, but does he swap it with CON or INT? Does he risk being frail or stupid? He chooses INT (a bard needs a decent vocabulary), swapping it with STR to make [STR 8, INT 14].
4. Viridian then adds his racial modifiers: +1 INT and +2 CHA to make [INT 15, CHA 17].
5. Finally, he calculates his total Ability Modifiers.

STR	DEX	CON	INT	WIS	CHA
8 &+/'	13 &)/'	9 &+/'	15 &)0'	10 &.'	17 &)1'

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Step 5. Character Details

Appearance & Family

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d100	Age	d100	Height
01-39	Young adult	01-05	Very short
40-74	Early middle-age	06-30	Short
75-91	Late middle-age	31-70	Average
92-97	Old	71-95	Tall
98-00	Very old	96-00	Very tall
d100	**Weight**	**d100**	**Feature**
01-05	Very thin	01-20	Scar
06-30	Thin	21-40	Tattoo
31-70	Average	41-60	Piercing
71-95	Fat	61-80	Birthmark
96-00	Very fat	81-00	Accent
d100	**Family**	**d100**	**Raised By**
01-05	None	01-40	Natural Parent(s)
06-30	Small	41-60	Close Family
31-70	Average	61-70	Adopted Parent(s)
71-95	Large	71-90	An institution
96-00	Disowned	91-00	Yourself

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These descriptions may mean very different things depending on your race, so bear that in mind ð a ***tcpw qfmpr*** elf is very short by elf standards, while a ***j_pec*** halfling family is large by halfling standards.

Memories

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d100	Memory	Description
01-20	Achievement	A goal you helped complete
21-40	Conflict	Someone opposed you
41-60	Friendship	A close bond forged or tested
61-80	Loss	Something precious was taken
81-00	Love	A love gained or lost

Motivation

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d100	Motivation	Description
01-06	Achievement	To become the best
07-12	Acquisition	To obtain possessions or wealth
13-18	Balance	To bring all things into harmony
19-24	Beneficence	To protect, heal, and mend
25-30	Creation	To build or make new
31-36	Discovery	To explore, uncover, and pioneer
37-42	Education	To inform, teach, or train
43-48	Hedonism	To enjoy all things sensuous
49-54	Liberation	To free the self and/or others
55-60	Nobility	To be virtuous, honest, and brave
61-66	Order	To organize and reduce chaos
67-73	Play	To have fun, to enjoy life
74-79	Power	To control and lead others
80-85	Recognition	To gain approval, status, or fame
86-91	Service	To follow a person or group
92-97	Understanding	To seek knowledge or wisdom
98-00	Choose	ð

Habits

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d100	Habit	d100	Habit
01-03	Humming	52-54	Snacking
04-06	Dancing	55-57	Pacing
07-09	Sleepwalking	58-60	Counting
10-12	Facial tics	61-63	Snoring
13-15	Fingernail biting	64-66	Beard/hair stroking
16-18	Daydreaming	67-69	Nose picking
19-21	Talking in sleep	70-72	Apologizing
22-24	Whistling	73-75	Exaggeration
25-27	Name dropping	74-78	Superstitious
28-30	Constant grooming	79-81	Belching
31-33	Foot tapping	82-84	Repeating others
34-36	Lip biting/licking	85-87	Smelling things
37-39	Coin flipping	88-90	Teeth picking
40-42	Chewing	91-93	Swearing
43-45	Knuckle cracking	94-96	Telling secrets
46-48	Collects odd things	97-99	Repeating yourself
49-51	Singing	00	Choose

Quest

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d100	Quest	Description
01-10	Acquire	To take possession of a particular item
11-20	Craft	To create an item or art piece
21-30	Deliver	To bring something somewhere
31-40	Destroy	To destroy a precious object
41-50	Discover	To find a person, place, or thing
51-60	Explore	To map out a location
61-70	Justice	To apprehend someone
71-80	Learn	To gain specific knowledge
81-90	Meet	To find someone
91-00	Vengeance	To take revenge on someone

Step 6. Feature Tweaks

Step 7. Buy Equipment

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Class	Gold			
	Random	Low	Average	High
Barbarian	2d4 x 10	20	50	80
Bard	5d4 x 10	50	120	200
Cleric	5d4 x 10	50	120	200
Druid	2d4 x 10	20	50	80
Fighter	5d4 x 10	50	120	200
Monk	5d4	5	12	20
Paladin	5d4 x 10	50	120	200
Ranger	5d4 x 10	50	120	200
Rogue	4d4 x 10	40	100	160
Sorcerer	3d4 x 10	30	70	120
Warlock	4d4 x 10	40	100	160
Wizard	4d4 x 10	40	100	160

Random vs. Static

Step 8. Take a Fate Point

Step 9. Venture Forth

Creation Dials

Race, Background, & Class

Just One Roll

One Free Reroll

One Free Selection

Opt-in Randomiser

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Randomised	Reward
One element	10 gp
Two elements	10 gp, 1 skill point
All three elements	10 gp, 1 skill point, 1 ability point

Roll Twice, Pick Once

Randomised Magic

Ability Arrays

Higher-powered Rolls

Roll in any Order

Shared Party Array

Static Arrays

Feats

The Blacklist

Blacklist: Players may not take any of these feats.

- Crossbow Expert
- Great Weapon Master
- Lucky
- Polearm Master
- Resilient
- Sentinel
- Sharpshooter
- Spell Sniper

No Duplicate Feats

Racial Feats Only

2

Rookie Characters

Creating a Rookie

Gavil hid, heart pounding, as the town burned. He couldn't fight goblins ð he was just a butcher! But then he heard the girls screaming. Gavil grabbed his cleaver tight and charged out into the street...

Lhhdb^ >^mZbel

Background	Hit Points	Hit Die	Proficiency Bonus	Armor Proficiencies	Weapon Proficiencies	Variant: Starting Cantrips
Acolyte	3 + CON	1d4	+2	ð	Simple	2 cleric or warlock
Charlatan	4 + CON	1d6	+2	Light	Simple	1 bard or sorcerer
Criminal	4 + CON	1d6	+2	Light, Medium	Simple	ð
Entertainer	4 + CON	1d6	+2	Light	Simple	1 bard or wizard
Folk Hero	4 + CON	1d6	+2	Light	Simple, Martial	ð
Guild Artisan	3 + CON	1d6	+2	Light	Simple	1 cleric or wizard
Hermit	3 + CON	1d4	+2	ð	Simple	2 druid or wizard
Noble	4 + CON	1d6	+2	Light, Medium	Simple, Martial	ð
Outlander	4 + CON	1d6	+2	Light	Simple, Martial	1 cleric or druid
Sage	3 + CON	1d4	+2	ð	Simple	2 sorcerer or wizard
Sailor	5 + CON	1d8	+2	Light, Medium	Simple	ð
Soldier	6 + CON	1d10	+2	All Armor, Shields	Simple, Martial	ð
Urchin	3 + CON	1d4	+2	ð	Simple	2 sorcerer or warlock

Saving Throws

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d6	Ability	d6	Ability	d6	Ability
1	Strength	3	Constitution	5	Wisdom
2	Dexterity	4	Intelligence	6	Charisma

At the start of a new ***pmmigc*** adventure, the player rolls for their race and background ð they are Ulryn, a ***bpmu cjd fcpkgr*** with proficiency in Charisma saving throws. They then roll for their ability scores as normal.

Ulryn gains all the perks and equipment of her race and background (excluding the background feature), and starts with (3 + CON) hit points and one d4 hit die. Being a hermit, she has only 5 gp to spend on additional starting equipment. Life as a rookie is tough.

Variant: Starting Cantrips

Destiny Points

DM: You strike the mage fiercely, but he still stands.
Ulryn: Can I stun him as part of that attack?
DM: I don't know ð is that your ***bcqrglw***?
Ulryn: I think Ulryn's master taught her many ways to incapacitate a man without killing him (offers a point).
DM: The mage staggers back, momentarily ***qrsllcb***, as your fist slams into his jaw (takes the destiny point).

Leveling Up

Monsters & Traps

Giffyglyph's Monster Maker

Bhpebg` Md^e^mhg — Level -1 Striker
Kcbgsk fsk_lmgb' Slbc_b — Minion (3 XP)

;kfhk=eZll 7 — **;mmZ\d<hgnl** +1
Bbm Jhbgml 3 (2) — **>ZfZ`^** 1
Mi^^] 30 ft — **Mi^ee >=l** 10, 7

Mmk	>^q	=hg	Cgm	Qbl	=aZ
+1	+1	+2	+0	+0	ī1

MZobg` Nakhpl Con ī1, Dex/Str ī3, Wis/Int/Cha ī4
Mdbeel Initiative ī1, Perception ī1, Stealth ī1

H^\khfZ`^ — Level 0 Controller
Kcbgsk fsk_lmgb — Standard (25 XP)

;kfhk=eZll 12 — **;mmZ\d<hgnl** +2
Bbm Jhbgml 16 (8) — **>ZfZ`^** 1
Mi^^] 30 ft — **Mi^ee >=l** 10, 7

Mmk	>^q	=hg	Cgm	Qbl	=aZ
+1	ī1	+2	+3	+0	+1

MZobg` Nakhpl Int +3, Con/Str +1, Cha/Wis/Dex ī1
Mdbeel Initiative +2, Perception +1, Stealth +1

Adventure Seeds

;]o^gmnk^M^^]l

d10	Adventure	d10	Adventure
1	A Village in Flames	6	The Descent
2	Dragon Heist	7	Witch of the West
3	Wings of Fury	8	Island of the Dead
4	The Mad Mage	9	Smile
5	Crimson Sacrifice	10	The Pigmen of Palicor

1. A Village in Flames

2. Dragon Heist

3. Wings of Fury

4. The Mad Mage

5. Crimson Sacrifice

6. The Descent

7. Witch of the West

8. Island of the Dead

9. Smile

10. The Pigmen of Palicor

3

Feature Changes

S

Darkvision

Common

Fhp(eb` am Pblbhg
P_ac Rp_gr*

For 30 ft around you, you can see in dim light as if it were bright light. You cannot see in darkness.

Alignment

>Zkdoblbhg
P_ac Rp_gr*

For 30 ft around you, you can see in dim light as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey. Beyond 30 ft, you cannot see in darkness.

Background Features

Sunlight Sensitivity

Outlander: Wanderer

>Zkdoblbhg Jhp^kl

If you gain Darkvision from sources other than your race ð magic spells, magic items, class features, etc ð use the above definition of the trait but extend the range to whatever is specified by the new source (60 ft, 120 ft, etc).

Initiative

Tactical Wit

Inspiration

Gaining Inspiration

Languages

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INT	Known Languages
-1 or lower	You have only a basic grasp of vocabulary in your primary language, and you are illiterate.
0	You can speak, read, and write your primary language with a decent range of vocabulary.
+1	You can speak, read, and write two languages.
+2	You can speak, read, and write three languages.
+3	You can speak, read, and write four languages.

Codes and Communication

Viridian spent much of his youth nose-deep in poetry. As a tiefling, his primary language is ***Gldcpl_j***. With INT +2, he is able to speak, read, and write in three languages: Infernal, Common, and Elven.

Chansi, meanwhile, never had much time for books. As a halfling, her primary language is ***F_jdgle***. With INT -1, she can speak Halfling and Common, but cannot read or write either language.

Skills

Animal Handling

Nature

Spells

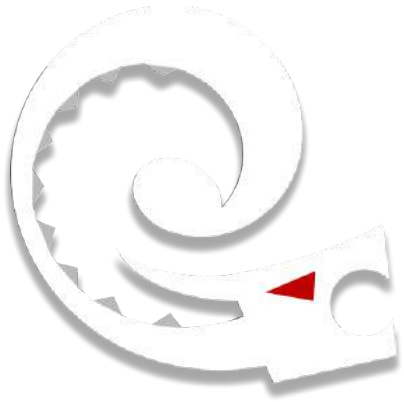
Light

Fb`am
Ctma_rgml*A_lrpgn

Casting Time: 1 action
Range: Touch
Components: V, M
Duration: Concentration, up to 1 hour

You touch one object that is no larger than 10 ft in any dimension. Until the spell ends, or your concentration breaks, or you move more than 120 ft away from the object, the object sheds bright light in a 20 ft radius and dim light for an additional 20 ft. The light can be colored as you like.

