

THE ENCOUNTER ROLEPLAY MAGAZINE #1



ENCOUNTERS, TRAPS &
AN ABOLETH AGONY AUNT!

FUNDED BY PATREON.

ENCOUNTER ROLEPLAY MAGAZINE

ISSUE: # 1



WELCOME TO THE FIRST EDITION OF THE
ENCOUNTER ROLEPLAY MAGAZINE, A MONTHLY
PUBLICATION FUNDED BY [PATREON](#).

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SPECIAL THANKS: Sydney, without whom I couldn't do any of this



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PATRONS:

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NEWS AND UPDATES

WILL BREAKS DOWN THIS MONTH'S NEWS

It's been one hell of a busy month for our Team here at Encounter Roleplay and a lively one within the RPG Community in general. We've relaunched almost every aspect of the company, while D&DBeyond has launched and OrcPub has been cut down. Let's talk about the highlights.

ENCOUNTER ROLEPLAY NEWS

We decided to completely revamp our projects this September, and that means more than just a fancy new Logo! There's a whole new season of shows on Twitch, from Tomb of Annihilation to the Brave New World Campaign by Grant Ellis. A flurry of new cast members will be joining us for these shows, and it doesn't stop there.

The [Encounter Roleplay website](#) has relaunched with a team of 6 writers creating daily RPG articles for you to read at your leisure. From Maps to Unearthed Arcana Reviews, they have you covered. It's also the place to learn all of the information regarding our Twitch Shows, and to listen and download our new Podcasts.

That's right, [new Podcasts!](#) Turncloaks released early to tremendous amounts of praise, with 10,000 listeners joining us for our first excursion into the homebrew world of Pen-umbral. It's dark, gritty, and unforgiving, with a custom soundtrack composed by William Piotroski of Nox Arcana. [WanderQuest](#) has just launched, too, featuring a cast of all women led by Sydney Shields. In a more lighthearted but no less immersive tone, WanderQuest promises high fantasy adventures. Weekly episodes are available for download on iTunes & the Website.



The [Youtube channel](#) is getting a revamp, too. While we wanted to keep all of our Twitch Episodes available for download, we've decided to produce higher quality videos specifically for YouTube. Popular but infrequent fixtures such as 'Purge the Wiki' have become permanent while the slew of Twitch VODs will still be available but set to Unlisted so as not to clog your feeds. This means that you can still rewatch your favorite episodes in Playlists, but they're not going to destroy your Subscription box with their regularity!

There's also this Monthly Magazine, now, with features decided by our audience. We hope it can be a useful way to keep in touch with our projects and learn a thing or two along the way. Be sure to check out Aggy the Aboleth's new column and ask her a question for next month's edition.

The best thing about all of these new projects? They're totally free, forever. We've always been committed to free entertainment and don't intend on breaking that promise. We're kept afloat by the support of our wonderful Patrons who keep this Magazine & the Community as a whole alive. To go alongside our Relaunch, we've revamped the Patreon, and now offer Monthly RPG PDFs to our Patrons. This Month's is a D&D5E Module, the Age of the Necromancer, a 1st Level Adventure written by Will Jones. [If you're interested in supporting us, please check it out here!](#)



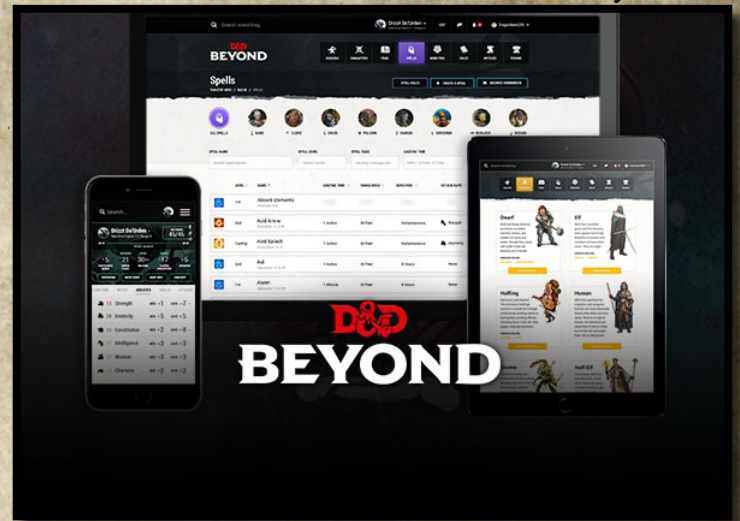
Listen to our new Weekly Podcast, WanderQuest, [here!](#)

