

COLLEGE OF THE CROW'S NEST



A TREASURE HUNTING BARDIC COLLEGE

BY R. MORGAN SLADE



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On the Cover: Nikki Dawes illustrates a sailor, peering into the endless horizon in search of great adventure and grand reward. Surrounded by animals big and small, friends that the sailor has made along the way.



COLLEGE OF THE CROW'S NEST

Crow's Nest bards revel in the journey, navigating the trials of adventure with intuition and perseverance as they pursue relics and rarities as a catalyst for journeys abroad, cultivating a lifetime of memories from which they draw treasures of untold strength alongside their faithful familiar companion.

The College of the Crow's Nest exists as a whisper on the wind and waters among travellers and adventurers rather than some formal doctrine, though most Crow's Nest bards would be quick to jest of a particular ocean or sea where they formally study. Adventure is their required course and sought treasure is their elective. Sought treasures fuel a Crow's Nest bard's thirst for lofty and often dangerous challenges, leading themselves and their companions across land and sea in search of lost treasures long forgotten or priceless relics stolen from their rightful heirs through generations of conquest and righteous greed.

Surviving the trials of adventure with familiar friends at their side is the true prize for a Crow's Nest bard; no treasure or reward can rival a heart rich in souvenirs of story and song. For a Crow's Nest bard, discovering a sought treasure is only half the quest. Should a sought treasure be found away from its rightful heirs or proper resting place, a Crow's Nest bard will endeavour to ensure its safe return

upon which time the culmination of their efforts manifest an ethereal keepsake stored within the vault of their familiar's pocket dimension. These ethereal keepsakes are replicas of rightfully returned sought treasures, forged from the fires of the bard's adventurous heart. Memories coalesced into a memento of a closed chapter in a Crow's Nest bard's ever growing legacy.

BONUS PROFICIENCIES

When you join the College of the Crow's Nest at 3rd level, you gain proficiency in History, Vehicles (Water), and Navigator's tools.

CROW'S NEST FAMILIAR

When you join the College of the Crow's Nest at 3rd level, you learn the spell *find familiar*. It does not count toward your total spells known, and your familiar can also adopt forms included within this supplement. The additional forms available include: armadillo, axolotl, canine, chameleon, electric eel, fennec fox, macaw, marmoset, opossum, otter, pelican, pufferfish, scorpion, spider monkey, and wildcat. In addition, as an action you can expend one use of your Bardic Inspiration to change your familiar's form. Any material components needed for the spell are still required to change the familiar's form when using a Bardic Inspiration to do so.

SOUGHT TREASURES AND ETHEREAL KEEPSAKES

Additionally at 3rd level, whenever you take a long rest you can choose an item (agreed upon with your DM) to be designated as your sought treasure: the focus of your latest treasure hunt. This item must require attunement but can't be cursed, must be of uncommon quality, can't be a consumable, can't be conventionally purchased, and you must not currently know of its exact location. You can choose items of up to rare quality at 6th level, up to very rare quality at 10th level, and up to legendary quality at 14th level.

Once you have chosen a sought treasure to pursue, after you regain your spent Bardic Inspiration from finishing a long rest, you can choose to expend one use of your Bardic Inspiration. If you do, your intuition confirms whether you are closer or farther from your sought treasure than you were at the location of your previous long rest.

If you discover a sought treasure and it is not currently in its rightful resting place or secured by its rightful heirs (determined by the DM), you can attune to the item as normal, but you can't choose another sought treasure until your current one is returned to its rightful place. If a sought treasure in your possession has not been returned to its rightful place after one month, you suffer one level of exhaustion, which can't be removed as long as you are attuned to the sought treasure.

Once a sought treasure is either returned to its rightful resting place or in the possession of its rightful heirs, memories and tales from your latest treasure-hunting adventures coalesce during your next long rest into an ethereal keepsake stored within your familiar's pocket dimension. Ethereal keepsakes exist as perfect replicas of the original, with several important additions:



- Whenever you summon your familiar, you can expend one use of your Bardic Inspiration to retrieve an ethereal keepsake stored within its pocket dimension. Your familiar cannot retrieve an ethereal keepsake unless you are able to attune to it. The keepsake is considered immediately attuned to you.
- You can choose to return an ethereal keepsake to your familiar's pocket dimension as a bonus action.
- Only you can wield your ethereal keepsakes. Keepsakes act as their material plane counterparts under normal circumstances, but if another creature were to attempt to wear or wield an ethereal keepsake, the item would slip through their grasp.
- Each ethereal keepsake in your possession grants +1 bonus to your Charisma score, up to a maximum score of 20.
- If after you create an ethereal keepsake you knowingly allow the matching original to be appropriated by anyone to whom it does not rightfully belong, your ethereal keepsake of that sought treasure ceases to exist until such time that the original is returned to its rightful place.