If you target an object held or worn by a hostile creature, that creature may make a Dexterity saving throw to avoid the spell.



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Racial Changes

R

Dragonborn

Kiris, a 5th-level dragonborn fighter, can attack twice with her ***?rr_ai*** action thanks to ***Cvrp_ ?rr_ai***. In one action, she makes one attack with her sword and then ð as a second attack ð unleashes her breath weapon.

Human

Bn f Zg >^m^k f bgZmbhg
***P_ac &Fsk_l** Rp_gr*

You are filled with determination. If you fail an attack roll, ability check, or saving throw, you can reroll one d20. You must keep the new result.

After you use ***Fsk_l Bcrcpkgl_rgml***, you can't use it again until you complete a short or long rest.

Halfling

Lizardfolk

Bng`kr DZp l
***P_ac &Jgx_pbdmji** Rp_gr*

As a bonus action, or as one attack during an ***?rr_ai*** action, you can make a bite attack against a living, blooded creature. If the attack hits, it deals normal damage and you gain temporary hit points equal to the damage dealt. The damage increases to 2d6 + STR at 6th level, 3d6 + STR at 11th level, and 4d6 + STR at 16th level.

After you use ***Fslepw H_uq***, you can't use it again until you complete a short or long rest.

Yuan-ti Pureblood

Class Changes

Y

Ranger

Druid

Warlock

Paladin

PART 2
Equipment

6 Inventory Space p19
Manage your inventory with item slots.

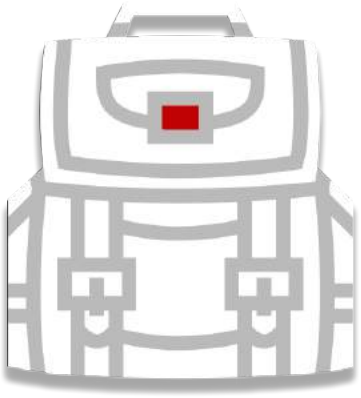
7 Wear & Tear p25
Track item damage and decay with notches.

8 Ammunition p28
Track your arrows and bolts with ammunition die.

9 Potions p29
Drink magic consumables for magical effects.

10 Flasks p31
Store multiple potions in small, handy flasks.

11 Oils p33
Enhance your gear with magical oils.



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Inventory Space

Slot-based Inventory

Your Inventory Capacity

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Size	Slots	Size	Slots
Tiny	9	Large	21
Small	15	Huge	27
Medium	18	Gargantuan	39

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Armor	Slots	Armor	Slots
None	ð	Medium	-6
Light	-3	Heavy	-9

Valiant, a human cleric, is a medium-sized creature (18 slots) with +2 STR (+2 slots) wearing heavy armor (-9 slots). He can carry 11 slots of additional gear.

Crackle, a kobold wizard, is a small creature (15 slots) with -1 STR (-1 slot) and no armor. She can carry up to 14 slots worth of equipment.

Food, Water, & Gold

Qhkg Cm^ f l

Worn items, such as gloves, boots, hats, bracers, etc ð with the exception of armor ð don't occupy any inventory space until you unequip them and put them back into storage.

Encumbrance

Armor Expertise

Inventory Interactions

Krazak wants to draw out his axe and charge forward, bashing open a door in his way. To do this, he must use his free ***m`hcargIrcp_argmI*** to grab the axe from his inventory, his movement to rush forward, and the ***Sqc_I M`hcar*** action to bash open the door.

Viridian, meanwhile, wants to draw both a sword and a healing potion from his bag on his turn. He draws the sword as his free ***m`hcargIrcp_argmI***, and uses his full action to take out the potion.

Item Sizes

Cm^f Mbs^l

Size	Description	Slots
Tiny	Very small (smaller than a hand); Can hold many in one hand.	0.2
Small	Short length (up to a handspan / 9 inches); Held comfortably with one hand.	1
Medium	Medium length (up to an arms-length / 2ft); Held with one hand.	2
Large	Long length (longer than an arm); Requires one or two hands to hold.	3

Magical Containers

Stacking Items

Extra-Large Items

In the ruins of the Arcane Sanctum, Valiant is fortunate enough to find a Bag of Holding ð still intact after all these years. He replaces his ordinary leather bag with it, increasing his total inventory space by +6 slots.

DM: Clanda, inside the chest you find 300 silver coins and a small marble carving of a horse.

Clanda: Brilliant. I'll pour it all into my bag.

DM: 300 coins will take up 3 slots, and the statue another 1 slot. What's your load?

Clanda: Damn it, 4 slots puts me way over my limit. Hey, dwarf ð you have room, carry this for me.

Krazak: Sure thing, witch. ***Dmp_npgac,***

Clanda: Son of a...

;kfhk

Name	Armor Class (AC)	Cost	Size	Name	Armor Class (AC)	Cost	Size
Light, Padded	11 + DEX	5 gp	***J***, 3	Medium, Half Plate	15 + DEX (Max 2)	750 gp	***VJ***, 6
Light, Leather	11 + DEX	10 gp	***J***, 3	Heavy, Ring Mail	14	30 gp	***VVJ***, 9
Light, Studded Leather	12 + DEX	45 gp	***J***, 3	Heavy, Chain Mail	16	75 gp	***VVJ***, 9
Medium, Hide	12 + DEX (Max 2)	10 gp	***VJ***, 6	Heavy, Splint Mail	17	200 gp	***VVJ***, 9
Medium, Chain Shirt	13 + DEX (Max 2)	50 gp	***VJ***, 6	Heavy, Plate Mail	18	1,500 gp	***VVJ***, 9
Medium, Scale Mail	14 + DEX (Max 2)	50 gp	***VJ***, 6	Shield	+2	10 gp	***K***, 2
Medium, Breastplate	14 + DEX (Max 2)	400 gp	***VJ***, 6	ð	ð	ð	ð

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Name	Damage	Cost	Size	Name	Damage	Cost	Size
Battleaxe	1d8 slashing	10 gp	***J***, 3	Longsword	1d8 slashing	15 gp	***J***, 3
Blowgun	1 piercing	10 gp	***Q***, 1	Mace	1d6 bludgeoning	5 gp	***K***, 2
Club	1d4 bludgeoning	1 sp	***K***, 2	Maul	2d6 bludgeoning	10 gp	***J***, 3
Crossbow, Hand	1d6 piercing	75 gp	***Q***, 1	Morningstar	1d8 piercing	15 gp	***K***, 2
Crossbow, Light	1d8 piercing	25 gp	***K***, 2	Net	ð	1 gp	***Q***, 1
Crossbow, Heavy	1d10 piercing	50 gp	***J***, 3	Pike	1d10 piercing	5 gp	***J***, 3
Dagger	1d4 piercing	2 gp	***Q***, 1	Quarterstaff	1d6 bludgeoning	2 sp	***J***, 3
Dart	1d4 piercing	5 cp	***R***, 0.2	Rapier	1d8 piercing	25 gp	***K***, 2
Flail	1d8 bludgeoning	10 gp	***K***, 2	Scimitar	1d6 slashing	25 gp	***K***, 2
Glaive	1d10 slashing	20 gp	***J***, 3	Shortbow	1d6 piercing	25 gp	***K***, 2
Greataxe	1d12 slashing	30 gp	***J***, 3	Shortsword	1d6 piercing	10 gp	***K***, 2
Greatclub	1d8 bludgeoning	2 sp	***J***, 3	Sickle	1d4 slashing	1 gp	***Q***, 1
Greatsword	2d6 slashing	50 gp	***J***, 3	Sling	1d4 bludgeoning	1 sp	***Q***, 1
Halberd	1d10 slashing	20 gp	***J***, 3	Spear	1d6 piercing	1 gp	***J***, 3
Handaxe	1d6 slashing	5 gp	***K***, 2	Trident	1d6 piercing	5 gp	***J***, 3
Javelin (5)	1d6 piercing	5 sp	***J***, 3	War Pick	1d8 piercing	5 gp	***K***, 2
Lance	1d12 piercing	10 gp	***J***, 3	Warhammer	1d8 bludgeoning	15 gp	***J***, 3
Light Hammer	1d4 bludgeoning	2 gp	***Q***, 1	Whip	1d4 slashing	2 gp	***Q***, 1
Longbow	1d8 piercing	50 gp	***J***, 3	ð	ð	ð	ð

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Animal	Size	Speed	Cost	Capacity
Camel	Large	50ft	50 gp	21 slots
Donkey or Mule	Medium	40ft	8 gp	18 slots
Elephant	Huge	40ft	200 gp	27 slots
Horse, Draft	Large	50ft	50 gp	21 slots
Horse, Riding	Large	60ft	75 gp	21 slots
Mastiff	Medium	40ft	25 gp	18 slots
Pony	Medium	40ft	30 gp	18 slots
Warhorse	Large	60ft	400 gp	21 slots

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Pack	Cost	Total Size
Burglar's Pack	16 gp	15 slots
Diplomat's Pack	39 gp	9 slots
Dungeoneer's Pack	12 gp	11 slots
Entertainer's Pack	40 gp	10 slots
Explorer's Pack	10 gp	10 slots
Priest's Pack	19 gp	7 slots
Scholar's Pack	40 gp	5 slots
ð	ð	ð