DND BEYOND REVIEW

WILL JONES

DND BEGONE?

DnD Beyond launched August 15th after months of Beta testing during which different features were explored by the Community. Intended as an aide to the Player or DM, an App is planned in the future in addition to the website's Character Creator, a Compendium of the Items, Monsters, Spells & Rules. The Beta test only featured SRD content - the free rules under the OGL License. My own first impressions on the set of online tools were largely positive. While I thought Beyond had promise, it was always going to be about the Pricing.



I was told by Adam “BadEye” Bradford, Lead Product Developer on the Beyond team that I would be “pleasantly surprised” by the pricing details of Beyond sometime in July. Surprised is definitely a word I used, but there was nothing pleasant about it. The first thing to understand is that there are largely two ways you can spend money on Beyond. [Subscriptions](#) at \$2.99/mo & \$5.99/mo are aimed at Dungeon Masters based on the fact that they remove Ads, allow Sharing of Unlocked (Purchased) content with other Players for free, and grant unlimited Character Slots - the Free Version has a limit of 6. In general I don't take too much issue with subscriptions. The most use you'll get is if you have a long running group who are all also using Beyond and you share content with them. There are reasonable discounts on Subscribing for 6 & 12 Months. The problem is Beyond may cripple itself with a Microtransaction economy.

The second way to spend your cash on Beyond is by purchasing [Content](#). This means that Subscriptions do not give you access to any content such as the PHB, MM, or DMG. You have to buy that separately in digital content packs that give you access to their online Compendium. Their Week 1 Sale is over, which means that the PHB, MM, & DMG will cost you \$30 while Adventures will generally release at \$24.99. This isn't so bad if you haven't already purchased any D&D5E content. The problem is that the game was released 3 years ago, and a huge amount of D&D's longstanding audience have spent a lot of money already on their products and are now being asked to buy the same content twice. And let's be clear, this is the same content. While it may be in a different format - a Compendium which can currently only be accessed online rather than a Physical book - if you have already bought these books you are only buying ease of use. The Beyond team are quick to say that there are droves of new Players joining D&D everyday, and while that is clearly true, the existing audience of Players are going to have such a negative experience and opinion on Beyond that this will dissuade new Players from the Platform.

I've talked about this to the wider D&D community, and the consensus seems to be that it's a tough sell. But it gets worse; Microtransactions have come to D&D! They really don't like us using the “M” word, because we're all actually mistaken, you see. It's just “flexible purchasing options.”

That's right, you can now individually buy content with Beyond. With the weak argument that you "can just buy what you want to play", Beyond is galling in its audacity with the consumer base. Want to have a background other than Acolyte? \$1.99 please. Want a Feat? \$1.99 please. Want a spell? \$1.99 please. Want a Monster? \$1.99 please. The sheer amount of lists which show you all the ways you can spend money is truly impressive. Of course, if you want to buy all of the Feats in the PHB you can just pay \$3.99 and get them all. It's impossible to avoid the comparison with video game Microtransactions at this point.

Now you may think that the more seasoned Player would simply identify that the \$29.99 PHB is the only purchase you should make, but let's remember: Beyond is targeted at the new Player.