Should you choose to abandon your pursuit of one sought treasure for another, you can do so during a long rest and awake with one level of exhaustion as the weight of your decision settles within you. You cannot pursue a previously abandoned sought treasure and if you happen to come across it during your travels, you cannot attune to the item, nor can you create an ethereal keepsake of it.

FAMILIAR AURA

Starting at 6th level, as long as your familiar is within telepathic range of you, you can expend one use of your Bardic Inspiration to create a 30 foot radius aura around your familiar. Both you and any friendly creatures within the aura benefit from any of the familiar's traits, applying the benefits as if it were their own. This aura lasts for 1 hour, or until your familiar is dismissed or drops to 0 hit points. For example, the armadillo has the following trait:

Guarded. The armadillo takes no damage from nonmagical weapons or nonmagical environmental hazards until the start of its next turn after using the Ready action.

In this instance, any non-hostile creatures within your armadillo familiar's active aura take no damage from nonmagical weapons or nonmagical environment hazards after using the Ready action.

TREASURE VAULT

Starting at 6th level, when you regain uses of your Bardic Inspiration at the end of a long rest, you regain a number of uses equal to your Charisma modifier + the number of ethereal keepsakes you possess.

Starting at 10th level, whenever a friendly creature spends one of your Bardic Inspiration dice, treat the die roll as the total number of ethereal keepsakes in your possession if the roll is below that amount.

FAMILIAR BOND

Starting at 14th level, whenever your familiar would take damage while it is within telepathic range, you can choose to expend one use of your Bardic Inspiration as a reaction to take the damage as though you were the original target.

TREASURE TROVE

Starting at 14th level, if your familiar is within telepathic range of you, after a friendly creature within 30 feet of you adds your Bardic Inspiration die to an ability check, attack roll, or saving throw, but before the DM says whether the roll succeeds or fails, you can immediately expend one of your Bardic Inspiration as a reaction to dismiss and resummon your familiar in an unoccupied space adjacent to that creature. Choose one stored ethereal keepsake for your familiar to retrieve. The creature becomes attuned to this item, and this attunement does not count against the maximum number of items that creature can attune to.

If any traits of the attuned ethereal keepsake could influence the creature's impending roll, those traits are immediately applied. If the creature made an attack roll and the keepsake is a weapon, add the keepsake's damage and effects to any damage rolled provided the attack succeeded.

At the end of the creature's turn, the ethereal keepsake disappears back into your familiar's pocket dimension, and you cannot use this ability again until you finish a long rest.



FAMILIAR OPTIONS

ARMADILLO

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	10 (+0)	2 (-4)	10 (+0)	6 (-2)

