Artifacts & Artifice
Volume 1

A Collection of Arcane Items
from the world of *Dark Obelisk*

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Colophon

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Thanks

To my friends from middle school, who embraced this silly nerdy hobby as a welcome escape from the pressures everyone endures in that environment.

To my friends from high school, who rekindled my love of the game that was now used as the basis of philosophical discussions and dreaming about the future.

To my friends from college, who stuck with all manner of nerdy obsessions of mine through the years, despite dwindling free time in which to pursue such things, and increasing responsibilities in other realms.

And to Bernie McCormick, whose collaboration, creativity, and ability to see something simple and look deep within the realm of possibility has been a tremendous inspiration for a work like this.

Special Thanks: Kickstarter Backers

Thank you for believing in us, when all we had to prove myself was an idea, a blurb, and a dream.

The product you hold in your hands—or store on your hard drive—is a direct result of your faith, and support. We can't thank you enough.

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Legal Stuff

Dedication

This book is hereby dedicated to my children, to whom every toy and object is a unique magical item.

Foreward

Well, it took a while to get here, that's for sure.

But I'm also sure you'll agree that it has been worth the wait.

Never have I seen a book like this, that attempts to expand each and every magical item into a story, an opportunity, an adventure unto itself.

There are nearly four dozen magical items in these pages, and content enough to easily run an equivalent number of gaming sessions, if not many, many more. Nearly every item could be expanded further into an entire backstory adventure or series thereof, chronicling the tapestry of the past through the creation—inadvertent, at times—of influential artifacts. A kind of history of the Realm through the eyes of objects.

Perhaps someday I'll expand the concept along those lines. Perhaps someday I'll catch up to my backlog of books.

Perhaps someday the inspiration, the ambition, the passion, will stop.

But probably not.

Thanks for coming along for the ride.

J. Evans Payne

Malvern, Pennsylvania

June 2018

Fifth Edition Foreward

As those of you who have enjoyed other IGS products already know, all of our work is created in Pathfinder rules format initially, then converted into 5E / Fifth Edition rules.

NPCs are regenerated from scratch, aligning as much as possible to the original statblocks that were generated for Pathfinder.

This approach has a number of pros and cons. On the pro side, the 5E edition of our products tends to be smaller, and more concise.

Inescapable is the fundamental difference in approach and complexity between the two rules systems.

5E is more streamlined, simplified, and—one might argue— elegant and more accessible as a result. Pathfinder is much more complex and rules-dense.

One can argue preference and ultimate utility between these two rules systems. As with most such discussions, the "best" system is of course the one that you and your friends determine is the best for you.

I'm not going to try and argue in favor of one system or another. But I will point out that the **Artifacts & Artifice** books were designed around the goal of having unique and interesting magic items that support a wide range of difficulty levels and character advancement.

Each unique magical item was actually designed as **four** separate items, each usable and appropriate for a certain range of PC levels.

The advantage of this approach is of course flexibility and usability. That **eclipse blade** that your players lusted after

when they were 4th-level fighters will be just as much of a sought-after item when they are 17th-level, because the Elite version is much more powerful.

The disadvantage is that, to make each weapon, armor, and item interesting to arguably any character, complexity has to be leveraged.

All of this as a very lengthy caveat for those enamored of 5E's simplicity and straightforwardness: to make each of 150+ items usable and interesting across difficulties, I have imposed on their use various mechanics that 5E seems to go out of its way to avoid.

Also different from the Pathfinder edition of AA is the absence of rigor around construction requirements, given 5E's emphasis away from magic items as a general statement.

This may rub 5E purists the wrong way, or seem to conflict with the "spirit" of that rules system.

These items have plenty of well-thought-out crunch behind them. But the richness is in the descriptions, the backstories, and the uniqueness of the artifacts, not in the specific bonus or penalty each applies.

Regardless of your rules system, I hope you enjoy using these items in your games as much as I enjoyed creating them.

Onward!

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About Infinium Game Studio

Founded in 2015, **Infinium Game Studio (IGS)** came about as the result of a simple mission: Make shared storytelling games easier and more fun for both players and referees alike.

Our vision is that **Infinium Game Studio** empowers referees, players, and the industry entire with innovative gaming tools; high-quality, deeply-designed products; and creative takes on established paradigms.

Values and Key Differences

Plays Well With Everyone

IGS products are engineered to be usable by both novice and veteran gaming groups. As a result, they must contain everything a novice GM might need to react quickly to his/her play group.

Comprehensive and Immersive

Each **IGS** product should "feel real" and come with everything the referee might require to make the setting, context, environment, or other content come alive.

Everything You Need

The ideal adventure should contain practically everything you need to run the game, except the core rulebook. Even the most skilled GM wastes time looking things up in multiple books. It's so exceedingly rare that an adventure contain all of the crunch and fluff necessary to run it.

Maps: Where Are We, Again?

A picture is worth a thousand words... and also, a thousand seconds of prep time. Visually appealing, easy-to-use, and extensive Maps are an essential part of any shared-storytelling experience.

Pervasive Maps

Don't put a building on a map if I can't go inside it.

Prepared for Anything

In a gaming session, a good referee must be prepared for the PCs to explore any aspect of the content. All too often, an otherwise outstanding adventure will fail to provide for a major percentage of its content. If there are twenty buildings in a town, but maps for only two of them--well, it's fairly apparent where the Big Bad is going to be holed up! Not every map will be riddled with secret passages, custom random encounters, and combat, but there should be something of interest in every building. Otherwise, it shouldn't be there!

Thoroughness: But What If...?

It's possible to have a 16-page adventure that's wonderful and exciting. It's also possible to have a 255-page sourcebook be boring and repetitive. Striking the right balance between over-padding and under-describing is challenging, but an important part of what we do at **IGS**.

Flexible

Each product should be usable on its own, completely out of context; as a start to a completely new campaign; as part of the "intended" Adventure Path or associated suite of IGS products; or to insert into an existing ongoing campaign.

Reusable

No **IGS** product is "one and done" by design.

FlexTale and Comprehensive Design enable this flexibility and reusability.

Production Quality

Our goal is to produce world-class products with high production values.

FlexTale

What is FlexTale?

FlexTale™ is an attempt to make roleplaying game adventure content dynamic and interesting. A module created using FlexTale is different each time it is run. Treasure, monsters, plot activities, NPC backstories and character arcs, and various actions and plot elements can all occur differently.

Differences can occur using the roll of dice, or the GM can simply choose the content that s/he prefers or feels would be most engaging to the play group.

There are two ways that FlexTale can help make an adventure dynamic: **Dynamic Content** and **Dynamic Plots**.

Dynamic Content

"**Dynamic content**" is a **FlexTable** term that refers to anything in an adventure that can be modified. Whether one NPC is in love with another, or who murdered the vagrant in the alley behind the town pub—**FlexTale** dynamic content makes it possible to have several explanations or paths through a story.

Dynamic Content is made possible by something called a **FlexTable™**.

FlexTables

Most roleplaying game resources have tables—lots and lots of tables, in many cases! Typically, these tables are two-column, or perhaps three-column: you have one column that lists the dice roll result, and you reference that row as the outcome of the randomization. This is all well and good, but it limits the scenario to that one set of probabilities and outcomes, without accounting for things that happen in the game that you might want to impact those outcomes.

A Traditional RPG Lookup Table

"**: Traditional Lookup Table**" is a typical "what's in the treasure chest" table that requires rolling a 🎲 **d100**. You roll a **d100**, and then you look up which row your roll falls into, and then you get your single result. Interesting, to be sure, and it definitely provides for some variability... but the extent of that variability is constant.

Table 1: Traditional Lookup Table

D%	Result	Description
01-30	Nothing	The treasure chest is empty.
31-40	Minor Reward	1d20 gp and a silver locket worth 5 pp.
41-80	Average Reward	3d12 gp, a gold-hilted dagger worth 10 pp, and two potions of cure light wounds.
81-100	Major Reward	2d20 pp, a potion of cure moderate wounds, and a scroll of fireball (CL 12).

The FlexTable Difference

A **FlexTable** is used to do the same thing a normal RPG lookup table does. What makes **FlexTables** different is that they have multiple columns to represent dice rolls. Each of the columns represents a different situation or set of conditions under which that column is used to reference the result.

This seemingly simple change is used to make all of the following possible:

- Differences in **probabilities** for the individual outcomes.
- "**Scalable**" **monsters** and rewards that more appropriately match the level and power of the PCs.
- **Proportional rewards,** measured against the strength of a relationship or other conditions.
- **Circumstantial content**, restricted to certain conditions or prerequisites.

"**Sample Treasure Chest Contents**" is the same table we saw earlier, modified to be a **FlexTable**.

Contexts

In the above example, there are now four columns used to indicate the range of the dice roll result. These columns are referred to as **Contexts**.

Before you roll on a **FlexTable** like this one, you will have to figure out which **Context** you should refer to. In the above table, the leftmost column is **Context "A" (D%A)**, the next one is **"B,"** and so on. Each **Context** also indicates the dice to be rolled—in this example, you roll the same dice (d%) in each **Context**, but in some **FlexTables**, different dice may be used.

This straightforward example demonstrates the following differences in converting a standard table into a **FlexTable**:

Different Probabilities: Context C is the most favorable, since it provides a much bigger range of rolls under which you would receive the "Major Reward". Context B is the next best, since it, too, expands the range that Context A has.

Circumstantial Results: In **Context D**, not only are the favorable outcomes less likely, but there is a fifth result row that is only possible under this **Context**: "**Cursed Reward**".

Determining Context: When you are called upon to roll on this **FlexTable**, the adventure will use some description to make it clear which **Context** to use. In the above example, perhaps the **Context** is determined by how favorable the party's relationship is with a local wizard... but if the party has fought or slain that wizard, then **Context D** is used to represent the soured atmosphere.

Typically, just prior to a **FlexTable**, adventure content will summarize which **Context** should be used. The GM is encouraged to use his/her common sense and judgement in overriding this guidance as she/he sees fit based on the party and how the game is going. For example, a GM could choose to reference a specific **Context** even though the prerequisites aren't met. She could also choose to simply ignore the table

FlexTable 1: Sample Treasure Chest Contents

D%A	D%B	D%C	D%D	Result	Description
01-30	01-20	01-10	01-30	**Nothing**	The treasure chest is empty.
31-40	21-50	21-30	31-40	**Minor Reward**	**1d20 gp** and a silver locket worth **5 pp**.
41-80	51-60	31-50	41-45	**Average Reward**	**3d12 gp**, a gold-hilted dagger worth **10 pp**, and two *potions of cure light wounds*.
81-100	61-100	51-100	46-50	**Major Reward**	**2d20 pp**, a potion of cure moderate wounds, and a *scroll of fireball* (CL 12).
n/a	n/a	n/a	51-100	**Cursed Reward**	**6d6 cp**, a rusted dagger (useless in combat), and whomever opens it is struck with a *bestow curse* spell (CL 8).

entirely, and force a specific result without even rolling. Experienced GMs should use this power wisely to improve gameplay if necessary; unless you have a specific reason for overruling the recommended use of a **FlexTable**, you should try to use it as it was intended to be used.

Here's an example for the above table, assuming the example of the contents of the treasure chest scaling to the nature of the relationship the party has with the local wizard:

- ⬠ **Use Context A:**
  If the party's relationship to the wizard is **Unfriendly** or **Indifferent**.

- ⬠ **Use Context B:**
  If the party's relationship to the wizard is **Friendly**.

- ⬠ **Use Context C:**
  If the party's relationship to the wizard is **Helpful**.

- ⬠ **Use Context D:**
  If the party's relationship to the wizard is **Hostile**, or if the party has ever attacked the wizard (or slain her).

This is an impressive-sounding title, but the goal is quite simple to describe: Let the story be different.

Introduction

What Is This Book?

This book is intended to be any or all of the following. These are listed in no particular order.

- A **compendium of magical items** that can be used in any campaign setting, with PCs of any level.

- An assortment of **mini-adventures**, each one related (at least vaguely!) to a new, unique, magical item.