Actor	\$1.99	ADD TO CART	Alert	\$1.99	ADD TO CART
Athlete	\$1.99	ADD TO CART	Charger	\$1.99	ADD TO CART
Crossbow Expert	\$1.99	ADD TO CART	Defensive Duelist	\$1.99	ADD TO CART
Dual Wielder	\$1.99	ADD TO CART	Dungeon Delver	\$1.99	ADD TO CART
Durable	\$1.99	ADD TO CART	Elemental Adept	\$1.99	ADD TO CART
Elemental Adept (Acid)	\$1.99	ADD TO CART	Elemental Adept (Cold)	\$1.99	ADD TO CART
Elemental Adept (Fire)	\$1.99	ADD TO CART	Elemental Adept (Lightning)	\$1.99	ADD TO CART
Elemental Adept (Thunder)	\$1.99	ADD TO CART	Great Weapon Master	\$1.99	ADD TO CART
Healer	\$1.99	ADD TO CART	Heavily Armored	\$1.99	ADD TO CART
Heavy Armor Master	\$1.99	ADD TO CART	Inspiring Leader	\$1.99	ADD TO CART
Keen Mind	\$1.99	ADD TO CART	Lightly Armored	\$1.99	ADD TO CART
Linguist	\$1.99	ADD TO CART	Lucky	\$1.99	ADD TO CART
Mage Slayer	\$1.99	ADD TO CART	Magic Initiate	\$1.99	ADD TO CART
Magic Initiate (Bard)	\$1.99	ADD TO CART	Magic Initiate (Cleric)	\$1.99	ADD TO CART
Magic Initiate (Druid)	\$1.99	ADD TO CART	Magic Initiate (Sorcerer)	\$1.99	ADD TO CART
Magic Initiate (Warlock)	\$1.99	ADD TO CART	Magic Initiate (Wizard)	\$1.99	ADD TO CART

A total rookie might not understand the nature of this rip off and simply buy a Race, Class, Feat, Magic Item, & a Spell. That comes to ~\$11. Having purchased her Oliver Twist level of content-gruel, the New Player is given an \$11 discount on the Player's Handbook. That being said, this discount is not mentioned anywhere I could see on the Purchasing pages and was only brought into practice after the Community uproar. The sheer amount of Microtransactions is actually quite painful to look at. I've always wanted Beyond to succeed, but like many others in the Community, I've been left soured by these business practices.

While they may not directly affect me - I have no intention to individually buy any Content - I can't just overlook practices like this, as it's indicative of a lack of care for the good of the Community. For me, 5th Edition has done an amazing job of treating their fanbase with respect regarding their products up until now.

ORC PUB HANDED CEASE & DESIST

Popular online Character Creation tool OrcPub.com has been handed a Cease & Desist by Wizards of the Coast this month, specifically in regards to the non-SRD content available on its website and promised to be sold on Kickstarter. This seems an honest mistake being made by its creator Larry Christensen. In the message on the right, he explained to me his complex personal situation. Luckily enough, the support the Community has shown means that Larry intends on leaving OrcPub online with an SRD-only version. It's my hope that the fantastic toolset can still be used for a long time to come. Check out OrcPub here.

Hi Will, thank you. Essentially what happened is that I was informed that WotC took issue with my inclusion of non-SRD content. Since I wasn't using any of the actual copy from non-SRD sources, I thought I wasn't violating copyright. I also thought that OrcPub was helping to grow the game enough that WotC would appreciate it. It appears at least one of these assumptions was wrong, and I have neither the will nor the legal team to investigate the issue further.

With just the SRD, OrcPub is very little use to anyone and does not justify the server costs. I might keep one of the two sites running and focus on homebrew or investigate other games users might find useful and whose creators would be willing to license with me.

Whatever the future holds, I am dealing with the loss of my twin brother, so I only have time at the moment to put out any legal fires. This means shutting down OrcPub, temporarily at least.