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Name	Cost	Size	Name	Cost	Size	Name	Cost	Size
Abacus	2 gp	***Q***, 1	Game, 3 Dragon Ante	1 gp	***Q***, 1	Poison, Basic (vial)	100 gp	***R***, 0.2
Acid (vial)	25 gp	***R***, 0.2	Grappling Hook	2 gp	***Q***, 1	Pole (10 ft)	5 cp	***J***, 3
Alchemist's Fire (flask)	50 gp	***Q***, 1	Hammer	1 gp	***Q***, 1	Pot, Iron	2 gp	***Q***, 1
Ammo, Arrows (20)	1 gp	***Q***, 1	Hammer, Sledge	2 gp	***J***, 3	Potion of Healing	50 gp	***Q***, 1
Ammo, Bolts (20)	1 gp	***Q***, 1	Holy Symbol, Amulet	5 gp	***Q***, 1	Ram, Portable	4 gp	***VJ***, 6
Ammo, Bullets (20)	4 cp	***Q***, 1	Holy Symbol, Emblem	5 gp	***Q***, 1	Ration (1)	1 sp	***R***, 0.2
Ammo, Needles (50)	1 gp	***Q***, 1	Holy Symbol, Reliquary	5 gp	***Q***, 1	Rope, Hempen (50 ft)	1 gp	***Q***, 1
Antitoxin (vial)	50 gp	***R***, 0.2	Holy Water (flask)	25 gp	***Q***, 1	Rope, Silk (50 ft)	10 gp	***Q***, 1
Arcane Focus, Crystal	10 gp	***Q***, 1	Hourglass	25 gp	***Q***, 1	Scale, Merchant's	5 gp	***Q***, 1
Arcane Focus, Orb	20 gp	***Q***, 1	Hunting Trap	5 gp	***Q***, 1	Sealing Wax	5 sp	***R***, 0.2
Arcane Focus, Rod	10 gp	***Q***, 1	Ink	10 gp	***R***, 0.2	Shovel	2 gp	***J***, 3
Arcane Focus, Staff	5 gp	***J***, 3	Ink Pen	2 cp	***R***, 0.2	Signal Whistle	5 cp	***R***, 0.2
Arcane Focus, Wand	10 gp	***Q***, 1	Instrument, Bagpipes	30 gp	***J***, 3	Signet Ring	5 gp	***R***, 0.2
Ball Bearings (1,000)	1 gp	***Q***, 1	Instrument, Drum	6 gp	***K***, 2	Soap	2 cp	***R***, 0.2
Barrel	2 gp	***VVJ***, 9	Instrument, Dulcimer	25 gp	***J***, 3	Spellbook	50 gp	***Q***, 1
Bedroll	1 gp	***K***, 2	Instrument, Flute	2 gp	***Q***, 1	Spikes, Iron (10)	1 gp	***Q***, 1
Bell	1 gp	***Q***, 1	Instrument, Horn	3 gp	***K***, 2	Spyglass	1,000 gp	***Q***, 1
Blanket	5 sp	***Q***, 1	Instrument, Lute	35 gp	***K***, 2	Tent, Two-person	2 gp	***J***, 3
Block & Tackle	1 gp	***Q***, 1	Instrument, Lyre	30 gp	***K***, 2	Tinderbox	5 sp	***Q***, 1
Book	25 gp	***Q***, 1	Instrument, Pan Flute	12 gp	***Q***, 1	Tools, Alchemist	50 gp	***K***, 2
Bottle, Glass	2 gp	***Q***, 1	Instrument, Shawm	2 gp	***K***, 2	Tools, Brewer	20 gp	***K***, 2
Bucket	5 cp	***K***, 2	Instrument, Viol	30 gp	***K***, 2	Tools, Calligrapher	10 gp	***Q***, 1
Caltrops (20)	1 gp	***Q***, 1	Jug or Pitcher	2 cp	***Q***, 1	Tools, Carpenter	8 gp	***Q***, 1
Candle	1 cp	***R***, 0.2	Kit, Climbers	25 gp	***Q***, 1	Tools, Cartographer	15 gp	***Q***, 1
Case	1 gp	***Q***, 1	Kit, Disguise	25 gp	***Q***, 1	Tools, Cobbler	5 gp	***Q***, 1
Chain (10 ft)	5 gp	***Q***, 1	Kit, Forgery	15 gp	***Q***, 1	Tools, Cook	1 gp	***K***, 2
Chalk (1 piece)	1 cp	***R***, 0.2	Kit, Healer's	5 gp	***Q***, 1	Tools, Glassblower	30 gp	***K***, 2
Chest	5 gp	***VJ***, 6	Kit, Mess	2 sp	***Q***, 1	Tools, Jeweler	25 gp	***Q***, 1
Clothes, Common	5 sp	***Q***, 1	Kit, Poisoner's	50 gp	***Q***, 1	Tools, Leatherworker	5 gp	***K***, 2
Clothes, Costume	5 gp	***K***, 2	Ladder (10 ft)	1 sp	***J***, 3	Tools, Mason	10 gp	***K***, 2
Clothes, Fine	15 gp	***K***, 2	Lamp	5 sp	***Q***, 1	Tools, Navigator	25 gp	***Q***, 1
Clothes, Traveler's	2 gp	***Q***, 1	Lantern, Bullseye	10 gp	***Q***, 1	Tools, Painter	10 gp	***K***, 2
Component Pouch	25 gp	***Q***, 1	Lantern, Hooded	5 gp	***Q***, 1	Tools, Potter	10 gp	***K***, 2
Crowbar	2 gp	***K***, 2	Lock	10 gp	***Q***, 1	Tools, Smith	20 gp	***K***, 2
Druid Focus, Mistletoe	1 gp	***Q***, 1	Magnifying Glass	100 gp	***Q***, 1	Tools, Thieves	25 gp	***Q***, 1
Druid Focus, Staff	5 gp	***J***, 3	Manacles	2 gp	***Q***, 1	Tools, Tinker	50 gp	***Q***, 1
Druid Focus, Totem	1 gp	***Q***, 1	Mirror, Steel	5 gp	***Q***, 1	Tools, Weaver	1 gp	***K***, 2
Druid Focus, Wand	10 gp	***Q***, 1	Oil (flask)	1 sp	***Q***, 1	Tools, Woodcarver	1 gp	***Q***, 1
Fishing Tackle	1 gp	***Q***, 1	Paper (1 sheet)	2 sp	***R***, 0.2	Torch	1 cp	***Q***, 1
Flask or Tankard	2 cp	***Q***, 1	Parchment (1 sheet)	1 sp	***R***, 0.2	Vial	1 gp	***R***, 0.2
Game, Cards	5 sp	***Q***, 1	Perfume (vial)	5 gp	***R***, 0.2	Waterskin	2 sp	***Q***, 1
Game, Dice	1 sp	***Q***, 1	Pick, Miner's	2 gp	***J***, 3	Whetstone	1 cp	***Q***, 1
Game, Dragonchess	1 gp	***Q***, 1	Piton	5 cp	***Q***, 1	ð	ð	ð

Transportation

NkZglihkm =ZiZ\bmr		
Size	**Examples**	**Slots**
Small	Mule, Horse, Donkey, Wheelbarrow	18
Medium	Cart (2 wheels), Chariot	32
Large	Wagon (4 wheels), Carriage, Boat	64
Huge	Ship	128

Chests, Crates, & Barrels

Equipping Characters

Valiant, Human Cleric

PZebZgm'l Cgo^gmhkr	
Type	**Contents**
Items (11)	War Pick (5 gp, 2 slots) Shield (10 gp, 2 slots) Healer's Kit (5 gp, 1 slot) Prayer Book (25 gp, 1 slot) Torch (1 cp, 1 slot) Bedroll (1 gp, 2 slots)
Worn (9)	Chain Mail (75 gp, 9 slots)
Ration Box	Basic Ration (5)
Waterskin	Clean Water (5)
Purse	28 gp, 9 sp, 9 cp (46 coins)

Krazak, Dwarf Barbarian

EkZsZd'l Cgo^gmhkr	
Type	**Contents**
Items (21)	Handaxe (5 gp, 2 slots) Shield (10 gp, 2 slots) Greataxe (30 gp, 3 slots) Gaming Set, Dice (1 sp, 1 slot) Whetstone (1 cp, 1 slot) Chain (5 gp, 1 slot) Torch (1 cp, 1 slot) Cook's Utensils (1 gp, 2 slots)
Ration Box	Basic Ration (5)
Waterskin	Dwarven Ale (5)
Purse	9 gp, 9 sp, 8 cp (26 coins)

Variant: Quickdraw

Krazak nominates his greataxe, handaxe, and shield as his 3 ***osyaibp_u*** items ð he can take out these 3 items using a free ***m`hcargIrcp_argmI*** as normal.

During a descent into the ***Qf_bmucb K_u***, the dwarf tries to take out a torch to light the way. As this isn't a quickdraw item, it takes Krazak a full action to dig out the torch from his bag.

Viridian has a shortsword, dagger, and rope as his 3 quickdraw items. However, as hit points are running low across the party, Viridian swaps his quickdraw rope for a healing potion in the next short rest ð just in case someone should need a quick restorative to hand.

Variant: Containers

Viridian has 11 item slots in his inventory. He divides this into a 4-slot weapon sheath (for his war pick and shield), a 3-slot belt (for his healer's kit and torch), and a 4-slot bag (for his prayer book and bedroll).

Container Categories

Krazak wants rapid access to his weapons ð he puts them in a sheath so he can draw them as a free action.

His downtime equipment ð cooking tools, gaming sets, whetstones, etc ð is unlikely to be needed at sudden notice, and can be stashed safely away in a bag.

Changing Containers

While in town, Viridian swaps out a 6-slot bag for a 4-slot bag and 2-slot belt to hold his healing potions.

Equipping Characters

Chansi, Halfling Ranger

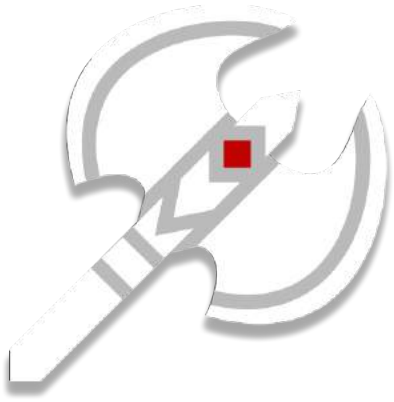
=aZglb'l Cgo^gmhkr

Cont.	Type	Contents
1	Quiver (3)	Shortbow (25 gp, 2 slot) Arrows (1 gp, 1 slot)
2	Sheath (3)	Shortsword (10 gp, 2 slots) Dagger (2 gp, 1 slots)
3	Bag (5)	Hunting Trap (5 gp, 2 slot) Rope (1 gp, 1 slot)
ð	Worn (3)	Studded Leather (45 gp, 3 slots)
ð	Ration Box	Basic Ration (5)
ð	Waterskin	Clean Water (5)
ð	Purse	31 gp (31 coins)

Vikan, Goliath Sorcerer

PbdZg'l Cgo^gmhkr

Cont.	Type	Contents
1	Sheath (3)	Quarterstaff (2 sp, 3 slots)
2	Quiver (3)	Light Crossbow (25 gp, 2 slots) Bolts (1 gp, 1 slot)
3	Belt (6)	Focus, Orb (20 gp, 1 slot) Gaming Set, Cards (5 sp, 1 slot) Lamp (5 sp, 1 slot) Oil (1 sp, 1 slot)
4	Bag (8)	Painter's Supplies (10 gp, 2 slots) Blanket (5 sp, 1 slot) Bedroll (1 gp, 2 slots)
ð	Ration Box	Basic Ration (5)
ð	Waterskin	Clean Water (5)
ð	Purse	1 gp, 8 sp (9 coins)



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Wear & Tear

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Weapons

1d12 Ÿ 1d10 Ÿ 1d8 Ÿ 1d6 Ÿ 1d4 Ÿ 1

Item Degradation

2d6 Ÿ 1d6 + 1d4 Ÿ 2d4 Ÿ 1d4 + 1 Ÿ 2 Ÿ 1

Spellcasting Focus

Damaging Items

Armor

GZ`b\ @Zbenk^l

Magic is wild and dangerous if not handled carefully. If you roll a critical fail while spellcasting and are ***lmr*** holding a spellcasting focus at the time, the power strikes out ð a random item in your inventory gains a new notch.

If you hold a focus ð whether it was used during the spell or not ð it attracts the power and gains the notch instead.

Miscellaneous Items

DM: The door to the basement is locked, Viridian. A heart is etched under the key hole.
Viridian: Locked? Against a bard and his lock picks? I don't think so... (rolls 1) oh ***amkc ml***!
DM: You feel one of the tools bend awkwardly in your hand. Your lockpicks take a notch of damage.

Shattered Gear

Cm^ f @kZ`bebmr

Fragility	Description	Maximum Notches
Delicate	Thin glass, ceramics, complicated or tiny machinery	1
Sturdy	Wood, metal, well-made goods	10
Indestructible	Thick stone, strong metals	100+

DM: That's a critical failure on your spell attack, Clanda. Take a notch of damage.
Clanda: Damn, not holding my focus. That means my... (rolls for a random item) ***bcjga_rc*** potion of healing takes a second notch. Oh dear.
DM: Oh dear indeed. Your arcane power hits the already-chipped glass potion bottle ð it shatters inside your bag, spilling the liquid everywhere.
Clanda: ...

Sacrificing Weapons and Armor

Repairing Items

Mending

Clanda: After ð finally ð drying out my bag, I'll scoop together the remains of the bottle and cast ***Kclbgle***.
DM: Your magic fuses the glass fragments back together into a useable, delicate bottle ð it's cracked with 1 notch, but it'll hold liquid again.

Tempering Gear

Temper Qualities

N^ f i^kbg ` A^Zk

Quality	Rarity	Critical Failure
ð	Common	Gains 1 notch
Pure Temper	Uncommon	Gains i (0.5) notch
Royal Temper	Rare	Gains ı (0.25) notch
Astral Temper	Mythic	Gains à (0.125) notch

Qar N^ f i^k A^Zk:

At higher levels, martial classes can make multiple attacks per round ð this means an increased likelihood of rolling a 1 and gaining a notch on their weapons.

Tempering allows characters to improve their equipment so that ð even though they may roll more 1s on average ð notches are less damaging to their equipment.