- **Inspiration** to guide the creation of dozens of other new adventures and plotlines in your gaming group's overall story.

- A **companion** to *Dark Obelisk 1: Berinncorte*, *Dark Obelisk 2: The Mondarian Elective*, and other adventures and gaming resources in the campaign setting of **Aquilae**.

- **Inspiration** for construction of your own adventures and content.

In short, how you use this book is really dependent upon you and your needs as a GM.

The ultimate goal of this book is simple, yet formidable: as a GM, you should be able to open to any page, and find instant material to use with zero preparation in your game.

Notes & Conventions

As is typical in a roleplaying game adventure or module, some text herein is meant to be read or shown to players verbatim... but the majority of the content is meant to be for the Game Master's (GM) eyes only. Below please find some visual conventions that make this differentiation clear.

Player Descriptive Text

These sections are meant to be read aloud to players as-is. You are of course free to introduce your own changes as you see fit as a Game Master. Player Descriptive Text blocks are meant to serve as informative tidbits that have been preconstructed to reflect the exact nature of the situation being encountered by the party.

GM-Only Notes

Granted, nearly everything not highlighted in Player Descriptive Text is not meant to be read aloud to the players. However, some content is much more "sensitive" than others.

GM-Only Notes such as this typically give away plot points, major background, or other information that the players may not normally have access to—either right now, or in some cases, ever. Make sure to conceal these sections from players unless there is a specific reason to tell them!

Designer's Soapbox

In some cases, the game designer will want to express a specific opinion about some aspect of the adventure. Typically, this takes the form of a discussion on interpreting rules, or a recommendation as to how best to play or run a particular piece of the adventure. In all cases, veteran GMs should feel comfortable ignoring these "soapbox" diatribes... but veteran and new GMs alike may find something of interest in the coalesced experience of three decades of roleplaying experience!

Quests

A quest can be large, tiny, or in between. Some can be very quickly accomplished; others span days, weeks, or even years, across multiple cities and even planes of existence!

In this book, all quests, big or small, have a similar presentation and key elements, as shown by the green block below.

🏆 Quest: Rats in the Cellar (example)

Summary: Kill rats in a fantasy tavern. Fun and creative.

Rewards: Rat corpses. Plus 10 gp from the bartender.

Locations: Bar.

Key NPCs: Bartender.

Kickoff: When any PC speaks with the bartender.

Description:

- The bartender asks the party to slay 🎲 **2d6** Giant Rats that have invested his basement.

In so doing, they will benefit from his goodwill, and a reward of **10 gp**.

Obstacles

Doors, locks, and other obstacles that don't necessarily incorporate a trap. You'll find these prefaced by little brown symbols like this one:

📖 Locked Secret Door (example)

5" thick; **Hardness** 5; **hp** 30; **Perception** DC 16; **Break** DC 15; **Disable Device** DC 18

5" thick; **Hardness** 5; **hp** 30; **Perception** DC 18; **Break** DC 17; **Disable Device** DC 20

5" thick; **Hardness** 5; **hp** 30; **Perception** DC 20; **Break** DC 19; **Disable Device** DC 22

5" thick; **Hardness** 5; **hp** 30; **Perception** DC 22; **Break** DC 21; **Disable Device** DC 24

Skill Checks

Whether it's a single, simple check, or a series of checks in escalating difficulty, skill checks may be an opportunity to either avoid disaster or discover what might otherwise remain hidden and ignored. Such chances are indicated via yellow symbols as follows:

Some PCs may have insight into the Blacksmith's wealth; make a ⚠ DC 12 **Knowledge (Profession)** check.

Skill Challenges

Skill checks are typically a single roll, often made in secret by the GM. A **skill challenge** is usually a bit more involved than a simple check—or there's simply more at stake. Either way, a challenge is a more formal, and explicit, exercise, intentionally engaged in by the players.

You'll find a skill challenge in a yellow box such as this:

⚠ Falling Timbers (example)

First Check: DC 18 Perception (16 if aflame) to notice the falling building; success cancels subsequent checks.

Second Check: DC 15 **Acrobatics** to avoid the debris; failure inflicts 🎲 **2d6** points of crushing damage plus a possible 🎲 **1d8** points of fire damage; success cancels subsequent checks.

Third Check: DC 12 **Strength** to dislodge one's self from the debris; failure inflicts 🎲 **1d4** points of crushing damage plus a possible 🎲 **1d8** points of fire damage; success quits the challenge.

Rewards

Treasure, swords, gems, keys, filthy lucre—this is the stuff your players are really gunning for, right? Well, that, plus a good time with friends. And maybe, if you're lucky, a good, engaging session of shared storytelling that you'll all remember for a long time.

At any rate, rewards are shown with blue boxes like this one. Some containers have common treasure, which applies equally to all difficulty bands; these are shown with the badges for all four bands like this: ✖✖✖✖.

Other treasure is "scaled"; that is, the PCs receive different treasure depending on what difficulty band they are playing at. Select the band that's appropriate for the level of the PCs; that is the treasure they receive. They do **not** receive all of the treasure listed across all four bands!

♟ Secret Closet Chest

✖✖✖✖ **Brushgather geneology book** (a small book; value **6 gp**)

✖ **19 gp; opal pendant on gold chain** (value **31 gp**)

✖ **8 pp; 42 gp; opal pendant on gold chain** (value **72 gp**)

✖ **19 pp; 37 gp; opal pendant on gold chain** (value **180 gp**)

✖ **52 pp; 84 gp; opal pendant on gold chain** (value **428**

gp)

Traps

Hey, blame the rogue—who in all likelihood is suffering the brunt of the trap s/he either failed to detect, and/or to disarm. Whether it becomes a bragging right, a bargaining chip, or an epitaph, traps of all manner are shown in a purple box like this one.

Note that the statistics for the impact of most traps scale to the four difficulty bands; select the one that is appropriate for the PCs in your game.

⚷ Acid Arrow Chest Trap

Type Magic; **Trigger** Touch; **Reset** none

✖ **Perception** DC 18; **Disable Device** DC 20

Effect spell effect (*acid arrow*; Atk +1 ranged touch (**1d4** acid damage for 2 rounds)

✖ **Perception** DC 20; **Disable Device** DC 22

Effect spell effect (*acid arrow*; Atk +3 ranged touch (**2d4** acid damage for 2 rounds)

✖ **Perception** DC 22; **Disable Device** DC 24

Effect spell effect (*acid arrow*; Atk +5 ranged touch (**2d4** acid damage for 3 rounds)

✖ **Perception** DC 24; **Disable Device** DC 22

Effect spell effect (*acid arrow*; Atk +7 ranged touch (**2d4** acid damage for 4 rounds)

Items

Be they simple items, magical items, rods, staves, potions, books, or something wondrous, items share a common block of information like the following... note that this format is used for all manner of non-weapon, non-armor equipment and usable items, both magical and mundane:

▢ Adventurer's Chronicle (example)

Value 50 gp; **Weight** 1 lb.; **Materials** paper; **Nature** non-magical; **Aura** none; Slot usable; **CL** n/a

This book is chock full of useful information. When used as a reference (an action that typically takes 🎲 **1d4** full rounds of searching the text), an *adventurer's chronicle* grants a **+2** competency bonus on a specific **Knowledge** check for which the book is designed.

Construction Requirements means to assemble a physical book; the author must have at least **10** ranks in the skill for which you are designing the book; **Cost** 30 gp

Variable Challenge

Magic items in general are almost always created and presented as a single, monolithic entity: it does X and Y, and costs Z. As a result, most magical items in other sourcebooks end up being appropriate for a single, narrow range of character levels. Below those levels, the item is

overpowered; above those levels, it's underpowered.

However, one of the things that has frustrated many GMs is that magic items and adventures are almost universally designed in this manner: for a specific level of challenge, or at most, a very narrow range of PC levels (e.g., "4th to 6th level").

There are many advantages to this approach, not least of which being the guarantee that all challenges (monsters, traps, and NPCs) are calibrated very specifically to that narrow zone of difficulty.

The drawback, of course, is the narrowness of that range. GMs wishing to run a module designed for 10th-level PCs, for example, are either flat out of luck, or have to do some fairly intensive work to scale the content up or down to better align with the PCs she is playing with.

The degree to which a particular GM, or even gaming group, enjoys perusing and tweaking game statistics—"crunch", in common parlance—varies, of course. Some GMs love crunch, and spend a majority of their prep time creating and refining their challenges to ensure the crunch is accurate and appropriately challenging. On the other end of the spectrum are "by the seat of their pants" GMs, who ignore crunch almost entirely, rarely referring to stat blocks lest it distract from the focus of storytelling.

This adventure, and in a broader sense, **Infinium Game Studio**, does not want to judge as to which approach is "better" or "worse". What matters is that you have fun and enjoy yourselves!

However, we do want to make it as easy as possible to play this adventure no matter what level your PCs happen to be.

Experience Points and Reward Nuggets

There are many ways of calculating, dispersing, and accounting for experience points (XP) in a Pathfinder gaming group. What follows is a method that I have used over the decades, and it's been a lot of fun. Although it may not be for every gaming group—your mileage may vary—it's an interesting spin on traditional methods, and the approach may work for you.

Whether this approach works for you or not, however, it's worth reading through, because all of the Quests in this adventure denote XP awards using this method.

I Want Candy

In the author's early days as a GM, I tossed out candies as rewards to the players when their characters did a good job. Candy could be distributed for defeating a kobold, picking a lock, dodging an attack, convincing the castle guard to look the other way, or any of the ordinary actions whose consequence typically involve experience points.

However, I also gave out candy for good roleplaying, convincing dialogue, outstanding (or horrid) emulation of accents, meta-jokes about the circumstances of the game that were truly hilarious, suggesting things to me as the GM or other players that took the story in a new direction, or—and I have to be honest, here—helping me as a GM.

My general rule was, if I forgot a rule, and you pointed it out in a way that didn't make you seem like a jerk, then you got rewarded. This could be something as innocuous

as reminding me that your elf ranger's longbow was firing +1 arrows, or as significant as reminding me that a certain piece of equipment granted a reroll to a critically-failed outcome.

Generally speaking, candy rewards were given out in my games for anything—literally, anything—that made the gaming experience more fun. Doorbell rings, and the pizza's here, and your character is tied up in the cyclops' cave, so you know you won't be doing anything for a few minutes, and so you go and grab the grub, and tip the delivery guy—that's worth a candy. Tell a funny joke—that's worth a candy. Save the life of your comrade, only to drug him unconscious and use him as a prop, in the manner of Weekend at Bernie's—okay, that's a little ghoulish, but it's in charcter, and amazing, so, yeah, that's three candies right there.

Candy as XP

Candy is awesome, though for one of my gaming group, who was a diabetic, it was a controlled and mindful awesomeness. But even the most free-wheeling player wants their character to level up. I get it.

At the end of each gaming session, my players would "turn in" their candy wrappers. Each wrapper represented something gone right, a good deed done—and therefore it was converted to XP. Generally speaking, no matter what the PCs' levels, no matter what the adventure, 10 candy wrappers meant you advanced to the next level. If you fell short—let's say, you only got 6—then it meant you were closer for next gaming session (i.e., 4 needed in this example).

As years went on, it became a bit less practical and/or healthy to urge my friends to consume at least ten pieces of candy every time we got together, and so the approach was tweaked. Instead of candy wrappers, gold stars, or spare dice in a particular color, or Warhammer 40,000 figurines. The point was, you got a token, a "nugget" of reward, which was later converted into XP.

Rules lawyers hate this method, and I respect that. But even the most hardened min/maxer eventually recognizes that this approach, despite its drawbacks, keeps play flowing quite quickly, and keeps everyone focused on what I believe should be the goal of any roleplaying game session.

Namely: to have fun!

Reward Stars: The Formalized Approach

Whether or not you appreciated the above anecdote, or the approach it describes, it's required reading, because now we'll get to how it applies to **Dark Obelisk: Berinncorte**.

As with everything else in this book, the GM is encouraged to completely ignore or change this approach if you feel it would make it work better for your gaming group.