6h



[Grant Ellis](#) is an accomplished author and filmmaker, whose work has been featured in over 35 festivals. When he's not acting as an independent game designer and Dungeon Master, he currently is an Executive of a Manhattan-based analytics and education company. His next project is joining Encounter Roleplay to DM a new series: Brave New Worlds (every Thursdays 1 MP EST on [Twitch](#).) It's his latest campaign setting releasing in the first Quarter of 2018. I sat down with Grant to chat about his campaign book and the new series!

SO, WHAT IS BRAVE NEW WORLDS?

Brave New Worlds is a Fifth edition Dungeons and Dragons campaign setting that is a fantastical re-imagining of the North American continent between the Middle Ages and the Renaissance. Its inspiration is largely drawn from works such as *Dark Albion*, *Planescape*, *Stranger Things*, historical documentaries by National Geographic, as well as my own upbringing - I was raised in the same area as the first North American settlements.

WHAT ARE THE UNIQUE FEATURES OF THE SETTING?

Without giving too much away about the world, the mythologies being synthesized as the backdrop of the campaign setting are a unique fusion of old and new. The idea is to take the highly familiar then turn it on its head when dramatically appropriate, removing the comfort of a traditional campaign while keeping the familiar spirit.

THAT'S INTERESTING, IS THE IDEA THEN TO CHALLENGE BOTH THE DM & PLAYERS?

I would say it's about 25/75 for me. I normally view storylines as a way to slowly remove resources from an adventuring party: Hit points, spell slots, consumables, hirelings, magic items, trust, honor, sanity... These things are all spent over time, but there must be a rhythm of rest, pauses, beats. I never like the players feeling too comfortable! I may be their biggest fan, but exploring a fantastic world comes at a price.

HOW DO YOU SEE THE WORLD PLAYING OUT ON THE SHOW? FEELING NERVOUS ?

I am, but it's also exciting and (to be honest) the more rewarding part. What makes Dungeons and Dragons special is that you could have the same DM run the same adventure for the same characters, but if you switch the players, you have a totally unique experience. And what is written in the book can and will be adjusted to create the most interesting and engaging experience I can for the party playing.

At GEXCon I ran the same one shot for 12 different parties - each time the story was unique.

What helps with the nerves is the game is about having fun! So I plan to smile, laugh, and embrace the experience. I think we have a great cast who are all enthusiastic about roleplaying games and are actively embracing the world, which will help all around. A good cast really helps the audience enjoy the show!

OF COURSE, WE DO CHALLENGE OUR DMS WITH VIEWER DECISIONS TO KEEP YOU ON YOUR TOES.

It's what we signed up for! From what I've observed, Encounter Roleplay as a show does a good job of keeping the viewer decisions less like a Game Show and more like a clever way to engage audiences. Having watched the shows, it's addictive. I'm viewing it like the British Improv series (that was later brought to America) "Whose Line Is It Anyway?" Audience participation can create some of the most memorable moments!

WHAT CAN VIEWERS EXPECT FROM THE "GRANT ELLIS" EXPERIENCE OF DM-ING?

I feel the maxims of Dungeon World (by Koebel and LaTorra) will ring true: I will portray fantastic worlds, fill the characters' lives with adventure, and we'll all play and find out what happens together. I'll be the party's biggest fan while often the mechanism of their frustrations. In the end, my goal is the audience, the players, and myself will all smile and laugh together.

WHY SHOULD OUR VIEWERS WATCH?

Brave New Worlds brings together a diverse cast of talented Roleplayers embarking on an adventure where the stakes are more than just life and death: the course of history and the fate of the world may very well be decided by a roll of the dice.

FINALLY, WHEN BRAVE NEW WORLDS RELEASES, WHERE CAN WE BUY IT?

It will be available through [JustComics](#) in both print and PDF by the end of March 2018! You can also watch the new Series on [EncounterRoleplay](#) every Thursday at 1 PM EST!



AGGY, THE ABOLETH AGONY AUNT

YOUR MONTHLY RPG AGONY AUNT ANSWERS YOUR QUESTIONS.