DM: The troll lumbers towards you with a loud roar, Krazak. What do you do?

Krazak: Hah, a dwarf fears no troll. I swing my greataxe in a powerful arc... (rolls 1) and miss. Great.

DM: Your axe cuts deep into the adjacent stone wall with a loud crack. It gains a notch of damage.

Krazak: Lucky I had this beauty ***rc k ncpcb*** back in town, she only gains i notch.

Applying a Temper

N^ f i^kbg ` =h l ml

Quality	Cost	Time	Tempered Value
Pure	Base Value x 2	3 days	Base Value x 3
Royal	Base Value x 4	1 week	Base Value x 6
Astral	Base Value x 8	2 weeks	Base Value x 12

Craftsmen

Rare Materials

Repairing Tempered Gear

In the mines of Kazadorn, Krazak has his greataxe ***Tc l ec_ l ac*** tempered. Applying a pure temper costs 60 gp (30 x 2) and takes 3 days. After the temper is applied, the weapon is worth 90 gp (30 x 3) and any notches will cost 9 gp (10% of 90) to repair.

Item Quality

Resale Value

L^ l Ze^ PZen^

Quality	Resale Value	Quality	Resale Value
Pristine	75%	Well-Worn	25%
Worn	50%	Scarred	10%

Restoring Items

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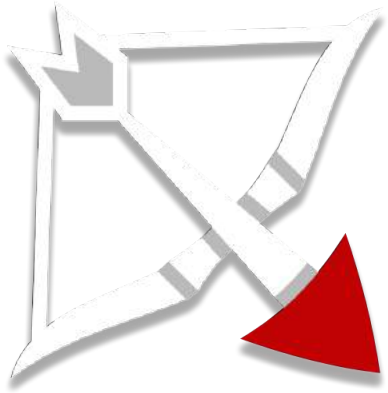
Quality	Cost
Worn to Pristine	50%
Well-Worn to Worn	30%
Scarred to Well-Worn	10%



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Ammunition

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The Ammunition Die

d12 Ÿ d10 Ÿ d8 Ÿ d6 Ÿ d4 Ÿ 1

DM: The ghoul grabs hold of you tight, Viridian, moaning as it prepares to bite. What do you do?

Viridian: Chansi, need a little help here!

Chansi: Yea kinda running low on arrows though, ammunition die is down to a d4 ð

Viridian: TAKE THE DAMN SHOT, CHANSI!

Chansi: ***Dgic***, I'll shoot at the ghoul. That's... (rolls 15) 15 to hit. And... (rolls 1) damn, a 1 for ammunition. Down to my last arrow. You're ***ucjamkc***, Viridian.

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Die Size	Remaining Uses (Average)	Die Size	Remaining Uses (Average)
d20	30	d8	9
d12	20	d6	5
d10	14	d4	2

Ammunition Stacks

Special Ammo

Replenishing Ammunition

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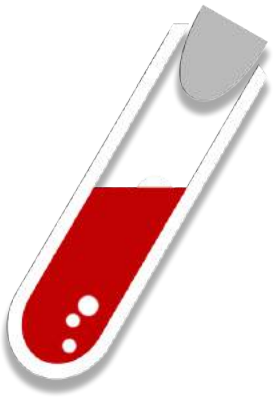
Maximum Die	Cost per Size Increase	Maximum Die	Cost per Size Increase
d20	16%	d8	33%
d12	20%	d6	50%
d10	25%	d4	100%



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Potions

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Magical Potions

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d12	Texture	Color	Taste/Smell
1	Thin	Blue	Citris
2	Thick	Red	Sweet
3	Bubbly	Yellow	Sour
4	Fizzy	Silver	Bitter
5	Jelly	Gold	Salty
6	Chunky	Purple	Savoury
7	Watery	Orange	Spicy
8	Oily	Green	Foul
9	Slimy	Brown	Delicious
10	Crunchy	Black	Sickening
11	Chewy	White	Tangy
12	Moving	Teal	Familiar

Drinking Potions

Variant: Toxicity

Jhmbhg Nhqb\bmr

d6	Side-effect
1	Gain a level of exhaustion.
2-4	Lose a hit die, or gain a level of exhaustion if you have no remaining hit die.
5-6	No side-effect.

Identifying Potions

Jhmbhg C]^gmb_b\Zmbhg >=

Rarity	DC	Rarity	DC	Rarity	DC
Common	10	Rare	20	Legendary	30
Uncommon	15	Very rare	25	ð	ð

While exploring the Nightglade, Chansi finds an unidentified potion ð which the DM knows to be a rare ***Nmrgm l md Fcpmgqk***. During the next short rest, she attempts to identify it with her alchemist's kit ð rolling 13 against a secret DC of 20.

She doesn't discover exactly what it is, but she at least learns that it's not poisonous to drink.

Identify Spells

Potion of Healing

Jhmbhg h_ B^Zebg`

Item, Potion, Consumable

This red potion feels strangely warm to the touch. It tastes of cinnamon and orange.

You recover some hit points when you drink this potion ð the better the quality, the more hit points you are able to restore.

KnZebmb^l

Type	Rarity	Recovery	Cost
Lesser	Common	2 [hit die] + 2	50 gp
Greater	Uncommon	4 [hit die] + 4	150 gp
Superior	Rare	6 [hit die] + 8	450 gp
Supreme	Very rare	8 [hit die] + 16	1,350 gp

Krazak, a barbarian, drinks a lesser healing potion with his bonus action. Using his hit die value (d12), he rolls 2d12 + 4 to see how many hit points he recovers.

Multiclassed Characters

Viridian is a 3rd-level Bard / 1st-level Fighter, with 3d8 and 1d10 hit dice. When he drinks a lesser healing potion, he uses his most common hit die size ð d8.

Potion of Stamina

Jhmbhg h_ MmZfbgZ

Item, Potion, Consumable

This cold, black potion tastes strongly of old coffee and sour milk. It fizzes when shaken.

You may ignore some exhaustion for one hour when you drink this potion ð the better the quality, the more exhaustion you can ignore. When the potion wears off, your exhaustion returns.

KnZebmb^l

Type	Rarity	Effect (1 hour)	Cost
Lesser	Common	ī1 exhaustion	50 gp
Greater	Uncommon	ī2 exhaustion	150 gp
Superior	Rare	ī4 exhaustion	450 gp
Supreme	Very rare	Ignore all exhaustion	1,350 gp

Chansi is suffering from two levels of exhaustion, causing disadvantage on ability checks _***lb*** halving her speed ð not good when being chased by dire wolves.

As a bonus action, she drinks a lesser stamina potion. For the next hour, she can ignore one level of exhaustion ð her total exhaustion drops from 2 to 1, removing the half-speed penalty. She can now ð just barely ð keep ahead of the howling wolves.

When the potion wears off after one hour, her total level of exhaustion goes back up to 2.

Exhaustion Limits

?qaZnlmbhg Zg] MmZfbgZ

Stamina potions can be a fun addition to your game if exhaustion is a common threat for your players, but if exhaustion is rarely used ð or has little risk ð stamina potions won't be of much interest.

10

Flasks

P

Magical Flasks

@eZId ; i i^ZkZg\^

d12	Material	Color	Style/Design
1	Fragile Glass	Blue	Human
2	Reinforced Glass	Red	Dwarven
3	Wood	Yellow	Elven
4	Porcelain	Silver	Orcish
5	Bone	Gold	Draconic
6	Clay	Purple	Undead
7	Leather	Orange	Celestial
8	Stone	Green	Aberrant
9	Resin	Brown	Elemental
10	Metal	Black	Fiendish
11	Dragonscale	White	Gnomish
12	Plant	Teal	Monstrous

The Flask Die

d20 Ÿ d12 Ÿ d10 Ÿ d8 Ÿ d6 Ÿ d4 Ÿ 0

DM: The wizard's lightning bolt hits you for 11 points of damage, Clanda. What do you do?

Clanda: Damn it, I'm bloodied. Can't risk another hit like that ð I'll take a drink from my ***dj_qi md fc_jgle*** as a bonus action and get... 7 hit points back.

DM: Great, now roll your flask die.

Clanda: Flask quantity is d4, so I roll a d4 and get... (rolls 1) damn ð looks like that was the last of the flask.

;o^kZ`^ OI^I " =hlml

Quantity	Remaining Uses (Average)	Cost to Buy
d20	30	22 x [base potion cost]
d12	20	15 x [base potion cost]
d10	14	10 x [base potion cost]
d8	9	6 x [base potion cost]
d6	5	3 x [base potion cost]
d4	2	1 x [base potion cost]

Qar]b] fr_eZId]^\k^ZI^:

- You drank too much.
- You spilled some as you were drinking.
- You overestimated how much was in there to begin with.

Splitting Flasks

Getting a Flask

Treasure & Rewards

Buying a Flask

Valiant wants to buy a ***dj_qi md fc_jgle*** with d6 quantity. One ***nmrgml md fc_jgle*** normally costs 50 gp, so the flask will cost him 150 gp (3 x 50).

@eZId h_ B^Zebg`

Item, Uncommon, Potion, Consumable

This flask contains d6 drinks of ***fc_jgle*** potion. When you take a drink, roll a flask die ð if you roll a 1 or 2, the flask quantity gets one size smaller.

Creating a Flask

Filling your Flask

@eZId L^_bee

Potions Used	Flask Quantity	Potions Used	Flask Quantity
1	d4	10	d10
3	d6	15	d12
6	d8	22	d20

Refilling your Flask

Variant: Mixing Potions

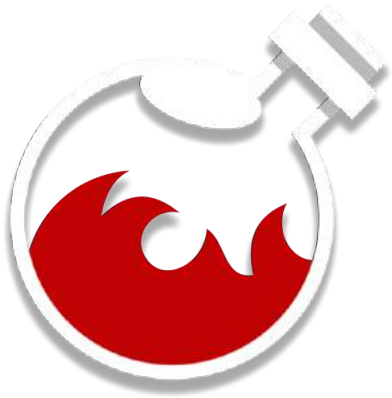
Gbqbg` Jhmbhgl

d20	Effect
1-5	The contents lose their original properties and become a ***nmrgml md nmgqml***.
6-16	The contents are spoiled and lose all magical properties.
17-19	No change in the contents.
20	The contents lose their original properties and gain the effect of the newly-added liquid.

Variant: Topping Up

Nhiibg` Oi

Flask Quantity	Potions Needed	Flask Quantity	Potions Needed
d4 Ÿ d6	+2	d10 Ÿ d12	+5
d6 Ÿ d8	+3	d12 Ÿ d20	+7
d8 Ÿ d10	+4	ð	ð



11

Oils

B

Creating Oils

Magical Oils

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Oil	Dust	Oil	Dust
Accuracy	Pearl	Nightmares	Amethyst
Blessing	Diamond	Power	Garnet
Corruption	Emerald	Resilience	Aquamarine
Decay	Onyx	Speed	Jet
Energy	Topaz	Spite	Peridot
Flameheart	Ruby	Thunderstrike	Alexandrite
Frost	Sapphire	ð	ð

In the Spiteful Halls, Krazak fights the dangerous Flame King ð a fire elemental vulnerable to cold damage.

Luckily, Krazak came prepared. The dwarf spends a bonus action to pour some ***Mgj md Dpmqr*** over his greataxe. As the oil coats the weapon, it gains the ***amjb*** damage type.

Applying an Oil

During a long rest, Clanda wants to create some ***Mgj md Bca_w***. After buying 120 gp of onyx dust, she rolls a DC 10 Intelligence (Arcana) check with her alchemist's kit to try and prepare the uncommon oil.