The following represent opportunities to gain an experience point reward in this adventure:

- **Defeating** monsters and NPCs.
- Avoiding traps, picking locks, or otherwise **overcoming obstacles**.
- Succeeding in **skill challenges** or checks.
- Fulfilling other objects in pursuit of a **Quest**.

Monsters and NPCs in this adventure list the **XP** reward the

PCs should obtain for defeating them in combat. They also list the number of "**Reward Stars**" players should receive for success. This is denoted like this: ✳ **+2**.

Think of a **Reward Star** as a sugar-free and abstracted version of a piece of candy from the earlier anecdote: players receive one or more most times that they achieve something in the game.

Locks, traps, and skill checks are typically "quadded"; each level of **CR** lists a suggested **XP** reward, but also a number of **Reward Stars**.

Quests only list **Reward Stars**. This is because **Quests** should be fun, interesting, and above all, useful to the PCs, but shouldn't be game-breakingly powerful or ignorably impotent. A simple delivery quest, for example: what should that be worth? **500 XP**? For a level one character, that can be almost halfway to levelling up; for a level 19 character, that makes for a completely worthless diversion. Using **Reward Stars** solves this problem, by automatically scaling the reward to be significant regardless of character level.

If you follow the approach I've used, then at the end of each gaming session (or in between sessions, or at the start of the next session, whatever works best for your schedule), convert the **Reward Stars** to traditional **Experience Points**.

The GM is heavily encouraged to augment the rewards documented with additional rewards, for perhaps-less-tangible contributions: good jokes, helpful behavior, playing fair and nice, being a good sport, paying for or even just ordering dinner, that sort of thing.

Such "intangible rewards" should be general in nature: a good, timely joke should be rewarded with a chunk of XP that's meaningful and helpful to the PC in question, whether they're level 1 or level 19.

Stay In Character... Or Else

In rare cases, or with certain gaming groups, the GM should reserve the right to remove or revoke the **Reward Stars** a particular player, or the group entire, has earned.

Such penalties should not be applied in a discouraging manner, or against players who are genuinely trying, but whose luck is simply poor, or for whom things just aren't working out. Indeed, successful roleplaying in the face of dire circumstances should be rewarded more!

Reward Stars should only be revoked if the player is detracting from play, distracting others, making inappropriate jokes not appreciated by the rest of the group, not paying their fair share... or just generally being a jerk.

Converting Reward Stars to XP

Each **Reward Star** represents different **XP** depending on what your current level is.

If you've assigned **Reward Stars** to a particular PC, use the character's current level on the table below to convert to an **XP** reward.

On some occasions, you may instead have granted R**eward Stars** to the party as a whole. In this scenario, calculate the **Average Party Level** (APL) as you normally would, and use that on the table below to convert the reward to standard **XP**.

If a PC has more than the minimum sufficient **Reward Stars** to advance in level, they may continue to advance! In such a scenario, count Stars using the PC's current level, until they level up. Any remaining stars are converted to **XP** using the character's new level. In exceptionally rare circumstances—or with exceptionally indulgent GMs!—this may involve a PC levelling up multiple times between sessions, though such power-levelling is generally discouraged.

Finally, in addition to different methods of determining rewards, gaming groups tend to have different theories as to how rapidly characters should level up. Slow, average, and fast tracks are shown here, which scale to the corresponding Character Advancement experience point totals in the *Pathfinder Core Rulebook*.

For purposes of **Reward Stars**, the following standard has been used:

- **Slow** advancement requires 15 **Reward Stars** to advance.

- Advancement with the **Average** progression demands 10 **Reward Stars** per level.

- Only 5 **Reward Stars** are needed to advance following the **Fast** track.

Table 2: Converting Reward Stars to XP

Level, CR, or APL	Slow	Avg	Fast
1	200	200	260
2	300	300	400
3	433	400	540
4	600	600	800
5	800	800	1,000
6	1,200	1,200	1,600
7	1,600	1,600	2,200
8	2,533	2,400	3,200
9	3,000	3,000	4,200
10	5,000	5,000	6,800
11	6,333	6,500	8,000
12	9,667	9,500	13,000
13	12,667	13,000	17,000
14	19,333	19,000	26,000
15	26,333	25,500	35,000
16	36,667	41,000	50,000
17	53,333	50,000	70,000
18	76,667	75,000	100,000
19	100,000	105,000	140,000
20	n/a	n/a	n/a

"Quadded" Stat Blocks

Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in this adventure have four separate sets of statistics.

🔲 These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.

⊠ **Low**-level statistics are the default, and are intended for parties of 1st to 4th level PCs. Typically, the **Low CR** for a creature will be in the range of fractional, up to 4.

⊠ **Moderate** statistics present a bit more challenge, and are meant for 5th to 8th level PCs. **CRs** can be in the range from 4-10.

⊠ **Advanced** creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels.

⊠ **Elite** monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15th level.

To avoid confusion, elsewhere in the text outside of the creature's quadded stat block definition, the statistics referred to are the **Low**, or default, block. For example, the condensed, "vital stats" block that is shown in red where the NPC or monster is introduced in the adventure uses the **Low** values.

Quadded Challenge Blocks

Skill challenges and checks, traps, poisons, and obstacles sometimes have quadded stat blocks as well.

Although nearly all NPCs and monsters have quadded stat blocks, not all other game elements do. This is intentional. It represents the reality that although monsters and people might be of advanced difficulty, the city of **Berinncorte** exists in a typical, average fantasy realm—DC 50 Mythic-caliber locks simply doesn't exist, let alone on every door in town!

Below is an example of a door that has a quadded challenge block. The icons represent the scale of increasing difficulty; from top to bottom, they are **Low, Moderate, Advanced**, and **Elite**.

▯ Locked Secret Wooden Door

⊠ 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 20; **Disable Device** DC 18

⊠ 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 20; **Break** DC 24; **Disable Device** DC 22

⊠ 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 22; **Break** DC 26; **Disable Device** DC 24

⊠ 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 24; **Break** DC 28; **Disable Device** DC 26

Magic Item Conventions

Each magic item has a thorough description, comprised of several sections.

Magic Item Profile

This is a formal summary of the item in total, purely from a mechanical / game standpoint.

For GMs in a hurry, you can use this and only this from the perspective of what is strictly required to use the item in your game.

Description

This section is a simple overview of the item, often touching on its physical appearance and only summarizing its abilities in general terms.

Effect

A far more exhaustive exploration of the item's capabilities, examining its triggers, how it is used, and mechanically what is involved in its use and application.

Synergy & Sets

In most cases, this section will simply state that as the item is a single, standalone item, it does not participate in a "set" of similarly-aligned items that together produce greater effects when employed as a group.

If the item is indeed part of a set, or produces alternate or additional effects when used in combination with one or more other items, such will be noted in this section.

Discovery

This section examines the conditions in which this item might be discovered.

Discovery also details what sorts of descriptors might be on the item itself that give clues as to its nature or use.

Ubiquity

In this region, you will find a summary of how rare the item is. Sometimes, there is a comparison of ubiquities based on geographical region, levels of religion or societal wealth, or other contextual factors which may affect the item's popularity.

Generally speaking, there are three ways an item might be found by the PCs: they might buy it, they might find it in a treasure hoard, or it might be in use by a current owner.

Notoriety

How others react to the item is covered in this section. Often, there will be a description of possible reactions based on whether an NPC has an existing awareness of the item's existence.

If the item is contraband, hotly contested, or otherwise a contentious item under certain circumstances, you will find a description of such here.

Quirks of Ownership

Most items don't imply any quirks or other effects of ownership. Some do, and the effects are described here.

History & Background

The etymology of the item's creation and subsequent impacts can be found here.

This section can be used as "fluff" or simply as an interesting sidebar. It can also be used as a starting point or inspiration

for adventures, or additional background if the GM wants the item to have a larger role in your gaming world.

Rumors & Lore

This section, and an accompanying FlexTable, enumerate a range of tales that may abound relating to the item. Perhaps the PCs overhear a rumor in a tavern; or maybe they commission an underling to research magic items. It could be that they simply bribe the owner of a magic shop as to interesting tidbits they may have encountered.

Players beware: these Rumors & Lore tidbits are of varying authenticity! It's commonplace for tall tales and false stories to abound about certain items, particularly those of immense power or designed to be ceremonial or to cement the authority of a certain ruler or in a certain context.

Hooks & Integration

This section is immensely useful for GMs wishing to introduce a magic item in a manner more elaborate than simply having it pop up in a treasure box in a cavern somewhere.

Class-Based Hooks

Motivation, reaction, and general attitude toward the item, based on what Class a character is, are covered here.

This is useful not only in providing inspiration for a means of introduction of the item, but also as a roleplaying yardstick for how certain characters are likely to react to the item beyond simple greed and gold-piece value.

General Hooks

These can be applied to any gaming context, although some have prerequisites or rely on other gaming elements.

In many cases, certain elements will be intentionally vague, allowing GMs of any campign world to easily integrate the content into their adventures.

Quests

Most items have at least one full-featured, fleshed-out Quest related to them. Sometimes, the PCs will receive, or have to locate, the magic item in order to have the necessary means of overcoming an obstacle. Other times, they will receive the item only at the conclusion of the Quest's objectives.

Incorporation

There are several ways of incorporating a items from this book into your adventures.

Adventure / Explicit Hook

If there is a certain item you want to incorporate into your adventures, you can use the **Rumors & Lore**, **Hooks**, and/or **Quests** specific to that item in its description as tools to introduce.

This works well if you select an item intentionally, with an eye already as to how best to introduce it into your gaming group and within the context of your gaming world or campaign setting.

Randomized

Alternately, you can include magic items from this book in a treasure result, just as you would any other magic item.

One simple approach is to select an *Artifacts & Artifice* magic item in a scenario in which you would otherwise select a **wondrous** magic item.

To aid in this approach, you can leverage the following table to help randomly select an item.

Table 3: Random Selection of Artifacts & Artifice Items

D100	Type	Item	Page
01-04	Accessory	Alchemical Collar	20
05-09	Accessory	Bandicoot Sheath	27
10-13	Accessory	Bandolier of Options	34
14-16	Accessory	Belt of Dark Knives	41
17	Accessory	Diadem of Despair	47
18-19	Accessory	Ferngirdle	54
20	Accessory	Gloomsheath	61
21	Accessory	Grimcollar	67
22-23	Accessory	Mortal Pendant	75
24-25	Accessory	Potion Gorget	82
26-27	Accessory	Spellbinder Sheath	88
28-29	Accessory	Thighknife Garter	95
30-32	Accessory	Toolwebbing	102
33-34	Accessory	Vorpal Scabbard	109
35	Clothing / Armor	Bleakmoth Mask	116
36-38	Clothing / Armor	Blink Greaves	123
39	Clothing / Armor	Brittle Barding	129
40-41	Clothing / Armor	Corset of Last Resort	137
42-43	Clothing / Armor	Corsetshield Armor	144
44-45	Clothing / Armor	Corvanni Shouldergarb	151
46-47	Clothing / Armor	Crimson Parade Armor	158
48-50	Clothing / Armor	Dragshield	165
51-52	Clothing / Armor	Dreadhawk Visor	172
53-54	Clothing / Armor	Dunnari Promise Choker	179
55-56	Clothing / Armor	Dunnari Royal Headpiece	186
57-58	Clothing / Armor	Dunnari Royal Leather	193
59-60	Clothing / Armor	Dunnari Swiftguard Helm	200
61-62	Clothing / Armor	Headdress of the Fern Priestess	207
63-64	Clothing / Armor	Hooded Armorcoat	215
65-66	Clothing / Armor	Leatherweb Corset	222
67-68	Clothing / Armor	Lychwing Crest	229

D100	Type	Item	Page
69-70	Clothing / Armor	Lyrehelm	237
71-72	Clothing / Armor	Magekiller Helm	244
73-74	Clothing / Armor	Mistskin Suit	252
75-76	Clothing / Armor	Oaken Tiara	260
77-78	Clothing / Armor	Poisonous Pauldrons	268
79-80	Clothing / Armor	Rampart Shield	274
81-82	Clothing / Armor	Ravendown Helm	280
83-84	Clothing / Armor	Riftwoven Leather	287
85-86	Clothing / Armor	Slavecrest	293
87-88	Clothing / Armor	Spyrecrest	300
89-90	Clothing / Armor	Tonic Greaves	308
91-92	Clothing / Armor	Transient Tunic	315
93-94	Clothing / Armor	Umbral Diadem	321
95-96	Clothing / Armor	Veneer of Tendrils	328
97-98	Clothing / Armor	Vorpal Bracers	335
99-00	Clothing / Armor	Vyrral Crown	341

Accessories

Alchemical Collar

📖 Alchemical Collar (neck)

Value:
❌ 750 gp / ❌ 2,500 gp / ❌ 5,250 gp / ❌ 12,000 gp

Weight 2 lbs.; **Materials** leather, steel; **Nature** mundane / magical (see below); **Aura** none / moderate enchantment; **Slot** neck

CL: ❌❌❌ n/a / ❌ 8th

Effect Summary:

❌ potion use is a **standard** or **bonus** action inflicting **1d4** damage; holds **1** dose

❌ potion use is a **free** action inflicting **1d4** damage; holds **1** dose

❌ potion use is a **free** action inflicting **1d2** damage; holds **2** doses; may be activated via mental command

❌ potion use is a **free** action inflicting **1d2** damage; holds **3** doses; may be activated via mental command or automatically injected when unconscious

Description

Alchemical collars come in many visual presentations, ranging from simple leather and cloth to steel rings or even as the centerpeice to a set of ornamented pauldrons.