Skills Perception +2, Stealth +4

Senses blindsight 60 ft., passive Perception 12

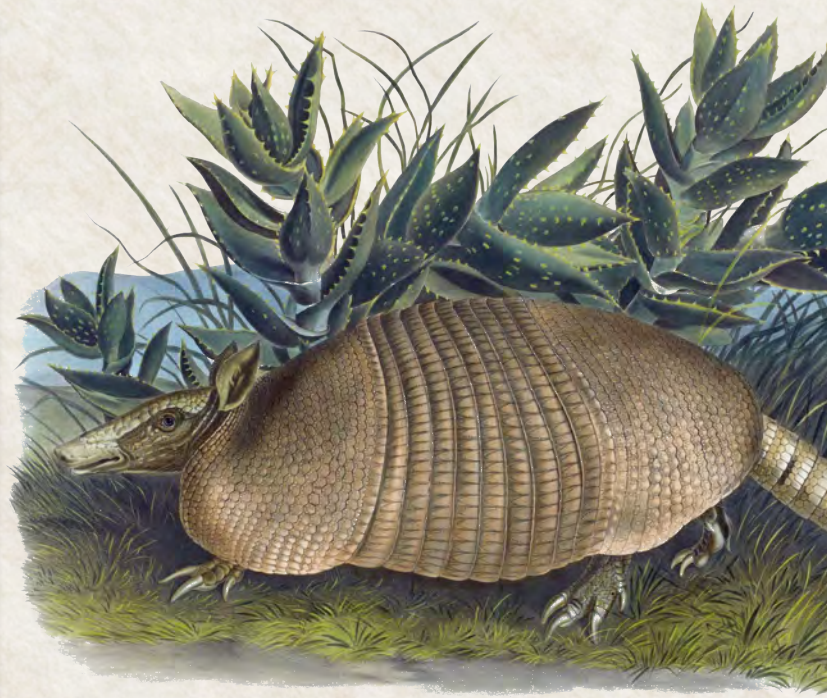
Languages —

Challenge 0 (0 XP)

Guarded. The armadillo takes no damage from nonmagical weapons or nonmagical environmental hazards until the start of its next turn after using the Ready action.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage, and the target must succeed a DC 10 Constitution saving throw or become poisoned until the start of their next turn.



AXOLOTL

Tiny beast, unaligned

Armor Class 10

Hit Points 2 (1d4)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	10 (+0)	10 (+0)	3 (-4)	12 (+1)	14 (+2)

Skills Persuasion +3, Survival +3

Senses passive Perception 13

Languages —

Challenge 0 (0 XP)

Natural Resistance. The axolotl is immune to poison, disease, and petrification effects.

ACTIONS

Gentle Tap. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* The target must succeed on a DC 12 Charisma saving throw or be charmed by the axolotl until the end of their next turn.

CANINE

Tiny beast, unaligned

Armor Class 10

Hit Points 2 (1d4)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+0)	3 (-4)	10 (+0)	10 (+0)

Skills Athletics +3, Survival +2

Senses passive Perception 12

Languages —

Challenge 0 (0 XP)

Quick Reflexes. If the canine hasn't moved more than 5 feet since the start of their last turn and has already used a reaction, the canine can choose to make an opportunity attack against a creature that moves out of their reach.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage, and the target must succeed on a DC 11 Strength saving throw or become grappled (escape DC 11).



CHAMELEON

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	10 (+0)

Skills Insight +3, Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (0 XP)

Camouflage. If the chameleon remains touching the same surface for at least 1 minute uninterrupted, the chameleon becomes invisible until it either moves onto a different surface or makes an attack.

ACTIONS

Slurp. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1 bludgeoning damage. If the target is wearing a small nonmagical trinket such as a ring or a gem, it is removed by the chameleon.

ELECTRIC EEL

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	10 (+0)	3 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +5

Senses tremorsense 15ft., passive Perception 12

Languages —

Challenge 0 (0 XP)

Recoil. Whenever the electric eel is grappled by a creature, it can make a melee attack against that creature as a reaction. If the attack hits, the grapple ends.

ACTIONS

Shock. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 2 (1d4) lightning damage, and the target must make a DC 10 Constitution saving throw or become paralyzed until the end of their next turn.

FENNEC FOX

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 0 (0 XP)

Fennec Ears. The fennec fox has advantage on Intelligence and Wisdom checks that rely on hearing, and can hear the presence of magical items up to 60 feet. A 5-foot barrier between the fox and the sound obstructs this ability.

ACTIONS

Burrowing Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage, and deals an extra 2 (1d4) piercing damage if the target's hit points are currently less than half their maximum.



MACAW

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	8 (-1)	14 (+2)	7 (-2)

Skills Athletics +2, Perception +4

Senses passive Perception 12

Languages —

Challenge 0 (0 XP)

Quick Study. If the macaw hears the verbal component of a cantrip requiring only verbal components, the macaw can memorize the verbal component as a reaction. Then, as an action, the macaw can cast the cantrip. The macaw forgets the verbal component once dismissed, when its Hit Points are reduced to 0, or if it memorizes a new verbal component.

ACTIONS

Startling Peck. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage, and if the target would make a Constitution saving throw to maintain concentration, the saving throw is made with disadvantage.

OPOSSUM

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	3 (-4)	10 (+0)	8 (-1)

Skills Stealth +2, Survival +2

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 0 (0 XP)

Play Dead. Attacks against the opossum are made with disadvantage until the start of its next turn after using the Ready action.