?e^f^gmZe Ibel

Name	Effect on Weapons	Effect on Armor	Rarity	Cost
Oil of Blessing	Deal ***P_bg_Ir*** damage	Gain ***Lcapmrya*** resistance (50%)	Uncommon	150 gp
Oil of Blessing (Greater)	Deal ***P_bg_Ir*** damage +1	Gain ***Lcapmrya*** resistance (75%)	Rare	600 gp
Oil of Blessing (Superior)	Deal ***P_bg_Ir*** damage +1d4	Gain ***Lcapmrya*** immunity	Very rare	2,400 gp
Oil of Corruption	Deal ***Nmgqml*** damage	Gain ***?agb*** resistance (50%)	Uncommon	150 gp
Oil of Corruption (Greater)	Deal ***Nmgqml*** damage +1	Gain ***?agb*** resistance (75%)	Rare	600 gp
Oil of Corruption (Superior)	Deal ***Nmgqml*** damage +1d4	Gain ***?agb*** immunity	Very rare	2,400 gp
Oil of Decay	Deal ***Lcapmrya*** damage	Gain ***P_bg_Ir*** resistance (50%)	Uncommon	150 gp
Oil of Decay (Greater)	Deal ***Lcapmrya*** damage +1	Gain ***P_bg_Ir*** resistance (75%)	Rare	600 gp
Oil of Decay (Superior)	Deal ***Lcapmrya*** damage +1d4	Gain ***P_bg_Ir*** immunity	Very rare	2,400 gp
Oil of Energy	Deal ***Jgefrlgle*** damage	Gain ***Rfslbcp*** resistance (50%)	Uncommon	150 gp
Oil of Energy (Greater)	Deal ***Jgefrlgle*** damage +1	Gain ***Rfslbcp*** resistance (75%)	Rare	600 gp
Oil of Energy (Superior)	Deal ***Jgefrlgle*** damage +1d4	Gain ***Rfslbcp*** immunity	Very rare	2,400 gp
Oil of Flameheart	Deal ***Dgpc*** damage	Gain ***Amjb*** resistance (50%)	Uncommon	150 gp
Oil of Flameheart (Greater)	Deal ***Dgpc*** damage +1	Gain ***Amjb*** resistance (75%)	Rare	600 gp
Oil of Flameheart (Superior)	Deal ***Dgpc*** damage +1d4	Gain ***Amjb*** immunity	Very rare	2,400 gp
Oil of Frost	Deal ***Amjb*** damage	Gain ***Dgpc*** resistance (50%)	Uncommon	150 gp
Oil of Frost (Greater)	Deal ***Amjb*** damage +1	Gain ***Dgpc*** resistance (75%)	Rare	600 gp
Oil of Frost (Superior)	Deal ***Amjb*** damage +1d4	Gain ***Dgpc*** immunity	Very rare	2,400 gp
Oil of Nightmares	Deal ***Nqwafga*** damage	Gain ***Dmpac*** resistance (50%)	Uncommon	150 gp
Oil of Nightmares (Greater)	Deal ***Nqwafga*** damage +1	Gain ***Dmpac*** resistance (75%)	Rare	600 gp
Oil of Nightmares (Superior)	Deal ***Nqwafga*** damage +1d4	Gain ***Dmpac*** immunity	Very rare	2,400 gp
Oil of Resilience	Deal ***Dmpac*** damage	Gain ***Nqwafga*** resistance (50%)	Uncommon	150 gp
Oil of Resilience (Greater)	Deal ***Dmpac*** damage +1	Gain ***Nqwafga*** resistance (75%)	Rare	600 gp
Oil of Resilience (Superior)	Deal ***Dmpac*** damage +1d4	Gain ***Nqwafga*** immunity	Very rare	2,400 gp
Oil of Spite	Deal ***?agb*** damage	Gain ***Nmgqml*** resistance (50%)	Uncommon	150 gp
Oil of Spite (Greater)	Deal ***?agb*** damage +1	Gain ***Nmgqml*** resistance (75%)	Rare	600 gp
Oil of Spite (Superior)	Deal ***?agb*** damage +1d4	Gain ***Nmgqml*** immunity	Very rare	2,400 gp
Oil of Thunderstrike	Deal ***Rfslbcp*** damage	Gain ***Jgefrlgle*** resistance (50%)	Uncommon	150 gp
Oil of Thunderstrike (Greater)	Deal ***Rfslbcp*** damage +1	Gain ***Jgefrlgle*** resistance (75%)	Rare	600 gp
Oil of Thunderstrike (Superior)	Deal ***Rfslbcp*** damage +1d4	Gain ***Jgefrlgle*** immunity	Very rare	2,400 gp

?gaZg\^f^gm Ibel

Name	Effect on Weapons	Effect on Armor	Rarity	Cost
Oil of Accuracy	Gain +1 to hit	Gain +1 AC	Uncommon	150 gp
Oil of Accuracy (Greater)	Gain +2 to hit	Gain +2 AC	Rare	600 gp
Oil of Accuracy (Superior)	Gain +3 to hit	Gain +3 AC	Very rare	2,400 gp
Oil of Power	Deal +1 damage	Reduce damage taken by 1 (min. 1)	Uncommon	150 gp
Oil of Power (Greater)	Deal +2 damage	Reduce damage taken by 2 (min. 1)	Rare	600 gp
Oil of Power (Superior)	Deal +3 damage	Reduce damage taken by 3 (min. 1)	Very rare	2,400 gp
Oil of Speed	Gain +1 opportunity attack per round	Increase max speed by +5 ft	Uncommon	150 gp
Oil of Speed (Greater)	Gain +2 opportunity attacks per round	Increase max speed by +10 ft	Rare	600 gp
Oil of Speed (Superior)	Gain +3 opportunity attacks per round	Increase max speed by +20 ft	Very rare	2,400 gp

PART 3
Taking Action

12 Taking Action p36
Tweaks and additions to a variety of action types.

13 Active Defence p38
Change combat with player-owned defence rolls.

14 Active Initiative p40
A dynamic, communication-driven initiative order.

15 Degrees of Success p42
Track the scale of player success and failure.

16 Active XP p44
Gain experience by recovering lost treasures.

17 Dangerous Magic p47
Add risk to your magic with magical burnout.

18 Making a Journey p50
Take long-distance travels with the Journey phase.

12

Taking Action

Social Interaction

Open Skills

DM: Valiant, a guard blocks the door with his spear. "You ain't going in there," he says bluntly.

Valiant: Do I recognise the guard?

DM: No, but you do recognise the symbol on his necklace ð the scales of Kelemvor, Lord of the Dead.

Valiant: He follows my god? Perfect. "Not often I meet one of His agents," I say, showing my necklace and symbol. "How long have you served Him?"

DM: The guard smiles at you. "Oh since I were a boy. My old man was a gravedigger ð knew the rites, taught me the words. Done right by me so far, has the Lord."

Valiant: I'll ask a few more questions, talk a little faith ð see if I can get this guy on my side and let me pass.

DM: if you're trying to get him to like you, that'll be a DC 15 Charisma check. You can add Religion to that.

DM: The farmer says "I 'eard that if yous eat a frog on a full moon, yous get to jump high like a frog".

Clanda: This ***qrsnɡb*** peasant. "There is ***lm*** way that is true," I tell him. Angrily.

DM: "Yea it is, I 'eard it from those boys over at the Grange farm. The moon magic turns you into one o' them lick-oh-tropes." The farmer is resolute in his belief ð it's going to be ***tcpw f_pb*** to change his mind.

Clanda: Hold my beer, guys ð I'm going to talk some brains back into this fool. Ok farm boy, let's start off with some basic pronounciation...

DM: Ok, roll a DC 25 Intelligence check. As you're attempting to change his mind, add Persuasion.

Help

DM: The owlbear screeches as the two of you surround it. Viridian, Krazak ð what do you do?

Viridian: This guy looks pretty wild. I'll ***fcjn*** distract the beast, Krazak, while you ð

Krazak: Hit it with the axe?

Viridian: Hit it with the axe. Ok I'll make a feint to the left (rolls 18)...

Krazak: And I'll swing the axe to the right (rolls 6)...

DM: Thanks to Viridian's feint, Krazak's axe bites deep into the owlbear. Roll your damage, Krazak.

Teamwork

Initiative

Tactical Wit

Cfikhobg`Cgm^eeb`^gl^

Dexterity is a very influential stat in vanilla 5e, determining attack rolls, damage, initiative bonuses, and (by far) the most common saving throw.

Moving initiative rolls from DEX to INT is a small tweak that helps to rebalance the abilities, curbing the dominion of Dexterity whilst expanding the utility of the weakest ability ð Intelligence ð in a way that impacts all characters equally.

Tools

DM: The crowd are getting restless.

Viridian: This could get ugly... Everyone likes music, right? I'll play a song, see if I can calm everyone down before anyone does something stupid.

DM: You want to sooth the rowdy crowd with music? Ok, that'll be a DC 20 Wisdom check.

Viridian: I'm proficient in Performance, and I'll use my lyre ð I'm proficient with that as well.

DM: Perfect. Make the roll with Advantage.

Knowledge Checks

DM: The creature lumbers out of the shadows, stretching out a rotten vine. You recognise it as a shambling mound, Chansi ð what do you do?

Chansi: I've spent a long of time out in the wilds ð do I know what their weakness is?

DM: Let's see... (rolls 3 in secret ð a failure). You remember notes from an old almanac. Apparently lightning is ***tcpw*** bad for mounds and their senses.

Chansi: Perfect! And I have four lighting arrows left. I shoot one immediately at the mound (rolls 19).

DM: A clear hit. The arrow strikes the mound and a burst of lightning erupts... to no effect. The mound advances on you, unfazed.

Chansi: ...***Uf_r=***

Viridian: That's some good memory you have there, Chansi. Real effective.

Chansi: Shut. Up. Viridian.

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Active Defence

Defence Rolls

Defence Roll: d20 + your AC
DC: attacker's attack bonus + 22

Criticals

Example of Play

DM: The three orcs rush forward, rage in their eyes. Two of them hack at you with their greataxes, Valiant, while the third stabs at Sarien with a javelin.

Valiant: I raise my shield to block. What's the DC?

DM: DC 27 (22 + orc attack bonus &)3').

Valiant: Here goes... (rolls 30 &/1) ?A /5') I bash the first attack aside with my shield, and... (rolls 22) damn, I get caught by the second.

DM: The second axe catches your arm painfully ð take 9 points of damage.

Valiant: That hurts ð a bad cut.

Sarien: I've got your back, Valiant. Let me just dodge this javelin first... (rolls natural 1) oh that's bad.

DM: You stumble right into the path of the javelin, Sarien, which stabs you right in the shoulder. Take 12 points of damage.

Valiant: *Epc_r* job, Sarien, good dodge there.

Sarien: On my next turn, I throttle Valiant.

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Instead of rolling for damage, anything controlled by the DM ð NPCs, monsters, traps, environmental effects ð may deal static damage according to its average value. If the attack is a critical hit, double the damage.

Portent

Emwyn, a divination wizard, has a portent result of 3 remaining. When he is attacked by an orc, Emwyn must make a defence roll. He chooses to use his portent instead of rolling, as takes the ***glitcpqc*** value of 18 (21 ī 3) ð Emwyn's defence result is 17 + his AC.

Saving Attacks

Saving Attack Roll: d20 + your spell save DC
DC: target's saving throw bonus + 22

Criticals

Variant: Massive Damage

Clanda: Let's see if this myconid can take a fireball.
DM: Ok Clanda, roll your saving attack.
Clanda: Piece of cake... (rolls 20) now ***rf_r}q*** more like it! Poor myconid, critically hit with a 3rd-level fireball? That'll be 16d6, please. I ***jmtc*** my job.

Example of Play

DM: Ok Clanda, it's your turn next. Valiant's under attack and Sarien's stumbling about ð what do you do?
Clanda: Ugh, I hate orcs. It's time to even the odds. I cast ***?agb Qnj_qf*** at the two orcs attacking Valiant.
Valiant: You're throwing ***_agb*** at me?
Clanda: Hush, it'll be ***dglc***. What's the DC?
DM: DC 23 (22 + orc dexerity saving throw ***&)/'***).
Clanda: Ok, I hurl this orb of acid... (rolls 23 ***&/.) QBA /1'***) It barely hits the first, scorching him for... (rolls 2) hmm, not very much.
DM: The orc snarls with irritation as a few drops of acid catch on his thick leather armor.
Clanda: The second... (rolls natural 20) critical hit! Some acid splashes on the orc's face, causing... (rolls 6 extra critical damage) great, 8 points of acid damage!
DM: The orc roars in pain and falls to the ground, clutching at his face as the flesh melts away.
Valiant: Gross.
Clanda: Do I hear a thank you? Manners, Valiant.