“Hi, I’m Aggy. I’m an Aboleth that Will has captured and put here in order to answer your pathetic questions. As an Aboleth, I have a far superior mind to your own, so if something is a problem for you it’s nothing the Hivemind can’t solve. I’ve been told not to be “too sassy” else I’ll be fed to the Beholder Bertram, so let’s get on with this. Oh, and if you want me to answer your questions, tweet [@EncounterRP](#) with #AskAggy. I promise to be nice. Unless you are stupid.” - Aggy.



Grand DM: "Dear Aggy, my in-laws are coming over this weekend and I need a good Deep One recipe. Nothing overly eldritch and spicy, but non-euclidean."

Aggy: "I suggest you cook your in-laws. In my experience they interfere with your master plans far too often. Frying is easiest, but I highly recommend a long boil over a low simmer. Add fresh mucus for that spicy kick and remove the brain if you're feeling squeamish."

Alice: "Dear Aggy, I want to ask out this cute Gnome Bard but I fear she may be the wrong, uh... alignment. What do I do?"

Aggy: "Is Mind Domination out of the question? I used to have a thing with a Chaotic Good Lich back in the day. Spot of Mind-Domming (as we call it) cleared things right up. Also never trust a Bard, Alice."

Stryder: "Dear Aggy, my cat keeps going into heat but she's too old to fix. Do Aboleths go into heat? What should I do about my cat?"

Aggy: "We are as cold as the deep ocean and take no pleasure in reproduction, unless you mean controlling the minds of others to serve our own ends. And the Cat? Sounds like a good pair of slippers in the making."

Riptide: "Hi uhm I dont have anything in mind to report but I'm worried about Aggy's mental health - is she stressed out from the prospect of being eaten?"

Aggy: "I can't comment for legal reasons. Oklahoma."

Dirk: "Hi Aggy, I think I may have been eaten by a Beholder. What are the signs, and how can I make myself be un-eaten?"

Aggy: "It sounds like your body is going through some changes, and it's understandably confusing. Personally I blame the Sex Education system of America. Get yourself a subscription to LiveJasmin and you'll figure it out."

MAP DOWNLOAD & ENCOUNTER

ETHAN HUDGENS

THE HOARD HEIST

"Weeks of preparation have gone into this infiltration. You can't be too careful or overly cautious when dealing with separating a dragon from their riches. Here's the skinny: the lady payin' for this 'expedition' wants a single item from the hoard, something precious. A crown. We get that for her, we can take all the gold and jewels we want. If not, we have to pay her back. 1000 gold went to this project and I have no intention of paying her back. So how 'bout it? You all in?"

- Lawrence Torson

With the help of Lawrence Torson (project manager) and Lady Catharine Summerfield's patronage, the adventurers are given the location of a great hoard and information on how to avoid the many traps and pitfalls that litter the caves to it. All they have to do is collect an ornate Crown carved from bone, gilded with silver, and set with a gem so blue you might mistake it for the depths of the ocean. If the adventurers fail to get the Crown, they will become indebted to Lawrence for 1000 gold.

Our dragon is a Young Red Dragon named Kapono. For higher level adventurers, consider making him an Adult. The Crown is obviously located on Kapono's right horn.