ACTIONS

Lunge. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 2 (1d4) piercing damage, and the target must make a DC 10 Wisdom saving throw or become frightened until the end of its next turn.

MARMOSET

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	3 (-4)	12 (+1)	12 (+1)

Skills Survival +3, Stealth +4

Senses passive Perception 11

Languages —

Challenge 0 (0 XP)

Alert. The marmoset is always considered to be facing an attacking creature, is immune to sneak attack and cannot be surprised as long as it is conscious.

ACTIONS

Distraction Leap. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 1 bludgeoning damage, and the target must succeed on a DC 11 Wisdom saving throw or it can't take bonus actions or reactions until the end of its next turn.

OTTER

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 15 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	7 (-2)	14 (+2)	10 (+0)

Skills Athletics +2, Survival +4

Senses tremorsense 10 ft., passive Perception 12

Languages —

Challenge 0 (0 XP)

Swift Current. After the otter makes an attack while swimming, it can immediately Disengage as a bonus action.

ACTIONS

Tussle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage. If the otter has moved at least 15 feet before attacking, the target takes 2 (1d4) extra bludgeoning damage.



PELICAN

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	4 (-3)	12 (+1)	7 (-2)

Skills Perception +3, Survival +3

Senses passive Perception 11

Languages —

Challenge 0 (0 XP)

Gular Pouch. Any item small enough to fit safely inside the pelican's beak cannot be forcibly removed as long as the pelican is conscious.

ACTIONS

Snatch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 2 (1d4) piercing damage, and the target must succeed on a DC 10 Strength saving throw or become disarmed of an object it is holding of the pelican's choice.



PUFFERFISH

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	6 (-2)

Skills Survival +3

Senses passive Perception 11

Languages —

Challenge 0 (0 XP)

Reflexive Spines. Whenever a creature makes a melee attack against the pufferfish, it can immediately make a melee attack as a reaction.

ACTIONS

Spines. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage, and the creature must make a DC 10 Constitution saving throw or become stunned until the end of their next turn.

SCORPION

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

Skills Stealth +4

Senses passive Perception 10

Languages —

Challenge 0 (0 XP)

Undetected. The scorpion is considered invisible in dim light or darkness to creatures without darkvision.

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage, and the creature must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.



SPIDER MONKEY

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	6 (-2)	12 (+1)	10 (+0)

Skills Acrobatics +4, Survival +3

Senses passive Perception 11

Languages —

Challenge 0 (0 XP)

Agile. When the spider monkey uses the Dash action, it gains an additional 15 feet of movement.

ACTIONS

Trip. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: The target must make a DC 12 Dexterity saving throw or fall prone, taking 2 (1d4) bludgeoning damage.

WILDCAT

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 40 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	4 (-3)	10 (+0)	5 (-2)

Skills Perception +2, Stealth +5

Senses darkvision 40 ft., passive Perception 12

Languages —

Challenge 0 (0 XP)

Attentive. The wildcat is aware of any creature it can see attempting a Dexterity (Stealth or Sleight of Hand) check, and automatically succeeds on Wisdom (Perception) checks to notice them.

ACTIONS

Swipe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 2 (1d4) slashing damage, and the creature must make a DC 12 Dexterity saving throw or become blinded until the end of their next turn.



ADVENTURE HOOKS:

SOUGHT TREASURES

Sought treasures can be hidden within dungeons or treasure troves as easily as any other magical item, but also serve as an opportunity to steer adventuring parties into notable areas of your main campaign arc, or as a formidable sidequest to blow off some steam after concluding a major storyline.

For Bards. When choosing a sought treasure to pursue, ultimately the DM becomes responsible for seeding your elusive item into the world they have built with you and your party. Keep in mind that incredibly powerful items may end up tangled in turmoil far more dangerous than your fledgling Crow's Nest bard may be prepared to overcome. Work with your DM to choose an item that suits the power level and difficulty of your current adventures while capturing your excitement for relentless treasure-hunting adventure.

For DMs. As the DM of a Crow's Nest bard, consider the strength of the chosen sought treasure when deciding the item's current location, as well as its rightful resting place or owner. There are many opportunities to scale the challenge of tracking down a sought treasure including:

- The location where the sought treasure currently resides.
- The creatures who either own or believe themselves to deserve the sought treasure.
- The distance between the sought treasure's current location and its rightful resting place or owner.