Variant: Small Defence

Defence Rolls

Defence Roll: d20 + (your AC ī 10)
DC: attacker's attack bonus + 12

Saving Attacks

Saving Attack Roll: d20 + (your spell save DC ī 8)
DC: target's saving throw bonus + 14

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Active Initiative

C

The Dynamic Round

Step 1. Who Goes First?

DM: You're surrounded, Valiant. The hobgoblin sneers at you. "Throw down your weapon, cleric, and maybe we'll only cut off one hand."

Valiant: Pft, I haven't forgotten last time ð never trust a hobgoblin. I raise my shield and charge.

DM: You're triggering the fight, Valiant ð you have the first turn.

Step 2. Take Turns

Qar Ol^ ; \mbo^ Cgbmbzmbo^:

There are four main benefits of switching to ***?arytc Glgrg_rytc***:

1. **Better teamwork:** Players can work together more easily to chain their actions togther into big combo-moves.
2. **More communication:** Players talk more to each other.
3. **More attentive players:** Players are actively watching what's happening for opportunities to jump in and act.
4. **It's easy:** No dice or math ð just say who goes next.

Delaying

Ghglm^k Akhnil

To prevent a routine side-vs-side combat or scene, make sure to create a variety of taggable groups. Avoid using large groups of monsters ð break them up and aim for 1 taggable monster or group per player at the start of a scene.

Step 3. End the Round

Effect Duration

Valiant casts ***@jcqq*** ð a concentration spell that lasts for 1 minute (10 rounds). At the end of each round, the remaining duration simply decreases by 1 round.

Clanda, meanwhile, uses ***Qfgcjb*** to deflect an attack. This spell ends whenever she takes her next turn.

Step 4. Start a New Round

Interrupting

Monster Interrupt Points

Cgm^kkniml " Cglibkzmbhg

Glrcppsnr Nmglrq exist to give the DM a power similar to player ***Glqngp_rgml Nmglrq***. But if Inspiration is not a common feature in your game ð or players aren't spending their points to make interrupts ð don't give the DM any Interrupt Points.

Example of Play

DM: The hobgoblin roars an order out to the goblins and they spring forward. Chansi, you've got the highest initiative ð what do you do?

Chansi: I fire an arrow at the hobgoblin... (rolls 11) oof, that's a bad start.

DM: Your arrow misses by a wide margin. The hobgoblin shouts, and three of the goblins look at you.

Chansi: That doesn't sound good. Valiant, might need you to draw some attention here...

Valiant: I'm on it. I move forward and strike at the nearest goblin with my war pick (rolls 16).

DM: The goblin curses aloud as you hit it. How much damage does it take?

Valiant: 6 points. Then with my ***U_p Npgcqr glgrg_rgtc***, I swing round to hit another goblin (rolls 17).

DM: Another hit ð the goblin screeches as it takes...?

Valiant: 7 points of damage. Now that should get their attention.

Valiant: Ok Clanda, you're up next.

Clanda: Perfect. I ð

DM: Before you can act, Clanda, the hobgoblin interrupts ***&qnclbq _l Glrcppsnr Nmglr'*** and leaps forward towards Valiant. He swings his longsword in a fierce two-handed arc and hits, dealing 6 damage.

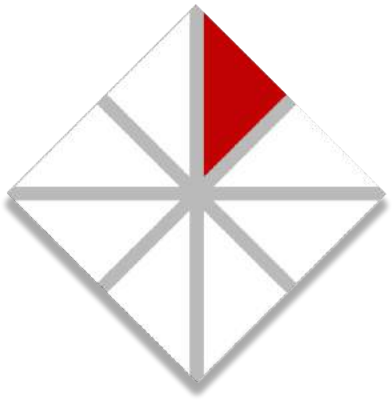
Valiant: Ouch.

DM: And with the goblins around you, Valiant, the hobgoblin's attack is even more dangerous thanks to ***K_prg_j ?bt_lr_ec*** ð take another 7 points of damage.

Valiant: Son of a...

DM: The hobgoblin laughs coldly, licking the blood from its blade. "You have my attention, little cleric," he sneers. The goblins begin to move ð

Clanda: I think not ***&qnclbq _l Glqngp_rgml Nmglr rm Glrcppsnr'***. Enough of this nonsense. Don't move, Valiant, unless you want this ***Dgpc `_jj*** in your face...



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Degrees of Success

S

Success & Failure

Krazak is critically hit by an enemy. He first takes damage for failing to dodge, then _bbgrgml_j damage (the crit damage) for critically failing ð two consequences total.

Boons

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d20	Boon
1	You restore some hit points
2	You gain a hit die
3	You find some extra gold
4	You gain a favour from an ally
5	You regain a spell slot
6	You deal extra damage
7	You heal some mental stress
8	You may spend a hit die to recover some hit points
9	You may switch places with a nearby ally
10	You can move to an advantageous position
11	You learn a piece of rare information
12	You (temporarily) lose one level of exhaustion
13	A magic item regains one charge
14	The locals hear about your achievement
15	You apply a condition to your enemy
16	A god notices your achievement
17	A condition improves
18	You gain advantage to your next roll
19	Your enemies are intimidated by you
20	You move your enemy

Consequences

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d20	Consequence
1	You or an ally take damage
2	An enemy reacts and takes an action
3	You gain some mental stress
4	Take a notch on your weapon/armor/item
5	You lose an item
6	One of your conditions worsens
7	Your torch goes out
8	An NPC becomes hostile to you
9	You lose some gold
10	You learn some misinformation
11	Your enemy becomes enraged
12	You gain the attention of the local guards
13	You drop your weapon
14	You stop and fall prone
15	You are poisoned or diseased
16	You are imprisoned
17	A crowd turns against you
18	A higher authority learns of your misdoings
19	A god punishes you
20	You lose some ammunition or hit dice

Success at a Cost

l__^kbg`l

d10	Offering
1	25% or 50% of your total hit points
2	One or more hit dice
3	One or more spell slots
4	An item gains a notch
5	You gain a condition
6	You gain the attention of the enemy
7	You are moved into a disadvantageous position
8	You lose an item
9	Gain a level of exhaustion
10	Lose some gold

Examples of Play

DM: The ground is crumbling beneath your feet, Chansi. There's a rope hanging ahead, over the abyss.

Chansi: I leap out and grab hold of it.

DM: Ok, that's a DC 15 Strength check.

Chansi: I should be able to use Athletics for this, so that's... (rolls 14) augh, so close!

DM: Very close indeed, the rope barely slips past your fingers. You have a chance to ***Qsaaccb _r _ Amqr***...

Chansi: Damn, I can't fall into the abyss. Perhaps... something falls out of my bag as I grab hold? Those old mushrooms I picked up earlier maybe?

DM: It has to be something precious to you.

Chansi: Ah. Well I was really hoping to use this healing potion later...

DM: Perfect. For a moment you fall, barely catching the rope at the last second with your other hand. But as you hang, you hear a small rip from your bag and your healing potion tumbles into the abyss below.

Chansi: Augh, I really needed that potion...

DM: Lord Erasius looks at you coldly, Viridian. "And why should I trust you, stranger?"

Viridian: Hmm. I want to convince Erasius that I'm nobility with access to the king. If Erasius will support us, I can put in a few words to boost his reputation.

DM: Ok, that's a tricky lie. You haven't had time to prepare this, so it's an off-the-cuff bluff ð make a DC 25 Charisma check.

Viridian: Can I use History with this?

DM: Yes, you know enough about the local lands to throw around a few names.

Viridian: Great. That's... (rolls 13) not good.

DM: No, it isn't ð it's a critical failure. Erasius can see right through your lies, and ð as a second consequence ð he's ***cvrpc k cjw*** offended. "You come into my home and dare lie right to my face? Perhaps some time in our dungeons will extract the truth from you. Guards!"

Viridian: Son of a...

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Active XP

E

Advancement

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Level	XP	Level	XP	Level	XP
0-1	150	7-8	2,260	14-15	23,810
1-2	300	8-9	3,160	15-16	33,330
2-3	420	9-10	4,430	16-17	46,660
3-4	590	10-11	6,200	17-18	65,330
4-5	820	11-12	8,680	18-19	91,460
5-6	1,150	12-13	12,150	19-20	128,050
6-7	1,610	13-14	17,010	ð	ð

Spending Experience

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?aŋtc VN encourages players to hunt for rare treasures, and is best suited to a particular style of game ð namely, campaigns that focus on exploration and treasure-hunting.

Valiant, a level 1 cleric, returns to Darrowmore with 250 XP and a rare, golden goblet worth 10 GP. He donates the goblet to his church and gains 100 XP.

Now at 350 XP, Valiant has enough experience to level up. After a week of training, he spends 300 XP to ascend to level 2 ð leaving 50 XP remaining.

Awarding Experience

Discovery & Adversity XP

Step 1. Challenge Level (CL)

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CL	XP	CL	XP	CL	XP
0	1	7	23	14	238
1	3	8	32	15	333
2	4	9	44	16	467
3	6	10	62	17	653
4	8	11	87	18	915
5	12	12	122	19	1,280
6	16	13	170	20	1,790

Step 2. Relative Difficulty (RD)

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Difficulty	Modifier	Description
Trivial	x 0	The PCs were far overpowered
Easy	x 0.5	The task was no trouble at all
Normal	x 1	The task proved to be a minor inconvenience or obstacle
Hard	x 2	The party lost some precious resources and had a hard time
Extreme	x 4	The party lost nearly all their resources, or someone died
Insane	x 8	The PCs were underpowered and survived against all odds

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Characters are generally expected to have around three adventures per level. In a treasure-focused campaign, 75% of the total XP should come from treasure rewards and the remaining 25% from discovery/adversity rewards.

For a faster or slower leveling experience, raise or lower the default XP rewards for each Challenge Level. You may also consider changing the 75%/25% ratios of XP if your game is less focused on treasure hunts.

Step 3. Calculate XP

Character XP: Challenge Level x Relative Difficulty
Party XP: Character XP x Party Size

Chansi is currently exploring the ***T_sjr*** *md* ***Qmppmu***, an area designed for level 3 characters. To hide from a patrol of skeletons, she quietly unpicks a locked door and slips out of sight ð avoiding a dangerous fight.

The DM decides to award her some adversity XP for the effort. As the CL is 3 (6 XP) and the lock was of normal (x1) difficulty, Chansi receives 6 XP.

Following a map through the ***Lgefrjcqq*** *Dmpcqr*, a dangerous area for level 5 characters, Valiant and Clanda finally uncover a long-hidden entrance to the ***Qf_rrcpcb Slbcpf_jj***.

The DM awards some discovery XP. As the CL is 5 (12 XP) and they had a hard (x2) time finding the entrance, Valiant and Clanda each receive 24 XP.

Later, deep within the Underhall, Valiant and Clanda fight a near-fatal battle against its guardians ð the ***Amspr*** *md* ***Jgcq***. Though victorious, they spent many resources and almost died in the process.

The DM awards some adversity XP for the battle. The ***Qf_rrcpcb Slbcpf_jj*** is CL 5 (12 XP) and they nearly died fighting an extreme (x4) battle against the Court, so Valiant and Clanda each receive 48 XP.