In some variations, *alchemical collars* are in fact part of the armor they top; typically this is seen in expensive or higher-end leather armors.

Simply put, they make drinking potions easier, while focused on other activities. However, activating this effect requires a small needle to pierce the neck of the wearer; this inflicts a small amount of damage that is often negligible compared to the desired effect of the potion that is to be applied.

Effect

To activate an *alchemical collar*, the wearer simply touches their chin to a specific piece of metal or leather that acts as a pressure on the armature of the device, injecting a single dose of contained potion into the neck and having the same effect as drinking the substance.

Though some are indeed woven into the leather or connective stitching of armor, treat all *alchemical collars* as separate items that consume the neck slot on a wearer.

Refilling an *alchemical collar* requires doses of the desired potion and takes 4 full rounds.

Any liquid-based potion may be inserted into the device.

Although most potions are intended to be consumed orally, for convenience, assume that all drinkable potions obtained by the wearer of an *alchemical collar* may be injected to identical effect without alteration.

Versions of an *alchemical collar* which allow for multiple doses may only be filled with a single type of potion. For example, an **Elite** *alchemical collar* may contain three doses of *potion of cure moderate wounds*, but cannot contain one dose of *potion of cure moderate wounds* and a separate dose of *potion of neutralize poison*.

Advanced and **Elite** versions of *alchemical collars* are magical in nature, owing to the flexibility in how they may be activated.

❌ **Advanced** *alchemical collars* may be activated physically as described. They may instead be triggered via mental command, which counts as a free action. This has the advantage of being usable while physically restrained or otherwise unable to move about.

❌ **Elite** *alchemical collars* function as their advanced brethren, but can also be set to inject automatically in the event that the wearer loses consciousness. Useful to automatically recover from poison, disease, or other anticipated effect, assuming that a dose of relevant potion is used.

Synergy & Sets

None. *Alchemical collars* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Typically, an *alchemical collar* will either be sold to a PC and thus its function described thoroughly, or found worn on a humanoid creature, perhaps even filled with a dose of potion already.

There is a 🎲 **50%** chance that, when discovered outside the context of a vendor who is aware of its purpose, a given alchemical collar will contain a single dose of potion; if so, roll on the 🎲 **Potions: Moderate FlexContent** table.

Table 4: Alchemical Collar Flavors

Difficulty Band	Prefix	Doses	Drink Speed(s)	Damage	Activation
✉ Low	Minor	1	Standard or Bonus	1d4	Physical
✉ Moderate	Lesser	1	Free	1d4	Physical
✉ Advanced	Greater	2	Free	1d2	Mental
✖ Elite	Elite	3	Free	1d2	Mental or automatic when unconscious

⬜ At the GM's discretion, knowledge of how this device functions can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *alchemical collar's* capabilities.

Ubiquity

Alchemical collars are somewhat common, particularly lower-caliber iterations which are not even truly magical in nature.

Particularly in well-to-do, high-magic, or otherwise advanced urban or trade-focused environments, they are at least as common as low-level magical armor.

It is not uncommon to find them in blacksmith shops, or even among textiles.

Notoriety

As they are somewhat commonplace, *alchemical collars* typically attract little attention, even when worn.

Conversely, however, in rural areas or those without much access to advanced technology or magic, wearing an *alchemical collar* may seem strange; after all, it may be unique from a fashion standpoint, in that it has a bizarre straw floating about the face.

In some circles, the injecting nature of the device makes it unsavory, or even evil, in nature; many primitive or less medically-inclined cultures view needles, injections, or truly anything dealing with the interior of the body directly with disgust. See the 🏆 "**Sting Like a Bee**" **Quest** below.

Quirks of Ownership

As the weapon is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

History & Background

One day, a leatherworker and amateur beekeeper was walking the road to work, when she accidentally suffered the sting of a wyvern.

Stricken with poison, she was able to stumble to safety, and received a curative potion which was able to restore her health.

Her recovery was steeped in delerium; during one of her sweaty visions, she wondered why pain could be delivered via injection, but cure needed a drink.

As soon as she felt able to, she set about creating a device that would deliver curative potions via injection, and later refined the design so that it would not even require hands to trigger.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *alchemical collar* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing an *alchemical collar,* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**

If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce an *alchemical collar* into your gaming sessions beyond simply "the dragon drops a nifty-looking gorget", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of an *alchemical collar*.

Paladins & Clerics

Divine classes may wish to see for themselves what this device is, and to ascertain the manner in which it applies its benefit. For although simple cultures may well be apprehensive about its possible evil nature, evil lies sometimes in common places, and it bears investigation to verify that this device is as simple and beneficial as it might be.

Rogues

It's a device that allows one to drink any potion without hands. Of course a rogue is going to want one!

Martial Characters

Tank classes and those used to heavy melee might well desire an *alchemical collar* more than any others, as it would let them soak up damage, heal, and continue on with zero interruption.

Arcane Classes

Although wizards and the like can usually ill afford avoidable damage, and the resulting distraction from their concentration, they may be the ones most likely to benefit from the mental and contingency aspects of the more advanced flavors of an *alchemical collar*.

Monks, Rangers, and Druids

The attractiveness of an *alchemical collar* to these classes largely depends on what other classes they approach combat similar to.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Superstitious Sting

The **Quest** below, "**Sting Like a Bee**", offers but one riff on the possibility that low-tech, low-medicene societies may not like the fundamental concept of the *alchemical collar*.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve the *alchemical collar* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Timed Shenanigans

A bit of a stretch, but it could be that the party must undertake a sequence of activities that must occur within a certain time limit, making the act of drinking a potion possibly too much to worry about and manage under the controlled circumstances.

Seeking out this piece of equipment in preparation would seem to be a reasonable first step.

Quests

Another, more thorough, means of introducing the *alchemical collar* is via the following **Quest**.

> This Quest may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Sting Like a Bee

Summary: The party is asked to investigate a strange man who wears an odd device about his neck.

Rewards: Up to ✴ **2 Reward Stars**; *alchemical collar;* positive favor in the village

Locations: Any; preferably one with low technology and magic.

Key NPCs: *Alchemical Collar* wearer.

Kickoff: Random Encounter.

Description:

Villagers, or a prominent NPC, approach the party. They describe an odd human who happens through the area periodically. He wears something around his neck that seems to bear a scorpion's tail hovering around his head.

The townsfolk have grown wary of the man, wondering if the device is part of mind control by an evil force, or if the man is in fact a necromancer or undead, whose ability to seem alive and to talk normally is sustained by the scorpion-neck-thing.

The party has no problem tracking this individual down, as everyone in town, no matter their level of skepticism or superstition, is at least a bit unsettled by the device and its owner, and will gladly help them if asked.

Assuming the party confronts the wearer in conversation, he

FlexTable 2: Alchemical Collar Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-14	01-14	01-14	31-39	12	There is a piece of armor that injects curatives automatically.	✅ **True.** Though "automatically" only applies to some variants.
15-29	15-30	15-30	01-30	18	A beekeeper, of all people, devised a neckpiece that can cure poison.	☑ **Partially True.** It is indeed a "neckpiece", but it will only cure poison if the right potion is used.
30-44	31-45	31-45	31-39	14	Whoever puts on a certain leather neacklace will be impervious to arrows.	☑ **Partially True.** It's a matter of using the right potion, and timing, but the full effect as described is a bit beyond the *collar's* abilities.
45-59	46-60	46-60	40-49	15	Some blacksmith shops sell a leather choker that lets you run at super-fast speed for a time.	☑ **Partially True.** If you use the right potion, practically anything is possible.
60-74	60-69	60-69	50-59	19	A versatile gorget has been constructed that lets its wearer apply any potion they desire, and they may do so without even using their hands!	✅ **True.** This is precisely the description of the *collar*.
75-89	70-97	70-94	60-69	16	A friend of a friend of a friend donned a leather neckpiece. In combat, he was slain... only to arise mere moments later, freshly revitalized! He credits the neckpiece.	✅ **True.** Elite versions triggered by unconsciousness, loaded with curative potions, can absolutely have this effect, and indeed have.
90-00	98-00	95-00	70-00	13	Beware the curative promises of enchanted pauldrons! For although they may grant new life to the freshly-slain, they do so at hideous cost, for the revived rise as evil, necrotic versions of their former selves.	❌ **False.** Anyone revived via a curative potion, who turns out to be evil, was most likely evil before the *alchemical collar's* benefit!

will describe the alchemical collar and its function. He may even offer to sell it to the PCs, as he recently has come across a beneficial amulet which he cannot use in combination with the *collar*.

⮱ If the PCs return to town and simply explain their findings, the villagers will be skeptical, but satisfied—either that what the wearer, and the PCs, say is true, or that the PCs have fallen under the evil spell of the device's wearer.

⮱ Returning to the villagers with the device itself in hand, and explaining and showing its function to the villagers, will result in a modicum of comfort; the party benefits from ✳ **1 Reward Star**, though they receive no Attitude benefit from the town.

⮱ Returning to the villagers and describing a means by which the device has been destroyed is accepted well. The party benefits from ✳ **2 Reward Stars**, and the **Attitude** from townsfolk is improved by 1 level going forward. If the party did nothing to buy or steal the *collar* from its wearer, this effect lasts only until the next time the wearer comes around town again, at which point the villagers' **Attitude** will decline by 2 steps toward the party for having lied. Note that slaying the

wearer automatically grants the party the *collar*, and allows them the ability to perpetually benefit from this approach, but as the wearer is not in fact evil, their actions must be balanced against their alignment and natures.

This **Quest** concludes only if the wearer is slain, or the *collar* is obtained and then sold or destroyed.