As DM it is your privilege, responsibility, and challenge to collaborate with your Crow's Nest bard to ensure they choose a sought treasure they are passionate about while guiding them away from items that are too strong for the party's current level, or risk the potential to disrupt your campaign. Particularly powerful sought treasures can certainly be chosen with the mutual understanding that it is highly likely that the difficulty of reaching such a treasure would rival the power level of the item, and that a Crow's Nest bard should anticipate a challenge worthy of their sought treasures. As DM, the final decision to accept a Crow's Nest bard's desired sought treasure is yours.



DMs can utilize the adventure hooks and randomized tables below or craft an original sought treasure origin for their party's Crow's Nest bard to uncover:

In the crypt of an ancient warrior lies the sought treasure. Near the entrance is a long dead graverobber's corpse caught in a deadly sprung trap, clutching the bard's treasure. The item's proper resting place is within the coffin of the ancient warrior in the depths of the crypt, now overrun with spectral protectors tasked with ensuring the item never leaves the warrior's crypt. Once the bard returns the item to the warrior's coffin, they manifest an ethereal keepsake of the item and the quest is complete.

A rich socialite revels in their inherited collection of rare treasures on display within their illustrious mansion, unaware the bard's sought treasure was originally the key component to a warding spell that serves as the only protection for the descendant of a family doomed to terrible luck so long as the item is not in their possession. Once the relic is returned to the unlucky descendant, the bard may manifest their ethereal keepsake.

A retired adventurer clings to their old weapons and collected relics, unable to let go of these mementos of a fallen ally cherished during their long career. The adventurer tasks the bard with returning one such treasure to a family member or dear friend of the fallen ally under the promise to remember and share the story of their fallen ally's final heroic moments with their next of kin. Upon arrival at the next of kin and an evening of shared stories, the sought treasure is left with its rightful heir and the bard earns their ethereal keepsake.

A relic in the hands of a cunning thief who willingly parts with the item after a task is completed on their behalf, only to reveal that the thief stole it from an ancient dragon who rightfully won the relic from an overconfident adventurer in a game of wits. In order to create an ethereal keepsake, the bard must return the treasure to its rightful place among the horde of a mighty and intelligent dragon.

Several quarreling next of kin to a recently deceased noble seek the bard's help in determining proof of rightful ownership of the relic to one of the potential heirs. Once the deceased's parting wishes are determined, the relic may reside with its proper owner, and the bard may leave with an ethereal keepsake.

A relic resides within a dangerous underground tomb, but the goal is not to simply obtain it, as the relic is in its proper resting place within the tomb. Instead, the bard must use their wits and brawn alongside the tomb's dangers and defences to dissuade a caravan of experienced graverobbers from pilfering the relic from its rightful resting place. Once the danger is thwarted and the tomb's protective measures are properly reset to secure the relic, the bard may leave with their ethereal keepsake.

An experienced warrior wields this rare item and simply will not part with it as long as they draw breath. Lucky for the bard, the relic rightfully belongs to the warrior, so they'll only need to convince them of their worthiness before the warrior agrees to let them attune the item, allowing the bard to create an ethereal keepsake.



A sought treasure may simply be discovered among the valuables of a bandit camp or webbed in a spider's cavern, and the bard must determine whether the rightful owner escaped the ordeal to live another day, or if next of kin may accept the item with your condolences, creating an ethereal keepsake upon turning over the item to its rightful owner.

A devoted worshipper pledged the relic as an offering to their god, but cannot survive the pilgrimage to give it to their deity without aid. Upon reaching the altar of the god, the bard discovers the relic was not the follower's to give away and must now reclaim it from the god to whom it was gifted in order to return it to its rightful owner, at which time the Crow's Nest bard earns themselves an ethereal keepsake.

A treasure recovered from within a shipwreck reveals a map to the lost treasure of its former captain, to whom the relic belonged. Upon discovering the location of the captain's private island and the fate of the captain, burying the relic in specific accordance with the captain's final wishes grants the bard an ethereal keepsake.

The treasure is 2nd prize in a local tournament of skill. The Crow's Nest bard must earn the item by placing 2nd overall, or by obtaining the item from the 2nd place winner. However, cheaters skew the final results, and the bard must determine which of the contestants would have rightfully earned 2nd place overall and return the prize to them, upon which time the bard may create an ethereal keepsake after the rightful owner grants the bard permission to briefly attune to their sought treasure.