Recovery XP

Step 1. Challenge Level (CL)

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CL	GP	CL	GP	CL	GP
0	0	7	56	14	592
1	7	8	78	15	828
2	10	9	110	16	1,160
3	15	10	154	17	1,624
4	20	11	215	18	2,274
5	28	12	302	19	3,185
6	40	13	422	20	4,456

Step 2. Threat Rating (TR)

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Threat	Modifier	Description
None	x 0	A handful of weak opponents
Low	x 0.5	A band of badly organised foes
Average	x 1	A small force with one or more notable leaders
High	x 2	A well-armed force with several tiers of leadership
Extreme	x 4	A large force with formidable strength and influence
Legendary	x 8	A legendary monster such as a dragon, a beholder, or a lich.

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Magic items and currency (copper, silver, or gold pieces) do not count as treasure, so don't include their value in your treasure-to-XP calculations.

Step 3. Calculate Treasure

Treasure: Challenge Level x Threat Rating
Hoard: Individual Treasure x Party Size

The DM is building an adventure for level 1 characters, with a CL of 1 (7 gp) and an average (x1) threat rating ð meaning that characters should each find around 7 gp of treasure in the adventure, not including any random silver or gold.

The DM scatters the treasure across 7 encounters:

1. **Encounter:** The Bone Sentinels.
2. **Encounter:** The False Prince. Rewards a 1 gp treasure per person (some carved bone dice).
3. **Challenge:** A secret passageway to the undertomb.
4. **Encounter:** Madrigor, the Blind Cleric. Rewards a 1 gp treasure per person (a golden chalice).
5. **Challenge:** A collapsing ceiling and a locked door.
6. **Encounter:** The Bone Prince and his Retinue.
7. **Encounter:** The Amalgam King. Rewards a treasure hoard worth 5 gp per person (well-cut rubies).

After a brief expedition into the ***P_rjq Lcqr***, Chansi returns to Darrowmore carrying a jade figurine she reckons is worth 12 gp. She sells it to a local collector, exchanging the figurine for 12 gp and 120 XP.

Valiant also found treasure during the expedition ð a rare book of holy scripture worth 12 gp. He donates the book to his local church, gaining 0 gp and 120 XP.

While the group wasn't looking, Clanda palmed an extra ruby from the treasure pile. On returning to town, she sells it to gain 7 gp and 70 XP. Clanda keeps the gold but shares the XP with the rest of the party.

17

Dangerous Magic

M

Burnout

Triggering Burnout

1. Your Burnout Die gets Smaller

1d12 Ÿ 1d10 Ÿ 1d8 Ÿ 1d6 Ÿ 1d4

2. You Suffer a Consequence

Clanda: Ok, these myconids are ***pc_jjw*** starting to annoy me now. Good thing I've been saving this ***Dgpc `_jj*** for a special occasion...

DM: As you channel your arcane power, you feel the weave pulling away. Roll your Burnout die, Clanda.

Clanda: Easy, still on a fresh d12... (rolls 1) or not, damn. So a 3rd-level burnout with a... (rolls 46) ***fspr*** consequence.

DM: Some of the raw arcane energy arcs lances out from your spell. Shrink your burnout die one step to d10 and take 6 hit points of damage.

Clanda: Fine. I'll channel that anger back into the spell ð these myconids are going to ***`spl***.

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Suffering burnout doesn't mean your spellcasting failed ð it just means you were hurt somehow during the attempt.

Roll to attack and resolve any hits or misses as per normal for your magic spell ð apply your burnout consequences after you've finished resolving your spell effects.

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d100	Consequence	d100	Consequence
1-5	**Drained:** Lose (spell level) hit dice.	95	**Gifted:** Regain this spell slot.
6-15	**Reduced:** Lose (spell level / 2) hit dice.	96	**Renewed:** Regain (spell level) hit dice.
16-40	**Shocked:** Lose (spell level x 4) hit points.	97	**Healed:** Gain (spell level x 4) hit points.
41-88	**Hurt:** Lose (spell level x 2) hit points.	98	**Protected:** Gain (spell level x 4) temporary hit points.
89-93	**Blackout:** Disadvantage on casting for (spell level) rounds.	99	**Energised:** Advantage on casting for (spell level) rounds.
94	**Immolated:** Shrink the burnout die to d4.	100	**Restored:** Reset the burnout die to d12.

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You only roll the ***@splmsr*** die once per spell, regardless of the number of spell targets. Burnout is also unaffected by any advantage/disadvantage you may have on your action.

Recovering from Burnout

Safe Magic

Why Did I Burn Out?

Mana Potions

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Item, Potion, Consumable

This blue potion glows with a faint light when shaken and feels strangely cold to the touch. It tastes of lemon and licorice.

You recover some magical burnout when you drink this potion ð the better the quality, the more burnout you are able to restore.

KnZebmb^l

Type	Rarity	Recovery	Cost
Lesser	Common	+1 size	25 gp
Greater	Uncommon	+2 size	75 gp
Superior	Rare	+3 size	225 gp
Supreme	Very rare	+4 size	675 gp

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d20	Reason
1	You mispronounced a key syllable.
2	You said the words in the wrong order.
3	You sneezed.
4	You wrote a glyph incorrectly.
5	You used a low quality spell component.
6	You didn't move your hands in the proper motion.
7	You got distracted by a sudden movement.
8	The weave is wild and unpredictable.
9	Your god is angry with you.
10	Your god gave you too much power at once.
11	Your god is busy with celestial matters.
12	An opposing god is interfering with the power.
13	A nearby ley-line is warping the flow of magic.
14	Another caster is disrupting your control.
15	Your patron is testing you.
16	Your patron wants your attention.
17	Your patron doesn't understand your mortal frailty.
18	The winds of magic are against you.
19	A magic item you are wearing reacts badly.
20	Magical energy is scarce in this region.

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Your burnout die cannot grow larger than a d12 or smaller than a d4 ð regardless of modifiers, effects, or consumables.

Regional Magic

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Modifier	Severity	Description
+3	Serene	The flow of magic is abundant, predicable, and easy to harness.
+2	Calm	The flow of magic is rich.
+1	Stable	The flow of magic is reliable.
+0	Normal	ð
-1	Unstable	The flow of magic is erratic.
-2	Wild	The flow of magic is intense and hard to control or shape.
-3	Chaotic	The flow of magic is raw, unpredictable, and dangerous.

DM: Pushing through the thick wood, you see an old stone building with a ruined spire in the distance. You feel the ***a_jkgle*** power of holy ground.

Valiant: Finally, Unity Spire. I'll let Viridian know I've found it with a ***Qclbgle*** spell.

DM: Ok, make your burnout check.

Valiant: No problem. Should be rolling d8, but this calm power pushes it back up two sizes to d12. Great.

DM: As you approach the arcane portal, Clanda, you can feel raw magical energies pouring through it. The sensation is almost overwhelming as waves of ***af_mrya*** energy rush past you.

Clanda: I don't like the look of this... I'll try casting ***Bgqncj K_ega*** on that portal.

Chansi: How close are you to burning out?

Clanda: Should be rolling d10, but all this chaotic magic pushes it down three sizes to d4. 50% chance to burnout ð could ***fspr***...

Themed Locations

DM: As you enter the school, Clanda, you feel an immediate shift in the weave. Many decades of teaching ***Ctma_rym l*** magic here has warped and shaped the flow of power unnaturally.

Clanda: Making it easier to cast Evocation spells?

DM: Exactly. The flow is ***qcpc lc*** (+3) for Evocation magic, but ***ugjb*** (-2) for all other magic types.

Custom Consequences

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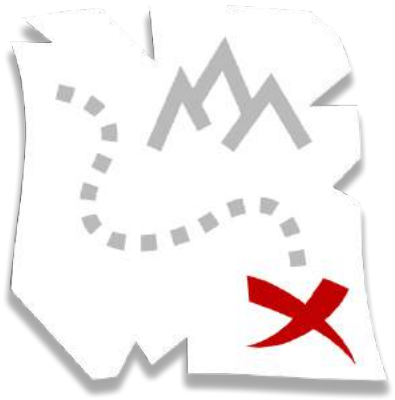
d100	Minor (SL 1-2)	Moderate (SL 3-4)	Major (SL 5-6)	Monstrous (SL 7-9)
01-45	Gain minor Stress	Gain moderate Stress	Gain major Stress	Gain monstrous Stress
46-70	An item gains 1 notch	An item gains 2 notches	An item gains 4 notches	An item gains 8 notches
71-80	Gain 1 hunger	Gain 2 hunger	Gain 4 hunger	Gain 6 hunger
81-90	Gain 1 thirst	Gain 2 thirst	Gain 4 thirst	Gain 6 thirst
91-00	Gain 1 fatigue	Gain 2 fatigue	Gain 4 fatigue	Gain 6 fatigue



18

Making a Journey

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The Journey Phase

Step 1: Plan

Valiant, Chansi, and Clanda are trying to reach Westwall Tower. That's about 45 miles away, so the journey should take roughly 3 days at a normal walking pace ð assuming fair weather and no surprises.

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This chapter assumes you will be making a standard journey during the day. On rare occasions, however, you might want to travel in the dead of night.

When travelling at night, use the same process described in this chapter but simply shift the phase of the day accordingly to suit your schedule. Keep in mind that some checks might be much more difficult at night.

Step 2: Travel

Dawn

Morning

Noon

Afternoon

Dusk

Night

Waking on the second day of their journey, Valiant, Chansi, and Clanda assign roles as they eat: Valiant to guide, Chansi to scout, and Clanda to keep lookout at night. They don't appoint a forager, but that's fine ð there's enough rations for a couple of days yet.

The morning is uneventful, and at noon they stop for a short rest and a small drink ð it's becoming very warm now thanks to a cloudless sky.

During the afternoon, they find an old peddler sitting on the side of the road ð he's suffering from some mild heatstroke. Chansi offers him some water ð the peddler gratefully gives them a freshly caught rabbit in exchange ð and they continue on.

As dusk settles, they set up camp for the night. Clanda prepares a few ***?j_pk*** spells around the perimeter, Chansi cooks the rabbit meat for everyone to eat, and Valiant checks their progress on his map. Everything seems on track.

Tomorrow they might have to think about foraging for fresh water to top up their supplies ð especially if it's as warm as today was.

Step 3: Arrive

Variant: Stress

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Travel Time	Stress	Travel Time	Stress
Up to 1 day	-1	Up to 1 month	-4 (1d6)
Up to 1 week	-2 (1d4)	Up to 1 year	-8 (1d6 + 4)

After 5 days of travel ð a sudden and fierce thunderstorm forcing them to lose 2 days progress ð Valiant, Chansi, and Clanda finally make it to Westwall Tower. Relieved, they each restore 2 points of Stress.

Roles

The Guide

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DC	Terrain
5	Wide open plains; Clear landmarks; Obvious pathway.
10	Tall landmarks; Small hills.
15	Light rain or mist; Woods and hills.
20	Moonlight night; Heavy rain or mist; Forest with no clear pathway or markings.
25	Fog; Thick and obscure forest; Mountains.
30	Clouded night; Impossibly thick fog; A shifting maze; Magically treacherous terrain.

The Forager

The Lookout

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DC	Terrain
5	Lush and verdant forest; Food and water are everywhere.
10	Forest; Coast; Abundant food and clean water.
15	Thin woodland and greenwood. Food must be actively hunted and water is harder to find.
20	Dry, open plains; Very little food or clean water.
25	Desert and barren or polluted land; Food is extremely rare and water may need treatment.
30	Toxic or corrupted deadlands; Food is inedible and water sources are poisoned.

DM: Chansi, roll a Foraging check to see if you found anything. You're in thin woodland, so it's DC 15.

Chansi: Ok... (rolls 18) perfect. Today I found... (rolls 4) 4 supplies. We're a bit low on water right now, so let's say I found 3 water rations and 1 food ration.