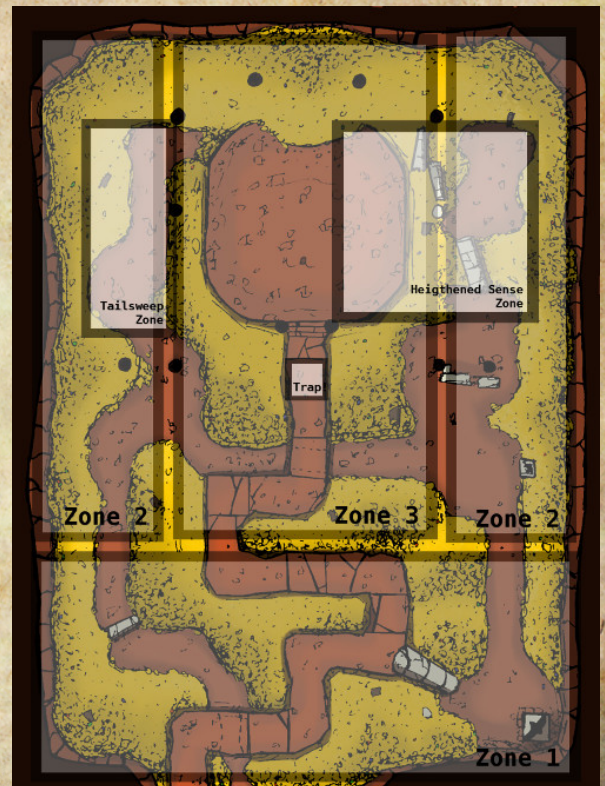
When the adventurers enter the map, they are on the lower pathway. Any time an adventurer moves onto a gold-pile tile, it is considered difficult terrain, and they must immediately make a Stealth check at disadvantage.

Adventurers may attempt to take gold from the hoard every round by making a Sleight of Hand check if they want to be quiet about it (DC 14) and then consulting the table. If they fail by 5 or more, they must immediately make a Stealth check.

d12	Result
1	1 gp and 1 Swarm of Beetles
2-6	1d10 gp
7-9	3d10 gp
10-11	A jewel worth 5d10 gp
12	An art piece worth 100gp

The gold worth (and monster spawns) of the Result is multiplied by the Zone number the check is made in (see Zone map).

Click the Maps to find the Download.



TOOLS OF THE TRADE

In addition to the various pieces of information the adventurers were given, they also received an enchanted Instrument. The Party member can cause a sleeping dragon to sleep more deeply by succeeding on a Performance Check (DC 10) with the instrument. If the Player is in Zone 1, they have disadvantage on this check due to distance while in Zone 3 they have advantage. On a successful check a sleeping dragon enters a deeper slumber, receiving a -5 to their passive perception (for a total of -10).

A tile on the bridge is trapped. Should an adventurer enter this zone, they must make a Perception or Investigation check (DC 12) to realize they have sprung it. Staying on this square prevents the trap from activating as does placing 50lbs on the space. If the trap is fully sprung, flames pour out of the pillars leading to the dragon and transform into a Fire Elemental. This does not Kaponono.

Retrieving the Crown

To remove the Crown, an adventurer must succeed on two Dexterity or Intelligence ability checks (DC 13).

Waking Kaponono

Three failed Dexterity, or Intelligence checks will awaken Kaponono.



Zone 1

All Stealth and Sleight of Hand checks are made at advantage.

Zone 2

No benefits or disadvantages.

Zone 3

All Stealth and Sleight of Hand checks are made at disadvantage if the dragon is in normal slumber.

Tailsweep Zone

Any adventurer who enters or starts their turn in the zone while Kaponono is asleep must make a Dexterity Saving Throw (DC 12) or take 2d8+6 bludgeoning damage from the dragon's sweeping tail.

Heightened Sense Zone

All Stealth and Sleight of Hand checks in this zone are made at disadvantage due to being closer to Kaponono's face.

DEADLY TRAPS

TELEPORTATION CRYSTALS

CRAIG SIMPSON,
SUMMER JOB,
MACK EATON

Every DM secretly (or not so secretly) enjoys a good trap. In this article we will be looking at some homebrew traps that you can use for your adventures.



TELEPORTATION CRYSTALS

Place any number of locked crystal doors throughout a dungeon to challenge your players. The more doors, the higher the challenge. When a character moves within 10ft of one of the crystal doors, that player rolls Charisma Saving Throw (DC 13). On a successful save the character is not moved by the teleportation magic. On a failed save the character is teleported inside a random room locked by a crystal door. If several characters approach the doors at the same time, a failed save will lead to them being individually trapped in separate rooms.