RANDOMIZED SOUGHT TREASURE TABLES

d8 The Location of the next Sought Treasure is...

- 1 On display amongst an influential noble collector's various priceless acquisitions.
- 2 Piled within a monster's hoard of gathered treasures and adventurer's corpses.
- 3 On the wall of a local tavern, taken as collateral for an unpaid tab.
- 4 Lying at the bottom of a dungeon, swamp or lake with the body of its previous owner.
- 5 In the possession of a skilled thief, having stolen it for an impatient buyer.
- 6 Amongst contested inheritance between several heirs arguing over their parent's will.
- 7 On the person of an accomplished dungeon-delving adventurer.
- 8 At the center of an accomplished researcher's groundbreaking experiments.

d8 The Rightful Place of the next Sought Treasure is...

- 1 With the original creator.
- 2 To a descendent of its original creator.
- 3 Buried with the grave or remains of the previous owner.
- 4 On display in the temple or place of worship of the deity who blessed it.
- 5 Returned to the fires of the forge from whence it came.
- 6 To the next of kin of the previous wielder.
- 7 With the person or group from whom it was previously stolen.
- 8 Sealed away where no one will find and claim it ever again.

ETHEREAL KEEPSAKES EXPANDED

At the DM's discretion, a sought treasure can become enhanced beyond the additional properties of an ethereal keepsake depending on the overall strength and versatility of the item, bearing in mind that ethereal keepsakes already bestow wondrous enhancements over their physical counterparts and are already incredible rewards.

Should a DM choose to grant additional abilities or modify the existing attributes of an ethereal keepsake, consider inspiration from highlights of the Crow's Nest bard's journey wherever possible.

In addition, you may take inspiration from the table of additional options below or invent your own.

d20 Beyond its current capabilities the keepsake grants...

- 1 An increase to a relevant ability score, attack and damage, or AC.
- 2 Advantage vs. a relevant ability check or saving throw.
- 3 Resistance or immunity to a relevant damage type.
- 4 Ethereal sight 60 feet while an ally holds one of your Bardic Inspiration die.
- 5 Freedom of movement while travelling across a certain difficult terrain.
- 6 $\frac{1}{4}$ damage taken from a melee attack dealt back to the attacker.
- 7 An increase of the radius of your familiar's aura to 40 feet.
- 8 Disadvantage to non-magical ranged attacks against you.
- 9 Complete understanding of one or several previously unlearned languages.
- 10 An increase of the telepathic range of your familiar to 150 feet.
- 11 Use of a relevant spell once per day.
- 12 A light source comparable to a torch, activated and deactivated at will.
- 13 Proficiency with the keepsake, or use of the item as a spellcasting focus.
- 14 Use of a relevant cantrip.
- 15 Proficiency in a relevant skill.
- 16 An increase to movement speed and/or initiative.
- 17 Additional damage when making an attack of opportunity, or damage reduced when hit with an attack of opportunity (determined by a roll of your Bardic Inspiration die.)
- 18 Access to a relevant feat while the keepsake is attuned.
- 19 Whenever you attune to the keepsake during combat, gain advantage on your next attack, or the next melee attack against you is made with disadvantage.
- 20 Whenever you store the keepsake during combat, gain temporary hit points equal to your Bardic Inspiration die. (They last until spent or the keepsake is attuned.)



OPTIONAL SOUGHT TREASURE

SHOVEL OF THE SOUGHT

Club, uncommon (requires attunement)
1d8 bludgeoning damage

Creatures whose hit points are reduced to 0 by this shovel are considered knocked unconscious and stabilized.

The wielder can choose to concentrate for 1 minute and suffer one level of exhaustion.

An exhausted creature can choose to send any earth or sediment dug up with this shovel to the ethereal plane.

An exhausted creature can choose to activate one or several of the following abilities while holding the shovel:

- Cast *detect magic* (1/day)
- Cast *identify* (1/day)
- Cast *unseen servant* (1/day)

If this item exists as an ethereal keepsake, you can choose to collect heaps of soil, sand, or gravel from the ethereal plane at a rate of 5 cubic feet every 10 minutes. In addition, you can choose to send earth or sediment dug up with this shovel to the ethereal plane.

PICKAXE OF THE SOUGHT

Warpick, uncommon (requires attunement)
1d8 force damage

The wielder can choose to concentrate for 1 minute and suffer one level of exhaustion.