Alchemical Collar Wearer

CR 1; **XP** 200

LN; Medium Humanoid (Human)

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Cleric 1	Cleric 6	Cleric 10	Cleric 14
SIZE / ALN	Medium LN Human	Medium LN Human	Medium LN Human	Medium LN Human
HP	10	45	70	97
ARMOR CLASS	16	20	22	24
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 13 (+1) DEX 13 (+1) CON 14 (+2) INT 10 (+0) WIS 17 (+3) CHA 9 (-1)	STR 13 (+1) DEX 13 (+1) CON 14 (+2) INT 10 (+0) WIS 19 (+4) CHA 9 (-1)	STR 14 (+2) DEX 13 (+1) CON 14 (+2) INT 10 (+0) WIS 20 (+5) CHA 9 (-1)	STR 16 (+3) DEX 13 (+1) CON 14 (+2) INT 10 (+0) WIS 20 (+5) CHA 9 (-1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 13	Passive Perception 14 Disadvantage on Stealth	Passive Perception 15 Disadvantage on Stealth	Passive Perception 15 Disadvantage on Stealth
LANGUAGES	Common, Dwarvish			
ATTACKS	**Melee** Mace +3 (1d6+1) **Ranged** Crossbow, Light) --> 80 ft.': +3 (1d8+1); 320 ft.': +3 (1d8+1)	**Melee** *+1 Mace* +5 (1d6+2) **Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+1); 320 ft.': +4 (1d8+1)	**Melee** *+2 Mace* +8 (1d6+4) **Ranged** Crossbow, Light) --> 80 ft.': +5 (1d8+1); 320 ft.': +5 (1d8+1)	**Melee** *+3 Mace* +11 (1d6+6) **Ranged** Crossbow, Light) --> 80 ft.': +6 (1d8+1); 320 ft.': +6 (1d8+1)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Sickle, Sling, Spear, Unarmed Strike			

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Languages, Bonus Proficiency, Cantrips, Disciple of Life, Divine Domain, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1/2), Disciple of Life, Divine Domain, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 3), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability
SPELL-CASTING	Save DC 13; Spell Atk +5 **1st:** *bless; command*	Save DC 15; Spell Atk +7 **3rd:** *beacon of hope; clairvoyance; dispel magic* **2nd:** *aid; find trapse; silence* **1st:** *bless; command; detect magic; guiding bolt*	Save DC 17; Spell Atk +9 **5th:** *flame strike; scrying* **4th:** *control water; death ward; divination* **3rd:** *beacon of hope; clairvoyance; dispel magic* **2nd:** *aid; find trapse; silence* **1st:** *bless; command; detect magic; guiding bolt*	Save DC 18; Spell Atk +10 **7th:** *fire storm* **6th:** *blade barrier* **5th:** *flame strike; scrying* **4th:** *control water; death ward; divination* **3rd:** *beacon of hope; clairvoyance; dispel magic* **2nd:** *aid; find trapse; silence* **1st:** *bless; command; detect magic; guiding bolt*
EQUIPMENT	Mace; chain shirt; shield; light crossbow; crossbow bolts (20x)	+1 Mace; +1 chain mail; +1 shield; light crossbow; crossbow bolts (20x)	+2 Mace; +2 chain mail; +2 shield; light crossbow; crossbow bolts (20x)	+3 Mace; +3 chain mail; +3 shield; light crossbow; crossbow bolts (20x)

SPECIAL ABILITIES

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Ability Score Improvement When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Blessed Healer Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Bonus Proficiency When you choose this domain at 1st level, you gain proficiency with heavy armor.

Cantrips At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

Channel Divinity At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. You can use your Channel Divinity 2 times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Preserve Life Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 70. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Turn Undead As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any 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.

Destroy Undead (CR 3) Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Disciple of Life Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Domain Choose one domain related to your deity: Knowledge, Life, Light, Nature, Tempest, Trickery, or War. The Life domain is detailed at the end of the class description and provides examples of gods associated with it. See the Player's Handbook for details on all the domains. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Divine Intervention Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and

roll percentile dice. If you roll a number equal to or lower than 14, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Strike At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage to the target.

Bandicoot Sheath

Bandicoot Sheath (wrist)

Value:
☒ 750 gp / ☒ 1,250 gp / ☒ 6,800 gp / ☒ 12,500 gp

Weight 1 lbs.; **Materials** leather; **Nature** magical; **Aura** moderate enchantment; **Slot** wrist

CL: ☒ 1st / ☒ 4th / ☒ 8th / ☒ 12th

Effect Summary:

☒ store / retrieve one of up to 2 wands as standard or bonus action

☒ store / retrieve one of up to 3 wands as standard or bonus action

☒ store / retrieve one of up to 3 wands as standard or bonus action; regain **1d4 charges** for any one stored wand **1x/day**

☒ store / retrieve one of up to 4 wands a standard or bonus action; regain **2d4 charges** for any one stored wand **1x/day**

Description

These seemingly simple forearm cuffs contain a series of rolled-leather tubes, often on the top of the device but sometimes in an equally-spaced ring around the perimeter.

Bandicoot sheaths are imbued with a physically-triggered *mage hand* cantrip, isolated to the leather tubes: in practice, they allow you to store a held wand and retrieve a separate wand in one rapid movement.

Effect

All flavors of *bandicoot sheath* allow the wearer to store a number of wands in the leather tubes. Although in practice, wands vary greatly in size and design, mechanically you should allow any wand to be stored in the *sheath*.

The wearer must physically trigger the action to swap or draw a stored wand. This consumes a standard or bonus action, regardless of whether a held wand is re-chambered or if a wand is simply drawn.

In addition, **Advanced** and **Elite** *bandicoot sheaths* grant additional benefit: any wands stored in them receive a *recharging* effect for each day they are worn.

Each full day a wand is stored in such a bandicoot sheath, that wand's charges remaining increment by the number listed. This benefit applies to all wands stored in the sheath, but does not apply if that wand was drawn at all during that day. No wand may receive charges in excess of the maximum for wands via this method, but it is possible for a wand to gain charges in excess of its total when it was found.

Synergy & Sets

None. *Bandicoot sheaths* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Any *bandicoot sheaths* found among treasure that contains one or more wands will have those wands stored within it.

Apart from that, a passive ⚠ **Spellcraft** or similar check at **DC 14** indicates quickly to any character that the tubes seem designed to hold any manner of wand.

The trigger that activates the swapping mechanism can be discovered through trial and error; it is not so obfuscated as a command word might be. Assume that any character wearing the item and spending a total number of minutes equal to **20**, minus their **Intelligence** score, figures the mechanism out fully.

Unless sold to the party by a knowledgable vendor, or researched intently by someone via an *identify* spell or similar inquisition, the recharging capabilities of **Advanced** and **Elite** versions of the sheath are not obvious.

📖 At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *bandicoot sheath's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine.

Ubiquity

Bandicoot sheaths are rare, but lower-level versions can

Table 5: Bandicoot Sheath Flavors

Difficulty Band	Prefix	Max # Wands	Recharge Effect
✉ Low	Lesser	2	none
✉ Moderate	Lesser	3	none
✉ Advanced	Greater	3	regain **1d4 charges** for any one stored wand **1x/day**
✉ Elite	Greater	4	regain **2d4 charges** for any one stored wand **1x/day**

be common in high-magic societies, particularly combat-intensive urban environments such as large cities.

Advanced and **Elite** iterations are highly prized items in arcane circles, for obvious reasons.

Notoriety

With wand tips sticking out of the tubes, a *bandicoot sheath* is easy to spot for those familiar with the device.

Arcane users may pay a handsome sum to acquire the item… or resort to somewhat extreme measures to get their hands on it!

Quirks of Ownership

As the weapon is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a *bandicoot sheath* has no other quirks or impacts.

History & Background

As with many other devices designed to speed up everyday actions, the bandicoot sheath was inspired by its creator watching others perform common activities easily.

A tinkering wizard was adventuring with his comrades, and noticed that the party's rogue was quite adept at drawing her blade quickly. Though the wizard had little cause to draw weapons much of the time, she did often wield wands in combat, either to aid her comrades or as part of the effort to inflict damage or control enemies.

It occured to the wizard that although several pieces of equipment were designed to make quick-drawing weapons possible, no such device was made to similar effect for wands.

A few weeks of tinkering and leatherwork later, and the first *bandicoot sheath* was forged.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *bandicoot sheath* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing an *bandicoot sheath*, or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *bandicoot sheath* into your gaming sessions beyond simply "the dragon drops some nifty-looking bracers", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these… but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the

presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *bandicoot sheath*.

Paladins & Clerics

These classes may have some use for multi-wielding wands, and so might seek out a *bandicoot sheath* for their own use. It could also be to retrieve a valuable item from the wrong hands.

Rogues

Particularly the advanced versions of these items are quite valuable for resale, and some enterprising rogues may find deft use for the device themselves.

Martial Characters

Most martial classes rely on their own weapons for dealing damage, and potions for curing. The fact that a *bandicoot sheath* still requires a hand to wield the drawn wand rules out their use to most fighters and barbarians.

Arcane Classes

Certainly, nearly every arcane user would want a *bandicoot sheath*.

Monks, Rangers, and Druids

These classes fall into the same camp as Paladins and Clerics, above: possible personal use, possible story motivation for retrieval.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Versatile Mercenary

A mercenary wizard approaches the party, offering to join them for free if they can but acquire a certain magic item for him that would boost his efficacy in combat.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve the *bandicoot sheath* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Quests

Another, more thorough, means of introducing the *bandicoot sheath* is via the following **Quest**.

📖 This Quest may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Arms All Aquiver

Summary: The PCs discover a bandicoot sheath as part of a treasure pile. Little do they know, however, that it was stolen, and its original owner soon gains wind of the new owners.

Rewards: Up to ✴ 1 Reward Stars; *bandicoot sheath*

Locations: Any.

Key NPCs: Bandicoot sheath wielder.

Kickoff: PCs discover treasure.

Description:

This Quest can be queued up far in advance, or play out in a single gaming session: as part of the treasure haul after a dungeon dive or a difficult fight, the party comes across a pair of *bandicoot sheaths*.

The next time the party is walking through a village or other social area, the former owner, from whom the *sheaths* were stolen, sees the party with them. A PC might be wearing the devices, or they may simply take them out at a vendor to get a price for resale; so long as the PCs show the item in public, the former owner gets wind of it.

He seeks the PCs out, and confronts them; if they do not find a way to calm him down, he will attack them, no matter how reckless this may seem.

A ⚠ **Charisma (Persuasion)** or **Intimidate** check at **DC 16** will calm the former owner down enough to engage in negotiations. He will accept payment in lieu of the item's return, but demands twice the retail value of his beloved item.

🗒 If the party pays the former owner off, they of course get to keep the sheath, and they benefit from ✴ **1 Reward Stars.**

🗒 If the party slays the man, they of course get to keep the sheath. They should benefit from ✴ **1 Reward Star** only if such a reaction is in keeping with their alignment and characters.

This **Quest** remains active until the party no longer possesses the *bandicoot sheath*, or if they pay off or slay the former owner.

FlexTable 3: *Bandicoot Sheath Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-10	01-12	31-60	10	A wizard has forged leather arm cuffs that turn one's hands into lightning bolts.	❌ **False.** Although similar effect can be achieved by loading the *sheath* with *wands of lightning bolt*.
18-34	11-20	13-34	61-70	14	Leather bracers allow for storing multiple wands like a *bag of holding*.	☑ **Partially true.** The *sheath* does allow for storing multiple wands, but it stores them simply and physically.
35-52	21-60	35-65	71-80	16	Magical bracers let the wearer store and draw a number of wands at the same time, quickly.	✅ **True.** This is precisely the description of the *bandicoot sheath* and its function.
53-70	61-70	66-75	81-90	13	Cursed armcuffs will rot the forearms if the wearer is not careful!	❌ **False.** Likely a rumor started by one who wished to keep his own *sheath* to himself!
71-88	71-80	76-85	91-94	15	Highly advanced bracers will grant wands stored in the wearer's sleeves greater potency.	☑ **Partially true.** Sheaths do not grant additional effect to wands drawn from them, but advanced versions do recharge them.
89-00	81-00	86-00	95-00	14	An enchanter crafted magic bracers so that she could wield four wands at once, whose powers never deplete.	☑ **Partially true.** The creator was indeed an enchantress, and the multi-wield aspect is accurate, and recharge does somewhat grant extended use... but not quite as worded.