© Stock Art / [Fat Goblin Games](#).

Escape Methods

An Arcana check (DC 15) will reveal that the crystals are infused with teleportation magic. This means that non-magical means will be less effective.

The doors can be smashed through with sheer strength on a successful Athletics (Strength) check (DC 18).

Casting *Dispell Magic* clears the crystals from the door, effectively removing the trap on one of the doors.

If the crystal door takes 20 damage it will be broken down. It has Resistance to all non-magical damage.

Inside, the rooms are encrusted with crystals covering the walls and floor. The door is behind a thick covering of crystals making it difficult to escape. The first reaction of the character is likely to attempt to smash the door down with brute strength or magic. This plays into the trapmaker's hands.

Every time they attempt to break out makes the crystals grow in power. After the first failed attempt from a trapped character on any skill check to escape (allow creativity in escape attempts, though the sidebar on the left offers some suggestions.) the crystals will surge in power, beginning to open up a magical portal to another realm. At this point the portal is small but after a second failed attempt grows to the size of a medium sized creature. After the first failed escape attempt, the portal will fill the entire room, taking the character with it.

Where does the portal take them? That is for you to decide, and can flexibly fit into any campaign. Perhaps the arch villain has spirited them away to his prison world? Or, perhaps the crystals have their own master. Either way, it's not good news for the Adventurers!

DEVOURING MIST

A pale mist began to rise out of the darkness as the group stepped into the room. It rose faster and faster until it reached their throats. Choking and spluttering they searched desperately for an exit.

When entering this trapped room, a heavy mist releases. The lower 5 feet of the room become coated in a pale green fog. A strong wind or fire will create a path of 5 feet in a direction of the player's choice. At the end of the round, the mist will fill the pathed space. The mist rises at 5 square feet per round until the room is filled.

Standing in the mist deals Average Party Level + 1d6 Acid damage at the end of each player's turn.

Trap damage increases by 1d6 if the average level of the party is between 5-10, 2d6 if the party level is between 11-16 and 3d6 at levels 17 or more.

This trap can be placed in any room in your dungeon. You can place additional obstacles in the room, for example a dining room. Think about what else would be in the room; tables, chairs, chandeliers, bookcases, and this will encourage creative solutions for getting out of the mist. Players can climb up to get out of the mist. Track the mist's movement separately, an example is below.

If you decide to use this trap in a tower, players will need to roll for various skill checks to climb up or use an old wooden staircase (possible slats that could snap as they run, or there are missing slats which the players need to jump across).



Round 5 25ft	Round 10 50ft
Round 4 20ft	Round 9 45ft
Round 3 15ft	Round 8 40ft
Round 2 10ft	Round 7 35ft
Round 1 5ft	Round 6 30ft

OATH OF THE RIDERS FOR USE WITH D&D 5E

GREGORY STANGEL

Inspired by our first Kickstarter *Breath of Gorr* Greg created the Oath of the Riders for Paladins. It's the perfect time to become a wave-rider, so why not sign up to the new Order today! Click below to download.

OATH OF THE RIDERS

The Oath of the Riders is a fervent pledge to spread the word of the god Kilta-Cairn. As the races sail the waves either for exploration, warfare, or trade, the wave riders, as they are commonly known, travel the white-caps to bend ears and knees to their deity. Also called sea priests, wet knights, or missionaries of the mast, these paladins promise to uphold the neutral nature of both Kilta-Cairn and the oceans. They don suits of green and blue chain and half plate for battle, but their flesh tells more of their religion, as it is awash with tattoo and scarification denoting their accomplishments.

TENETS OF THE RIDERS

The tenets of the Oath of the Riders were said to be delivered ages ago from the lips of Kilta-Cairn himself. Instinct and conversion lie at the heart of this oath, and paladins that pledge their loyalty swear to increase the influence of Kilta-Cairn while emulating the unpredictability of the seas. Simplicity drives the four tenets of the Rider.