An exhausted creature deals double damage to objects and structures with this pickaxe.

An exhausted creature can choose to activate one or several of the following abilities while holding the pickaxe:

- Cast *detect magic* (1/day)
- Cast *identify* (1/day)
- Cast *unseen servant* (1/day)

If this item exists as an ethereal keepsake, increase the damage die to 1d10. In addition, this pickaxe deals double damage to objects and structures. While you have at least one level of exhaustion, any damage to objects and structures with this pickaxe is tripled instead.



WHIP OF THE SOUGHT

Whip, uncommon (requires attunement)
1d4 slashing damage + 1d4 thunder damage
Finesse, reach

The wielder can choose to concentrate for 1 minute and suffer one level of exhaustion.

An exhausted creature wielding this whip cannot be disarmed, and receives +5 to grapple checks with the whip.

An exhausted creature can choose to activate one or several of the following abilities while holding the whip:

- Cast *detect magic* (1/day)
- Cast *identify* (1/day)
- Cast *unseen servant* (1/day)

If this item exists as an ethereal keepsake, you can change the damage type of each d4 during a short rest to either bludgeoning, force, piercing, slashing, or thunder damage. If you choose the same damage type for both d4s, roll an additional d4 of that damage type. In addition, you are immune to disarm attempts as long as you are attuned to the whip, and receive +5 to grapple checks with the whip.

CUTLASS OF THE SOUGHT

Scimitar, uncommon (requires attunement)
1d8 slashing damage

The wielder can choose to concentrate for 1 minute and suffer one level of exhaustion. To an exhausted creature, the blade's surface appears as a clean mirror, and any magical effects glow with a faint aura when gazed upon through the cutlass' reflective surface.

An exhausted creature deals double damage to objects and structures with this scimitar.

An exhausted creature can choose to activate one or several of the following abilities while holding the pickaxe:

- Cast *detect magic* (1/day)
- Cast *identify* (1/day)
- Cast *unseen servant* (1/day)

If this item exists as an ethereal keepsake, you can choose to mark one creature dealt damage by a successful attack with this weapon, treating the creature's AC as its base amount before modifiers and ignoring any resistance to the weapon's damage once per day. This ability cannot be used again until after you finish a long rest. In addition, the blade's surface always appears as a clean mirror, and any magical effects glow with a faint aura when gazed upon through the reflective surface.





FLINTLOCK OF THE SOUGHT

Pistol, uncommon (requires attunement)

1d4 bludgeoning damage + 1d4 piercing damage

The wielder can choose to concentrate for 1 minute and suffer one level of exhaustion.

An exhausted creature can choose to cast the following spells through the barrel of the pistol, costing no ammunition and requiring only the pistol as a component:

- *firebolt* (1/day)
- *chill touch* (1/day)
- *true strike* (1/day)
- *spare the dying* (1/day)

For the purposes of spellcasting through the pistol, you can use Dexterity as your spellcasting ability.

If this item exists as an ethereal keepsake, this flintlock magically creates its own ammunition and is always considered loaded, and cannot misfire. In addition, the following spells can also be cast through the pistol:

- *ray of frost* (1/day)
- *blade ward* (1/day)

Misfire. Whenever you make an attack roll with this firearm, and the dice roll is equal to or lower than the weapon's Misfire score of 2, the weapon misfires. The attack misses, and the weapon cannot be used again until you spend an action to try and repair it. To repair your firearm, you must make a successful DC 10 Tinker's Tools check. If your check fails, the weapon is broken and must be mended out of combat at a quarter of the cost of the firearm. Creatures who use a firearm without being proficient increase the weapon's misfire score by 1.

BOOTS OF THE DECKHAND

Wondrous Item, uncommon, (requires attunement)

While you wear these boots, you can click the heels of the boots together (2/day) to activate them. For the next 10 minutes the boots will refuse to lift off the ground if the resulting step would lead you into harm's way. You can't be knocked back, knocked prone, or moved by other forces or creatures, and the boots refuse to lift from the ground if the resulting step will not: support your weight, cause you to fall prone, deal damage to you, teleport you, or shift you into another plane of existence. If you jump, fly, swim or crawl while the boots are activated, the effect immediately ends.

If this item exists as an ethereal keepsake, wearing these boots grants a +1 bonus to AC.