Bandicoot Sheath Wearer

CR 1; XP 200

TN; Medium Humanoid (Half-Orc)

	⚔ Low	⚔ Moderate	⚔ Advanced	⚔ Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Wizard 1	Wizard 6	Wizard 10	Wizard 14
Size / Aln	Medium TN Half-Orc	Medium TN Half-Orc	Medium TN Half-Orc	Medium TN Half-Orc
HP	9	43	82	125
Armor Class	14	14	14	14
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 12 (+1) DEX 13 (+1) CON 16 (+3) INT 18 (+6) WIS 8 (+1) CHA 7 (-2)	STR 12 (+1) DEX 13 (+1) CON 16 (+3) INT 20 (+8) WIS 8 (+2) CHA 7 (-2)	STR 12 (+1) DEX 13 (+1) CON 18 (+4) INT 20 (+9) WIS 8 (+3) CHA 7 (-2)	STR 12 (+1) DEX 13 (+1) CON 20 (+5) INT 20 (+10) WIS 8 (+4) CHA 7 (-2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9	Passive Perception 9	Passive Perception 9	Passive Perception 9
Languages	Common, Orc			
Attacks	**Ranged** Crossbow, Light) --> 80 ft.': -7 (1d8+1); 320 ft.': -7 (1d8+1) **Melee** Quarterstaff +3 (1d6+1) (1d8) **Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1)	**Ranged** +1 Crossbow, Light) --> 80 ft.': -5 (1d8+2); 320 ft.': -5 (1d8+2) **Melee** Quarterstaff +4 (1d6+1) (1d8) **Melee** Dagger +4 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+1); 60 ft.': +4 (1d4+1)	**Ranged** +2 Crossbow, Light) --> 80 ft.': -3 (1d8+3); 320 ft.': -3 (1d8+3) **Melee** Quarterstaff +5 (1d6+1) (1d8) **Melee** Dagger +5 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+1); 60 ft.': +5 (1d4+1)	**Ranged** +3 Crossbow, Light) --> 80 ft.': -1 (1d8+4); 320 ft.': -1 (1d8+4) **Melee** Quarterstaff +6 (1d6+1) (1d8) **Melee** Dagger +6 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+1); 60 ft.': +6 (1d4+1)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Arcane Recovery, Cantrips, Preparing and Casting Spells, Ritual Casting, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting
SPELL-CASTING	Save DC 14; Spell Atk +6 **1st:** *burning hands; charm person*	Save DC 16; Spell Atk +8 **3rd:** *fireball; fly; major image* **2nd:** *blur; hold person; invisibility* **1st:** *burning hands; charm person; floating disk; jump*	Save DC 17; Spell Atk +9 **5th:** *cloudkill, passwall* **4th:** *black tentacles; fire shield; stoneskin* **3rd:** *fireball; fly; major image* **2nd:** *blur; hold person; invisibility* **1st:** *burning hands; charm person; floating disk; jump*	Save DC 18; Spell Atk +10 **7th:** *prismatic spray* **6th:** *disintegrate* **5th:** *cloudkill, passwall* **4th:** *black tentacles; fire shield; stoneskin* **3rd:** *fireball; fly; major image* **2nd:** *blur; hold person; invisibility* **1st:** *burning hands; charm person; floating disk; jump*
EQUIPMENT	Light crossbow; quarterstaff; crossbow bolts (20x); dagger	+1 Light crossbow; quarterstaff; crossbow bolts (20x); dagger	+2 Light crossbow; quarterstaff; crossbow bolts (20x); dagger	+3 Light crossbow; quarterstaff; crossbow bolts (20x); dagger

SPECIAL ABILITIES

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Ability Score Improvement When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Arcane Tradition When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation. The school of Evocation is detailed at the end of the class description; see the Player's Handbook for information on the other schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Cantrips At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in

military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Bandolier of Options

📘 Bandolier of Options (belet)

Value:
❌ 35 gp / ❌ 550 gp / ❌ 4,200 gp / ❌ 9,200 gp

Weight 5 lbs.; **Materials** leather, steel; **Nature** magical; **Aura** slight conjuration; **Slot** belt (must be worn over armor to achieve benefits)

CL: ❌ 1st / ❌ 4th / ❌ 8th / ❌ 12th

Effect Summary:

❌ store up to 50 lbs. of equipment, retrievable via standard or bonus action

❌ store up to 100 lbs. of equipment, retrievable via standard or bonus action

❌ store up to 300 lbs. of equipment, retrievable via standard or bonus action; totals only 15 lbs.

❌ store up to 525 lbs. of equipment, retrievable via standard or bonus action; totals only 25 lbs.

Description

A superhero's utility belt for mundane equipment. Pockets, pouches, and slings of all manner contain some mundane items naturally, but the wearer may also produce any of a variety of items instantly.

Effect

These items have a number of pouches and clasps, into and onto which may be affixed the listed weight of equipment.

For **Low** and **Standard** iterations, any additional equipment still adds its own weight to the load of the wearer; **Advanced** and **Elite** versions incorporate a bag of holding effect and so the total device weighs only what is listed in the profile above.

The real magic is when the wearer speaks a command word, the *bandolier* produces any single non-magical item weighing 10 lbs. or less.

For **Advanced** and **Elite** versions, there is no size restriction; it's possible for example to pull a ten-foot pole from a pouch that appears to be two inches deep!

Synergy & Sets

None. *Bandoliers of options* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

If a *bandolier of options* is discovered in a treasure hoard containing other items, those items will be attached to the *bandolier*.

If encountered on its own, the GM should add additional mundane equipment onto it, up to half its capacity.

The command word is often inscribed, carved, or embroidered into the backing of the straps of the bandolier;

in any event, assume that careful examination requiring minutes equal to **5** minus the wearer's **Intelligence** modifier will produce the word.

📖 At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *bandolier of options'* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item.

Ubiquity

Bandoliers of options are uncommon.

However, given that lower-end versions are somewhat mundane in nature, and that even the most advanced iterations aren't of enormous impact, they can be found and traded without much incident in large-scale marketplaces.

Notoriety

None. *Bandoliers of options* look like elaborate gear slings, which in nonmagical form are commonplace, particularly among rogues.

Quirks of Ownership

As the weapon is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

A *bandolier of options* has no other quirks or impacts.

Table 6: Bandolier of Options Flavors

Difficulty Band	Prefix	Storable Weight	Total Weight of Bandolier
✉ Low	Lesser	15 lbs	5 lbs + carried items
✉ Moderate	Lesser	25 lbs	5 lbs + carried items
✉ Advanced	Greater	275 lbs	15 lbs
✕ Elite	Greater	525 lbs	25 lbs

History & Background

A rogue with wizard pals conceived of its device, at the time designed to hold a great deal of looted items, but later adapeted into simper design to serve more mundane and legitimate pursuits.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *bandolier of options* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing *bandolier of options*, or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**

If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *bandolier of options* into your gaming sessions beyond simply "the dragon drops a nifty-looking gear sling", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these… but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *bandolier of options*.

Paladins & Clerics

Items are useful, sure, but ultimately, these classes will likely just want to sell a *bandolier*.

Rogues

The sweet spot: nearly all rogues worth their salt would benefit from this item.

Martial Characters

It's always nice to have some help carrying equipment; why not sling on an advanced *bandolier of options* to manage the load?

Arcane Classes

Weight is ever against the arcane class; wizards might do well to equip this funky-looking device atop their robes, though doing so may well diminish their mystique!

Monks, Rangers, and Druids

As with rogues and fighters, Druids and Monks may benefit from a few fewer pounds to carry.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing

motivations of the party.

Retrieve the Ore

As part of a larger Quest that involves retrieving a volume of items and bringing them back, perhaps the quest giver sells or hands over to the party a *bandolier of options* to aid them in their activities. See **Quest** "**Heft That Ore**" below.

Virtually any use of a *bag of holding* in other context might be substituted for a *bandolier of options*.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve the *bandolier of options* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Quests

Another, more thorough, means of introducing the *bandolier of options* is via the following Quest.

> 📖 This Quest may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Heft That Ore

🔗 **Summary:** A local blacksmith asks the party's help in retrieving a weighty ore from a faraway cave.

🎖 **Rewards:** ✖ 500 gp / ✖ 2,500 gp / ✖ 7,500 gp / ✖ 15,000 gp (promised); up to ✴ **2 Reward Stars**; *bandolier of options*

📍 **Locations:** Any.

👤 **Key NPCs:** *Bandolier of options* wearer.

▶ **Kickoff:** Urban encounter at a blacksmith's.

❓ **Description:**

The village blacksmith asks the party to help: there is a somewhat uncommon ore a few miles away in a cave. In itself the ore is somewhat worthless, but it grants a lustre to steel produced using it if mixed during the smelting process, so it's somewhat in demand.

To aid the party in obtaining the ore, the blacksmith loans the party his *bandolier of options*. If the party is of **Advanced** or **Elite** challenge level, he simply gives the item to them as part advanced payment for ther task.

↳ If the party keeps the bandolier and ignores the ore, they will of course lose favor with the blacksmith, who may also seek the village authorities after a long enough time, and will certainly confront the party if seen again.

↳ If the party retrieves the ore as promised, the reward listed is paid as committed, and the party benefits from

✴ **1 Reward Star**.

↳ If the party retrives the desired ore, and voluntarily gives the bandolier of options back despite the offer that they may keep it, they benefit from ✴ **2 Reward Stars**, though it means losing the *bandolier of options*. Of course, with their reward money, they coud simply buy it back!

FlexTable 4: *Bandolier of Options Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-20	01-40	01-35	31-40	16	A blacksmith has devised a clever harness that makes carrying equipment easier.	✅ **True.** This is what the *bandolier* offers.
21-40	41-70	36-60	41-50	15	There is a leather gear belt that lets the wearer retrieve any stored item, rapidly.	✅ **True.** This is what the *bandolier* offers.
41-60	71-75	61-70	51-70	12	Cursed leather webbing will constrict the wearer, possibly killing them, if the wrong command word is spoken.	❌ **False.** Although the *bandolier* does rely upon a command word, it does not produce a negative effect if the word is flubbed.
61-80	76-80	71-80	71-90	14	An insane rogue sought to craft a bottomless bag of holding, built into a cloak. Instead, he ended up with a harness of dread that will make the wearer possessed by an evil force over time	❌ **False.** No. Just... no. Not at all.
81-00	81-00	81-00	91-00	18	Retrieving items is quick and easy, and the load light, using a certain bandolier that holds far, far more than it seems possible!	✅ **True.** This is what the *bandolier* offers.

Magic Items

Bandolier of Options Wearer

CR 1; **XP** 200

CN; Medium Humanoid (Dwarf)

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
SIZE / ALN	Medium CN Dwarf (Hill)	Medium CN Dwarf (Hill)	Medium CN Dwarf (Hill)	Medium CN Dwarf (Hill)
HP	12	62	102	143
ARMOR CLASS	14	17	19	20
SPEED	Walk 25'	Walk 25'	Walk 25'	Walk 25'
ABILITY SCORES / SAVES	STR 13 (+1) DEX 17 (+5) CON 17 (+3) INT 13 (+3) WIS 11 (+0) CHA 7 (-2)	STR 13 (+1) DEX 19 (+7) CON 17 (+3) INT 13 (+4) WIS 11 (+0) CHA 7 (-2)	STR 15 (+2) DEX 20 (+9) CON 17 (+4) INT 13 (+5) WIS 11 (+0) CHA 7 (-2)	STR 17 (+3) DEX 20 (+10) CON 18 (+4) INT 13 (+6) WIS 11 (+0) CHA 7 (-2)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 10 +4 Thieves' Tools	Passive Perception 10 +6 Thieves' Tools	Passive Perception 10 +8 Thieves' Tools	Passive Perception 10 +10 Thieves' Tools
LANGUAGES	Common, Dwarvish			
ATTACKS	**Melee** Spear +5 (1d6+3) **Ranged** Spear (Thrown) 20 ft.': +5 (1d6+3); 60 ft.': +5 (1d6+3) **Ranged** Shortbow) --> 30 ft.': -5 (1d6+3); 120 ft.': -5 (1d6+3) **Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Melee** *+1 Spear* +8 (1d6+5) **Ranged** *+1 Spear* (Thrown) 20 ft.': +8 (1d6+5); 60 ft.': +8 (1d6+5) **Ranged** Shortbow) --> 30 ft.': -3 (1d6+4); 120 ft.': -3 (1d6+4) **Melee** Dagger +7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4)	**Melee** *+2 Spear* +11 (1d6+7) **Ranged** *+2 Spear* (Thrown) 20 ft.': +11 (1d6+7); 60 ft.': +11 (1d6+7) **Ranged** Shortbow) --> 30 ft.': -1 (1d6+5); 120 ft.': -1 (1d6+5) **Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5)	**Melee** *+3 Spear* +13 (1d6+8) **Ranged** *+3 Spear* (Thrown) 20 ft.': +13 (1d6+8); 60 ft.': +13 (1d6+8) **Ranged** Shortbow) --> 30 ft.': +0 (1d6+5); 120 ft.': +0 (1d6+5) **Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike, Warhammer			

	✠ **Low**	✠ **Moderate**	✠ **Advanced**	✠ **Elite**
SPECIAL QUALITIES	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Expertise, Sneak Attack, Thieves' Cant	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
SPELL-CASTING	-	-	-	-
EQUIPMENT	Spear; shortbow; leather armor; arrows (20x); dagger	+1 Spear; shortbow; +1 studded leather armor; arrows (20x); dagger	+2 Spear; shortbow; +2 studded leather armor; arrows (20x); dagger	+3 Spear; shortbow; +3 studded leather armor; arrows (20x); dagger

SPECIAL ABILITIES

Ability Score Increase Your Wisdom score increases by 1.