The Scout

Travelling Pace

Walking

Horseback

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Travel Pace	Speed	Distance	Guide	Forage	Scout	Hide Tracks
Slow	0.6 days	10 miles	Advantage	Normal	Advantage	Advantage
Medium	1 day	15 miles	Normal	Disadvantage	Normal	Normal
Fast	1.4 days	20 miles	Disadvantage	None	Disadvantage	Disadvantage

Encounters

Step 1: Danger Level

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Danger	**Encounters**
Safe and civilised; A village, a barren desert, a well-defended plain.	1
Dangerous frontier; A wild forest, a treacherous swamp, a disturbed graveyard.	2
Enemy territory; A monster's lair, an enemy camp, a haunted wood.	3
Heavily populated hostile territory; An enemy settlement, a mind-flayer city, a kobold nest.	4
Lethal and actively hunted; A plane of madness, a god's domain, a layer of hell.	5

Step 2: Encounter Times

The party are passing through a shrouded wood with a danger level of 2. The DM secretly rolls 6d6 and generates a result of [2, 6, 2, 3, 6, 1] ð the party will encounter something at dawn, noon, and night.

Step 3: Generate Encounters

DM: While you're all travelling in the afternoon, conversation turns to family. Clanda, tell us a good memory you have of your parents.

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d6	**Type**
1	**Character:** Ask a player an interesting or fun question about their character.
2	**Social (Friendly):** A pleasant encounter with some friendly NPCs.
3	**Social (Hostile):** Some NPCs are hostile to the party and could lead to harm.
4	**Skill Challenge:** Something happens that requires multiple skill checks to overcome.
5	**Combat (Non-committal):** The party is attacked, but the enemies will flee easily.
6	**Combat (Aggressive):** The party is attacked and the enemies will fight to near death.

Step 4: Generate a Discovery

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d6	**Result**
1-4	Nothing
5	Spot a discovery in the morning.
6	Spot a discovery in the afternoon.

Encounter Seeds

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d100	Encounter
01-02	A bad memory of your family
03-04	A good memory of your family
05-06	A faction you strongly agree with
07-08	A faction you strongly disagree with
09-10	A game you like to play
11-12	A happy moment from your childhood
13-14	A monster you don't believe is real
15-16	A person you are afraid of
17-18	A person you couldn't save
19-20	A person you hate
21-22	A person you love
23-24	A person you respect
25-26	A person you want to meet
27-28	A place you would love to visit
29-30	A sad moment from your childhood
31-32	A time you embarrassed yourself
33-34	A time you got away with something
35-36	A time you got a sibling into trouble
37-38	A time you got really drunk
39-40	A time you hurt someone
41-42	A time you made something
43-44	A time you were afraid
45-46	A time you were heroic
47-48	A time you were powerless
49-50	A time you were proud of someone
51-52	A time you were smarter than everyone else
53-54	Are you a dog person or a cat person?
55-56	Are you closer to your mother or your father?
57-58	Food that you think is disgusting
59-60	Something that happened on your last birthday
61-62	Something you are ashamed of
63-64	Something you are proud of doing
65-66	Something you would love to do
67-68	The best dinner you've ever had
69-70	The best gift you ever received
71-72	The funniest thing you've ever seen
73-74	What are you looking forward to?
75-76	What would you do if you were king?
77-78	What would you do with a million gold pieces?
79-80	Where are your family now?
81-82	Who or what would you die for?

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d100	Encounter
83-84	Who was your first kiss?
85-86	Why are you with the party?
87-88	Why would the party fall apart without you?
89-90	Your favourite story
91-92	Your favourite thing about your hometown
93-94	Your favourite way to relax
95-96	Your greatest achievement
97-98	Your greatest fear
99-00	Your last nightmare

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d100	Encounter
01-05	A wandering peddler offers you a look at his wares
06-10	An old cleric is repairing a small shrine recently damaged by someone or something
11-15	A wandering bard shares stories about the locals
16-20	A drunken giant is trying to mend a bridge he has broken, but is having trouble with the work
21-25	An old woman needs your help to get an unusual pet down from a tree
26-30	A naked bard asks you for some spare clothes
31-35	You find someone passed out and wounded
36-40	Two drunk goliaths are wrestling any challengers
41-45	A wizard asks if you can help him test a new spell
46-50	Two groups of people need your help to settle a bet
51-55	You find a small child, lost and alone
56-60	Three dwarves challenge the biggest party member to a drinking competition
61-65	Two clerics are arguing about who is the best god
66-70	A hungry beggar offers you a secret for some food
71-75	A guard is training some new recruits and asks you to help demonstrate a few moves
76-80	A dying man asks you to help end his pain
81-85	A silent monk offers you some food for a story
86-90	A bard is trying to write a song but is having trouble with the words and asks you for advice
91-95	A wagon has overturned and the owner needs help
96-00	A kobold challenges you to a game of riddles

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d100	Encounter
01-05	A group of racist thugs has an issue with one of your party members because of their appearance
06-10	Three guards call you to halt, holding a wanted poster that looks a lot like one of your party
11-15	Some highwaymen demand your money or your life
16-20	Two groups of people are brawling near an overturned cart, each blaming the other

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d100	Encounter
21-25	A giant blocks your path with a makeshift toll gate, demanding an unusual payment
26-30	A group of drunk soldiers approach and demand you offer some tribute to the king's men
31-35	A person is tied to a stake and surrounded by a silent mob holding torches, led by a fierce cleric
36-40	A loud zealot preaching to a mob accuses you of dark heresy against their god
41-45	A barbarian, delirious with a berserker rage, thinks you are a foul monster to kill
46-50	A petty nobleman accuses you of not showing the proper due respect and demands satisfaction
51-55	You stumble across a dead body and a person holding a bloody knife, who says "It wasn't me!"
56-60	Someone fleeing from a dozen pursuers begs you for protection against harm
61-65	An old woman with a knife and foul breath asks you to pay tribute to her god
66-70	Three men eating around a campfire offer you some food, but it's not animal meat they're cooking...
71-75	A ghost stands in the middle of the road, wailing
76-80	A group of hooded cultists emerge, loudly proclaiming that you are the chosen one
81-85	A bard is playing beautiful music to a crowd, but all who listen are quickly under her thrall
86-90	A wild sorcerer seeks to test a spell on you
91-95	A paladin accuses you of performing evil acts and demands you pay for your sins with blood
96-00	A furious druid has someone trapped in vines and intends to kill them for desecrating the grove

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d100	Skill Challenge
01-10	A broken wagon blocks the way and must be repaired, overturned, or bypassed
11-20	A rowdy mob that must be calmed or evaded before they turn on you or some other victim
21-30	An overwhelmingly large pack of hungry, wild animals that must be outrun
31-40	There is an unfamiliar split in the path and the correct direction must be determined
41-50	A glade of flesh-eating plants that must be escaped before they can paralyze you
51-60	A broken bridge across a ravine that must be fixed or overcome to progress
61-70	A sudden, terrible storm that requires shelter to be found and constructed fast
71-80	A band of highwaymen that must be intimidated or out-smarted before things turn ugly
81-90	A magical illusion blocks the way and must be disabled or bypassed to progress
91-00	Recent weather has destroyed some notable landmarks and the path must be rediscovered

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d100	Discovery
01-02	An old and ruined tower
03-04	A burned out home
05-06	A howling cavern
07-08	A small, tightly locked chest
09-10	A statue of a good deity
11-12	A statue of an evil deity
13-14	A circle of stone pillars
15-16	A giant tree with far-reaching roots
17-18	A ruined temple to an unknown god
19-20	A cracked, stone fountain filled with a green ooze
21-22	A strange pillar carved with bloody runes
23-24	A strange, twisted tree
25-26	An abandoned wagon and the signs of battle
27-28	A small, unlocked hut with a warm hearth
29-30	A locked door in the side of a hill
31-32	A chilling cemetery
33-34	A locked door in the side of a hill
35-36	An abandoned ruin of a castle
37-38	A wrecked, half-buried pirate ship
39-40	A set of steps leading down into a crypt
41-42	A strange plant with an alluring scent
43-44	A rusted cauldron still warm to the touch
45-46	A tiny door in the foot of a tree
47-48	A beautiful glade with delicious-looking fruit
49-50	A sealed, metal coffin
51-52	A twisted pillar with an evil, carved face
53-54	A book on a bloody altar
55-56	A sword impaled in a monstrous stone statue
57-58	A map pinned to a tree with a black knife
59-60	A blood-red stone embedded in a twisted tree
61-62	A skeleton holding a small, red book
63-64	A hole in the ground where singing can be heard
65-66	A monument to an ancient battle
67-68	A giant skeleton of a long-dead gargantuan creature
69-70	A boarded-up house with ghostly wails
71-72	A stone archway covered in eldritch runes
73-74	A pool of sweet, red water
75-76	A glade of trees that ooze black sap
77-78	A collection of life-like humanoid stone statues
79-80	A secret wishing pool
81-82	A sleeping dragon
83-84	A half-buried chest surrounded by skeletons
85-86	7 rotating pillars of segmented red stone
87-88	A tree that burns with unnatural green fire
89-90	The ruins of a magical experiment gone wrong
91-00	Reroll

PART 4
Life & Death

19 Wounds & Injuries p57
Gain lingering wounds and injuries at 0 hp.

20 Death & Resurrection p60
Persistent death saves and revised resurrection.

21 Cheating Fate p62
Cheat death with rare fate points.

22 Deadly Disease p63
Plague your world with contagious diseases.

23 Survival Conditions p69
Track hunger, thirst, and fatigue on your travels.

24 Stress & Afflictions p72
Manage your mental stress levels.

19

Wounds & Injuries

A

Lingering Wounds

Bloodied

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d10	Area	d10	Area
1	An arm	6	Your back
2	A leg	7	Your head
3	A hand	8	Your face
4	A foot	9	Your chest
5	Your stomach	10	Your buttocks

DM: The wolf bites you fiercely, Sarien, causing 7 points of damage.

Sarien: Gah, I'm ***`jmmbgcb*** now.

DM: With the scent of fresh blood in the air, all three wolves turn and look at Sarien hungrily...

DM: The orc's axe slashes you, Viridian, and you take 9 points of damage.

Viridian: Urk, that's not good ð I'm at 0 hit points. Before I black out, I notice... (rolls 9) blood dripping from a wound to my chest. Great.

Clanda: At least it wasn't your butt this time.

Viridian: Yea. ***Jsaiw kc***.

Healing When Bloodied

Exhaustion

?qaZnImbhg ?__^\mI

Level	Effect
1	Disadvantage on Ability Checks
2	Speed halved
3	Disadvantage on Attack rolls and Saving Throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

When Viridian gains his new chest wound, he also gains a level of exhaustion. After the battle, Chansi patches him up and treats the wound to remove the exhaustion penalty.

Treating Wounds

DM: The werewolf's razor sharp claws slash at you Viridian with a critical hit ð take 14 points of damage.

Viridian: Ouch. Better check if my treated chest wound is ok... (rolls 1) damn it, it reopens _***Ib*** I lose a hit die. This hurts...

DM: Those claws have ripped open your bandages, Viridian, and blood pours from your chest wound. You start to feel exhausted again from the open wound.

Viridian: Great. Can this day get any worse?

DM: The werewolf slashes at you again. Critical hit.

Viridian: ...

Permanent Injuries

Healing Wounds

Magical Healing

L^hi^g^] Qhng]I

d20	Effect
1	The wound reopens and you lose a hit die
2-8	The wound reopens
9-20	The wound remains closed

J^k f Zg^gm Cgcnkb^I

d10	Injury	Treatment
1	Lose an arm	Prosthesis (arm)
2	Lose a leg	Prosthesis (leg)
3	Lose a hand	Prosthesis (hand)
4	Lose a foot	Prosthesis (foot)
5	Lose an eye	Prosthesis (eye)
6	Lose a toe	Medical aid (DC 15)
7	Lose a finger	Medical aid (DC 15)
8	Gain a horrific, scarring wound	Medical aid (DC 20)
9	Gain an internal injury	Medical aid (DC 20)
10	Lose half your teeth	Medical aid (DC 20)

Cgcnkr ?__^\mI

The exact consequences of an injury may vary wildly from game to game and character to character.

If a character gains an injury, make sure to have a brief discussion between player and DM to establish any notable in-game effects beyond the exhaustion increase.