TRICORNE OF COMPOSURE

Wondrous Item, uncommon (requires attunement)

While wearing the tricorne, you have a +1 bonus to AC, and whenever you gain a level of exhaustion you can choose which effect of exhaustion from the exhaustion effects table to apply. You cannot apply an effect of exhaustion you are already affected by and these effects remain until the exhaustion is removed, even if the tricorne is removed. In addition, whenever you remove a level of exhaustion, you can choose which effect of exhaustion to remove.

If this item exists as an ethereal keepsake and you currently have two or more levels of exhaustion, wearing this tricorne allows you to remove one level of exhaustion once per day after finishing a short rest.

SPYGLASS OF THE CROW'S NEST

Wondrous Item, uncommon, (requires attunement)

If you are greater than 1 mile away from your current sought treasure, the view through the spyglass lens becomes crisp and clear as long as you're looking in its general direction. Once you are within 1 mile of your sought treasure, the view through the spyglass is crisp and clear in every direction. If you currently do not have a chosen sought treasure, the view through the spyglass appears cloudy and fogged.

If this item exists as an ethereal keepsake, peering through this spyglass while you are within 1 mile of your sought treasure also reveals invisible creatures, objects, and magics within your line of sight, and you have advantage on Intelligence (Investigation) checks while using the spyglass. In addition, you can examine an item through the spyglass and cast *identify* once per day, without requiring components.



OPTIONAL FEAT

CROW'S NEST FAMILIAR EXPANSION

Prerequisites: The ability to cast the find familiar spell

Your connection with your familiar grows, and you can expand the forms available for your *find familiar* spell to include the forms located within this supplement. In addition, starting at 6th level, as long as your familiar is within telepathic range of you, you can expend a 1st level spell slot as an action to create a 30 foot radius aura around your familiar. Both you and any non-hostile creatures within the aura benefit from the familiar's feature abilities as if it were their own. This aura lasts for 1 hour, or until your familiar is dismissed or drops to 0 hit points.

For example, the armadillo's feature ability is:

Guarded. The armadillo takes no damage from nonmagical weapons or nonmagical environmental hazards until the start of its next turn after using the Ready action.

In this instance, any non-hostile creatures within your armadillo familiar's active aura take no damage from nonmagical weapons or nonmagical environment hazards after using the Ready action.

OPTIONAL SPELLS

FOOL'S FOLLY

Evocation cantrip

Casting Time: Ritual

Range: Self

Components: S

Duration: Concentration, 1 hour

Fallen souls call out with warnings from beyond the grave. For the next hour, you feel a cold chill ripple through you whenever you step within 10 feet of the location of a humanoid creature's demise. You learn how recently the creature's death occurred and which type of damage dealt the final blow. If the creature's death occurred within the last 50 years, you learn the creature's class and level. If the creature died within the last 10 years, you also learn the creature's name and their last words. If the death occurred within the past year, you may choose to end concentration on the spell in order to witness the creature's final moments through their eyes.

CAPTAIN'S PREROGATIVE

1st-level conjuration

Casting Time: 1 reaction (which you take when either you or a creature within 5 feet are hit with a melee attack.)

Range: Self

Components: S

Duration: Instant

When you are hit with a melee attack while another creature is within 5 feet of you, you can attempt to swap places with that creature before damage. If the creature is willing, you and the creature swap places and it takes the damage from the melee attack. If the creature is unwilling, make a Strength check contested by the creature's Strength check. If you fail, the spell fizzles.

Likewise, when a creature within 5 feet of you is hit with a melee attack, you can swap places with it, causing the attack to hit you instead. If the creature is unwilling, make a Strength check contested by the creature's Strength check. If you fail, the spell fizzles.

Swapping places with a creature as a result of this spell does not provoke opportunity attacks on either yourself or the creature.

INCITE MUTINY

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, 10 minutes

Your quick thinking befuddles a leader, causing their followers to question their authority. The creature must make a Charisma saving throw, and on a failure the creature is subjected to the following effects of the spell for the full duration.

The affected creature must make a Charisma saving throw every time it attempts to issue an order, command, or request to one of its allies, or if they attempt to cast a spell that includes the effect of charming a creature. On a failure, the request is refused, and that creature will not take any action that would comply with the attempted orders given for the duration of the spell.

When this spell ends the creature knows it was affected by the spell.