Brewer's Supplies Proficient with Artisan Brewer's Supplies.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Ability Score Improvement When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Belt of Dark Knives

📖 Belt of Dark Knives (accessory)

Value:
❌ 1,800 gp / ❌ 4,200 gp / ❌ 8,950 gp / ❌ 12,500 gp

Weight 8 lbs.; **Materials** leather, steel; **Nature** magical; **Aura** moderate conjuration; **Slot** chest

CL: ❌ 1st / ❌ 3rd / ❌ 5th/ ❌ 10th

Effect Summary:
❌ unlimited mundane daggers may be drawn as normal
❌ as Low, plus wearer may double range of thrown weapons
❌ as Moderate, plus 5x/day a drawn knife may receive a +1 enhancement bonus for a single round of combat
❌ as High, plus 5x/day a drawn knife may receive a +2 enhancement bonus for a single round of combat

Description

The wearer of this device may draw any number of ordinary throwing knives from it; they replenish automatically.

Advanced versions provide talent bonuses, and formidable versions can produce a limited quantity of masterwork or magical daggers.

Effect

This simple-seeming leather bandolier puts ten sheathed knives at the ready, five on either side of the wearer's chest. The daggers themselves are simple and aerodynamic and may be used as either melee or thrown weapons.

The *belt of dark knives* automatically replenishes the stored daggers at the rate of one per round while the device is worn. At a verbal command, this ability may be suspended by the wearer, and re-activated using the same verbal command.

Moderate, High, and Elite iterations of the *belt* also grant the wearer the Distance Thrower feat; wearers who have this feat already gain no additional benefits from this effect.

High and Elite versions possess a separate verbal command, which may be used up to five times per day. When activated, the next drawn knife receives an enhancement bonus, but only for a single combat round; once used in combat, either as a melee or a thrown weapon, this effect fades and the weapon reverts to a normal mundane dagger.

Synergy & Sets

None. *Belts of dark knives* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Magical or other mundane daggers may be sheathed in the device if desired. These are unaffected by the magic of the *belt*, and likewise their storage in the *belt* does not impact the *belt's* abilities.

Discovery

Belts of dark knives are typically encountered worn on a humanoid combatant.

It is common for the command word(s) used to activate the *belt's* abilities to be stitched or embroidered into the inner lining of the leather; typically such writing is inscribed in Common.

💭 At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *belt's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the *belt*.

Ubiquity

Belts of dark knives are rare. They are prized possessions for rogues in particular, and few are ever sold or parted with willingly.

Those offered for sale are often counterfeit, cursed, ineffective, or otherwise not quite as advertised.

There is a 🎲 **30%** chance that a *belt of dark knives*

Table 7: Belt of Dark Knives Flavors

Difficulty Band	Prefix	Ranged Attack Bonus	Enhancement Bonus
Low	Lesser	none	none
Moderate	Lesser	Double range	none
Advanced	Greater	Double range	+1, up to 5x/day, lasts for 1 round of combat
Elite	Greater	Double range	+2, up to 5x/day, lasts for 1 round of combat

encountered in a shop is damaged. Damaged belts malfunction 🎲 **20%** of the time they are used to draw a knife.

Malfunctions are left to the discretion of the GM, but creative mistakes are encouraged: for example, the drawn item may be a spoon, or the knife may be replenished in reverse, so that the wearer suffers **1d2** points of slashing damage to her hand when attempting to draw a new knife.

Notoriety

These devices are sought after by all manner of rogues, rangers, and martial classes, or those simply wishing to make a quick gold piece by their sale.

As a result, most owners attempt to conceal the true nature of their prizes, even going so far as to use the suppression verbal command unless absolutely necessary.

Fortunately, the item appears for all intents and purposes like a common, inexpensive bandolier, so unless one actually witnesses its capabilities, it's very difficult to discern.

📖 In game terms, owning a *belt of dark knives* could be a lightning rod for subsequent Quests or plotlines.

Quirks of Ownership

As the device is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a *belt of dark knives* has no other quirks or impacts.

History & Background

The first *belt of dark knives* was actually created for a traveling minstrel show: performers kept misplacing knives, or getting drunk the night before and failing to prepare sufficient weapons in their garb.

Magicians in the troupe soon started using the device, and before long, word got around of the item's special qualities. Sadly, jealous thugs soon set upon the troupe en route between cities, and stole the *belt of dark knives*, slaying many of the company as they fought back.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie

are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *belt of dark knives* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealming an *abhorrent naginata,* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *belt of dark knives* into your gaming sessions beyond simply "the dragon drops a nifty-looking bandolier", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *belt of dark knives*.

Paladins & Clerics

Aside from seeking to themselves benefit from its obvious combat potential, divine classes may view the item as being fueled from dark purpose, or as having sinister origins. Such characters might wish to root out the corrupt item and destroy it, or even explicitly be tasked to do so by their faith.

Rogues

Rogues want this item, plain and simple. In its history, very few *belts of dark knives* have ever been willingly surrendered or sold by rogue characters, given their utility.

Martial Characters

Fighters and their ilk are just as likely to sell *belts of dark knives* as they might be to use them themselves, depending on their combat style and how useful a thrown dagger might be in a fight.

Arcane Classes

Daggers are one of the few weapons allowed to arcane classes; the light weight and endless replenishment can make even the power intellectual arcanist view a *belt of dark knives* favorably for their own use.

Monks, Rangers, and Druids

These classes may have the least use for a *belt of dark knives*, but the device's resale value and general utility still make it an item of interest to them.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Assassin

This is the Quest described below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve the *belt of dark knives* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Quests

Another, more thorough, means of introducing the *belt of dark knives* is via the following Quest.

📖 This Quest may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Assassin of the Endless Blades

🔗 **Summary:** The PCs gain wind of an assassin in town who is rumored to be able to produce an endless supply of daggers. They may confront or kill her.

🚩 **Rewards:** ✉ 1,000 gp / ✉ 5,000 gp / ✉ 10,000 gp / ✉ 15,000 gp (promised); up to ✴ **1 Reward Star**; *belt of dark knives*

📍 **Locations:** Any village, town, or city.

👤 **Key NPCs:** None.

▶ **Kickoff:** Talking to village authorities.

❓ **Description:**

A town militiaperson, the Mayor, or another similar authority figure in the village tells the PCs of an assassin, a rogue who has been stalking these parts. She is said to have a perfect record, killing over a dozen targets, typically for a reasonable sum. Whispers tell of a supernatural ability to produce and throw an unlimited amount of daggers which always find their mark; they speak of this killer as an agent of Death herself.

The town has cobbled together some money as a means of rewarding those who would solve the problem. The irony of effectively putting a contract out on a contract killer is not lost on the quest-giver; however, they see little other option to restore peace and safety to the citizenry.

🔁 The party may simply go their own way, and ignore the Quest. At the GM's option, then, the next contract the assassin takes may be one of the PCs, either for failing to follow through, or related to another historical, personality, or plot point.

🔁 If the party seeks out the killer, they may find and confront her. Out of fear for her livelihood and out of protection for her *belt of dark knives*, she will fight back; if somehow the party is able to talk her out of her profession, she will grudgingly accept exile from the town, but will not give up either her profession or her magical dagger vest. If the party talks her out of town, they will receive the monetary award and the ✴ **1 Reward Star**, but of course not the *belt*.

🔁 If the party slays the assassin, they benefit from the money and the *belt*, but not the ✴ **Reward Star**.

This Quest is only terminated if the assassin is slain; even if she leaves town, the PCs may encounter her again in the future!

FlexTable 5: *Belt of Dark Knives Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-18	01-40	01-25	31-35	13	Traveling circus performers invented a bandolier that produces infinite weapons.	☑ **True.** This is the origin of the *belt*.
19-37	41-80	26-45	36-40	16	A bandolier exists that generates daggers at the wearer's whim, and grants him special powers to boot.	☑ **True.** This ability refers to more advanced versions of the *belt*.
38-56	81-89	-46-70	41-50	14	Although a certain chest harness grants the wearer the ability to throw weapons over great distances, it is also cursed to occasionally produce blades that poison the thrower.	☑ **Partially True.** The "curse" is instead the propensity for damaged iterations to malfunction.
57-85	90-93	71-80	51-65	12	Elves constructed a bandolier of daggers so advanced, they forbid themselves from its use, lest dark powers consume them.	☒ **False.** No part of this story is accurate.
86-92	94-97	81-90	66-85	15	Elderly mages concocted a dagger sheath that replenishes an endless supply of magically-enhanced knives.	☑ **Partially True.** *Greater belts of dark knives* can generate enhanced weapons, but only in limited quantity, and their enhancement wanes nearly instantly.
93-00	98-00	91-00	86-00	10	The Realm's better assassins use bandoliers that grant them the talent of killing with a single tossed blade.	☒ **False.** The *belt of dark knives* is far less potent than what is described here.

Belt of Dark Knives Wearer

CR 1; XP 200

NE; Medium Humanoid (Half-Elf)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
SIZE / ALN	Medium NE Half-Elf	Medium NE Half-Elf	Medium NE Half-Elf	Medium NE Half-Elf
HP	10	52	79	107
ARMOR CLASS	15	18	19	20
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 8 (-1) DEX 19 (+6) CON 15 (+2) INT 14 (+4) WIS 8 (-1) CHA 11 (+0)	STR 8 (-1) DEX 20 (+8) CON 16 (+3) INT 14 (+5) WIS 8 (-1) CHA 11 (+0)	STR 12 (+1) DEX 20 (+9) CON 16 (+3) INT 14 (+6) WIS 8 (-1) CHA 11 (+0)	STR 14 (+2) DEX 20 (+10) CON 16 (+3) INT 14 (+7) WIS 8 (-1) CHA 11 (+0)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 11; +4 Thieves' Tools	Passive Perception 12; +6 Thieves' Tools	Passive Perception 13; +8 Thieves' Tools	Passive Perception 14; +10 Thieves' Tools
LANGUAGES	Common, Dwarvish, Elvish			
ATTACKS	**Melee** Dagger +6 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4) **Melee** Shortsword +6 (1d6+4)	**Melee** Dagger +8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+5); 60 ft.': +8 (1d4+5) **Melee** *+1 Shortsword* +9 (1d6+6)	**Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Melee** *+2 Shortsword* +11 (1d6+7)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *+3 Shortsword* +13 (1d6+8)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
SPECIAL QUALITIES	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Expertise, Sneak Attack, Thieves' Cant	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
SPELL-CASTING	-	-	-	-
EQUIPMENT	Dagger; shortsword; leather armor	Dagger; *+1 shortsword; +1 studded leather armor*	Dagger; *+2 shortsword; +2 studded leather armor*	Dagger; *+3 shortsword; +3 studded leather armor*

SPECIAL ABILITIES

Ability Score Increase Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Skill Versatility You gain proficiency in two skills of your choice.