Convert the Faithless and Forgotten. Spread the word of Kilta-Cairn among the whitecaps and guide others into the service of The Teeth Beneath the Waves.

Be the Ocean. Display strength of mind and body expected of those that ride the waves for Kilta-Cairn.

Purify the Oppressors If converts bend the knee and take a blood oath to Kilta-Cairn, they fall under your protection until such time as they are reasonably out of harm's way.

Blessings of the Teeth Should you encounter a person, or event, desecrating the sea of blaspheming Kilta-Cairn, you are driven to correct this atrocity.

RIDER SPELLS

You gain the rider spells at the paladin level listed

OATH OF THE RIDERS SPELLS

Paladin Level	Spells
3rd	<i>create or destroy water, shield</i>
5th	<i>spider climb, suggestion</i>
9th	<i>water breathing, water walk</i>
13th	<i>control water, leomund's secret chest</i>
17th	<i>modify memory, wall of force</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Savagery of Tides. You can use your Channel Divinity to conscript the very sea to your aid. As an action, you present your holy symbol and summon a geyser of seawater to batter a creature (Large or smaller) within 20 feet of you. The creature must make a Strength saving throw or be restrained. While restrained by the geyser, the creature may repeat the saving throw at the end of each of its turns. On subsequent failures (after the first), the creature also takes a d4 of bludgeoning damage each round for each consecutive failed save. (ex. 3 failures after having been restrained = 3d4 bludgeoning damage)

Turn Nature's Bastards. You can use your Channel Divinity to weaken the resolve of elementals. As an action, you present your holy symbol and each elemental within 20 feet of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

AURA OF EDGES

Beginning at 7th level, the ocean winds and the blazing sun strengthen your body gifting your skin with a natural hardness. You and friendly creatures within 10 feet have resistance to bludgeoning, slashing and piercing damage. At 18th level, the range of this aura increases to 20 feet.

ONE WITH THE WAVES

Starting at 15th level, you are embraced by the sea and are always under the effects of the *water breathing* and *water walk* spells.

CAIRN OF CAIRNS

At 20th level, as an action, you can create a localized tidal wave to ride.

If you are on the ocean, the wave produces the same effect of the *tsunami* spell.

- You can make a wave up to 300 feet long, 300 feet high, and 50 feet thick.
- The wave forms under your feet and carries you to the desired height.
- Any creature in its area must make a Strength saving throw. On a failed save, a creature takes 6d10 bludgeoning damage, or half as much damage on a successful save. The creature is also trapped in the wave.
- At the start of each of your turns, the wave can travel up to 50 feet in your desired direction. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 5d10 bludgeoning damage.
- At the end of your turn, the wave's height is reduced by 50 feet, and the damage creatures take from the ability on subsequent rounds is reduced by 1d10. When the wave reaches 0 feet in height (6 rounds), the ability ends.
- A creature caught in the wave can move by swimming but must make a successful Strength (Athletics) check against your spell save DC in order to move at all. A creature that moves out of the area falls to the ground.

If away from the ocean, the *tsunami* effect lasts for only 3 rounds and the wave's length, height and thickness are reduced by half (150 feet long, 150 feet high, and 25 feet thick).

Once you use this feature, you can't use it again until you finish a long rest.

NEXT MONTH...

THE TOMB OF ANNIHILATION

Thank you for reading and supporting the first issue of the Encounter Roleplay Magazine! Next month we'll be covering the *Tomb of Annihilation*, which releases September 19th. Join us for new Maps, Encounters, & Traps to keep your adventures in Chult exciting! If you enjoyed the Magazine, please do support us on [Patreon](#). We keep the Magazine free to download through your support and can afford to pay the writers & artists here thanks to your generosity. If you have any questions or ideas, please don't hesitate to contact us at: contact@encounterroleplay.com

THE ENCOUNTER ROLEPLAY MAGAZINE #2



THE TOMB OF ANNIHILATION SPECIAL!

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