Ability Score Improvement When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Diadem of Despair

📖 Diadem of Despair (circlet, cursed)

Value:
❌ 2,500 gp / ❌ 6,000 gp / ❌ 15,000 gp / ❌ 20,000 gp

Weight 2 lbs.; **Materials** silver, gemstones; **Nature** magical; **Aura** strong enchantment (compulsion) [mind-affecting]; **Slot** head

CL: ❌ 1st / ❌ 7th / ❌ 10th / ❌ 14th

Effect Summary:

All versions of the *diadem of despair* require a *remove curse* spell to remove the item from the wearer's head. Attempting to remove the item without first quelling the curse causes metal duress to the tune of ability damage as described below.

Those reduced to zero Charisma via the diadem's ongoing damage effect are effectively slain as sentient beings, resulting in a mindless Revenant who will stalk anyone who dons the jewelry.

❌ **10%** chance each round to suffer effects of *confusion* spell; **15%** chance each round to suffer effects of *cause fear* spell; removal while curse is in effect inflicts **1d4 Intelligence** and **Wisdom** damage; ongoing **Charisma** damage at rate of 1 per month while worn; *remove curse* DC 15

❌ as above, plus **20%** chance each round to suffer effects of *crushing despair* spell; removal while curse is in effect inflicts **1d4 Intelligence, Wisdom**, and **Charisma** damage; ongoing **Charisma** damage at rate of 1 per month while worn; *remove curse* DC 18

❌ as above, plus **5%** chance each round to suffer effects of *feeblemind* spell; removal while curse is in effect inflicts **1d6 Intelligence, Wisdom**, and **Charisma** damage; ongoing **Charisma** damage at rate of 1 per week while worn; *remove curse* DC 22

❌ as above, except *confusion* effect is permanent per *insanity* spell, plus at any time the diadem's creator may activate a *dominate person* effect in the wearer with no saving throw permitted; removal while curse is in effect inflicts **2d6 Intelligence, Wisdom,** and **Charisma** damage; ongoing **Charisma** damage at rate of 1 per we while worn; *remove curse* DC 26

Description

This well-made tiara is a thing of beauty, with loops and elegant waves of copper and electrum encircling the occasional ruby and garnet.

It emits a faint magic aura, and appears to be a *diadem of positive energy*. When worn, however, it depresses the bearer, casting everything they encounter into a negative light.

Strong variants of this item have been known to cause (or contribute to) the suicide (or attempted suicide) of those hapless enough to don them; in particularly vile circumstances, the spirit of the one who was self-slain is bound in some capacity to the *diadem*, such that future wearers of it are haunted by the departed and depressed ghost.

Effect

These cursed and potent crowns are truly vile, and produce a multitude of unpleasant and deadly effects in a hapless wearer.

Per-Round Effects

While in combat, the wearer of a *diadem of despair* has a chance of suffering certain negative effects as listed. Note that in a given round, a wearer may suffer multiple effects; roll separately for each possibility, and roll anew each round.

In game terms, there's certainly no reason to roll every single round if there is no combat involved; you can instead account for the effects as assuming that for an overall percentage of the wearer's life, the listed effect applies. For example, about one day in ten, a Low-level *diadem of despair* wearer will suffer *confusion*.

Cursed Removal Penalty

Each type of *diadem* has its own curse DC, against which a *remove curse* spell must successfully compete in order to remove the jewelry without further ill effect.

If a successful *remove curse* effect is not applied to the device prior to its removal, the wearer undergoes a horrid psychoemotional suffering. In game terms, this results in ability damage as described.

Domination

Each Elite-level *diadem of despair* has within it a trigger,

Table 8: Diadem of Despair Flavors

Difficulty Band	Prefix	Remove Curse DC	Per-Round Effects	Cursed Removal Impact	Ongoing Ability Damage
☒ Low	Lesser	15	10% *confusion*; 15% *cause fear*	1d4 Intelligence and Charisma	1 Charisma per month worn
☒ Moderate	Lesser	18	as above, +20% *crushing despair*	1d4 Intelligence, Widom, and Charisma	1 Charisma per month worn
☒ Advanced	Greater	22	as above, +5% *feeblemind*	1d6 Intelligence, Widom, and Charisma	1 Charisma per week worn
☒ Elite	Greater	26	continual *insanity; dominate person* possible	2d6 Intelligence, Widom, and Charisma	1 Charisma per month worn

able to be initiated by the crafter at the utterance of a command word or thought.

When activated, the wearer is instantly affected by a *dominate person* effect, with no saving throw allowed. This effect is permanent, though the crafter may toggle it on or off as is their whim at the repetition of the command trigger.

Crafting Link

The crafter of any *diadem of despair* is aware any time their work is donned or removed. They are also aware of the rough direction of the wearer, and the approximate distance.

In game terms, the crafter may know the wearer's position within 20 degrees of compass rotation and ten miles of distance.

Ongoing Suffering

Finally, wearing a diadem of despair has long-term negative effects. Regardless of other circumstances, the listed damage is suffered for each full month or week the item is worn.

Mindless Husk

Any wearer who has one or more ability scores reduced to zero as a result of the diadem's effects is effectively slain; they are no longer a sentient creature.

They are instead a Revenant, who immediately removes the diadem, and whose sole purpose in life then becomes to stalk and slay anyone who dons the *diadem of despair* which slew them.

Synergy & Sets

None. *Diadems of despair* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Diadems of despair are often given as gifts, either maliciously in full awareness of the item's cursed nature, or unwittingly simply as a valuable piece of jewelry.

Despite their cursed nature, diadems are valuable, and potent magical items; the value listed applies whether or not the buyer or seller is aware of the item's true nature and capabilities.

Unless a *diadem* is introduced by talking directly to its creator, it is extremely unlikely that the seller or giver is aware of, or will share knowledge of, the item's true nature.

📱 Introducing a *diadem of despair* can be a major disruptor to any PC who inadvertently puts one on. Consider carefully the capabilities of the party, and the potential impact on any overarching storyline in which they are engaged, before introducing a *diadem*.

Ubiquity

Diadems of despair are exceptionally rare. It's unthinkable that more than one would ever be encountered in one's lifetime, and any time one is come across, it has enormous implications and impacts.

Consider, too, that given the item's inherent value, it's unlikely that anyone lowly or unimportant would ever possess or give a *diadem;* thus, any introduction is likely to have a story impact.

Notoriety

Consider that *diadems of despair* only function successfully to their initial purpose if their true nature is protected. Like a sniper attacking multiple targets, a *diadem* cannot stay in the same location long once others are aware of its presence.

📱 In game terms, owning a *diadem of despair* would paint a "plot target" on anyone, even those who simply wish to return it to a museum or to destroy it.

Diadems generally only turn up if someone intentionally obtains one or crafts one, and then sets about intentionally giving it to someone. Most *diadems* are lost or destroyed soon after the mission for which they were created has been carried out... typically, this means a slow, painful assassination of the personality, livelihood, and eventually, the life of the poor target.

Quirks of Ownership

As the weapon is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Those who come across a *diadem* "in the wild", that is, as part of a random treasure hoard, are likely to be sought out,

either by the crafter, or by the undead revenant husk of the former owner.

History & Background

Diadems and similar devices have been created to topple empires, as revenge against the spurned emotions by the powerful against the lowly, and as agents of simple, undirected chaos and evil.

Almost every *diadem*, however, was created with a singular purpose in mind, and a single intended wearer.

> 📖 The introduction of a *diadem of despair* into your campaign world should be a function of the story you wish to tell, or the story in which you would like the PCs to become involved.
>
> That said, the item may be a very entertaining introduction to particular gaming groups or character parties: evil or chaotic ones, or those with a legitimate grudge against one or more people in power.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *diadem of despair* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *diadem of despair* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *diadem of despair* into your gaming sessions beyond simply "the dragon drops a nifty-looking circlet", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *diadem of despair*.

Paladins & Clerics

Assuming they know not its true purpose, these classes may wish to tithe the item as a valuable contribution to their church or faction. If the item's true nature is known, all but the most chaotic and/or evil divine classes, and certainly all paladins, would wish a *diadem of despair* destroyed or locked away forever; at the very least, they would turn such an item in to proper authorities or church officials.

Rogues

Rogues would likely want to get paid for the item's value, no matter their societal leanings. If the party has a "proper" use for a *diadem of despair*, it is almost certainly the rogue or bard who would be in charge of planting or conveying the item to the target.

Martial Characters

Fighters and barbarians have no true use of this item, except for its value as a sellable trinket.

Arcane Classes

Aside from the respect a wizard might rightfully have for whomever created such a wondrous and complex piece of evil, arcane classes may already know or be aware of the creator, and their purpose. Perhaps they studied with her, and always thought they were a bit off-kilter in their approach to cursed items.

Monks, Rangers, and Druids

These classes would likely view *diadems of despair* as the evil creations they are; they may even wish nothing to do with the devices.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

FlexTable 6: *Diadem of Despair Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-15	01-35	01-30	31-35		A deranged wizard has crafted cursed jewelry that places horrible suffering on any who don it.	✅ **True.** Though the wizard in question may challenge the "deranged" bit.
16-30	36-50	31-45	36-40		Out of vengeance, a spurned lover contracted a necromancer to build a circlet that brought insanity to his would-be lover. To keep things secret, the man slew the necromancer.	✅ **True.** This is one tale associated with the creation of a *diadem*, and a common motive.
31-45	51-70	46-60	41-45		Evil wizards commonly generate tiaras that, when worn, have a chance to destroy the minds of those hapless enough to wear them.	✅ **True.** This is completely accurate.
46-60	71-90	61-75	46-50		Jewelry exists that allows its creator to enter the minds of those who wear the gems, controlling their minds and actions just as the tiara slowly destroys their personalities.	✅ **True.** This refers to the *dominate person* effect of certain iterations of *diadem*.
61-80	91-95	76-84	56-80		Cursed jewelry has a chance of eroding one's mind, but may instead grant strong power to the wearer.	☑ **Partially True.** The negative piece is accurate; there is zero potential benefit however.
81-90	96-98	85-92	81-90		Lizardmen from the north have made a gemstone that, when placed near the head, grants great mental power, but corrupts the soul.	❌ **False.** While this scenario may in fact be true, it in no way applies to the *diadem of despair*.
91-00	99-00	93-00	91-00		A demented wizard once placed his own soul in a gemstone, which he set in a cursed circlet as a means of inflicting insanity and idiocy in those who don the jewelry.	☑ **Partially True.** The *diadem* does not contain anyone's soul.

Acting Strangely

A princess, or a queen, or a mayor has been acting odd of late, right around the time her romantic interest gifted her with a curiously beautiful headpiece. The PCs are contacted by a clerk, or other functionary, who is growing truly worried about the behavior and wishes their help in understanding its possible cause.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve the *diadem of despair* from its current owner, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

A Thought for Revenge

If the party has a legitimate grievance against one in power, they may choose to obtain a *diadem of despair* and deploy it against their target. It's a creative way to topple a despot, or to strike back against a cruel and harsh military general.

Quests

Another, more thorough, means of introducing the *diadem of despair* is via the following Quest.

📖 This Quest may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: My Mind is Going

🔀 **Summary:** Desperate for help, a prominent official meets with the party under disguise, seeking their help to remove a cursed headpiece that is slowly destroying her.

🎖 **Rewards:** ✉ 5,000 gp / ✉ 10,000 gp / ✉ 20,000 gp / ✉ 40,000 gp (promised); up to ✴ **4 Reward Stars**; *diadem of despair*

📍 **Locations:** Any, though likely urban.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

In a tavern, guild hall, or even on the street, a stranger

garbed in a heavy cloak confronts the PCs. It's a prominent figure of the town, perhaps a mayor, or a powerful merchant, or leader of a guild. She has gone to great, though obviously amateurish, lengths to attempt a disguise, and she has chosen thick and low-class robes and a cloak. Her tone, her bearing, however, betray her station; above all, the formidable beauty and obvious value of the circlet about her head speak of wealth and influence no matter how much dirt she smudges into her cheeks.

Occasionally grimacing and putting her hand to hear head, and sometimes staring sadly into a great distance for up to a minute without acknowledging others' presence, she nevertheless pulls herself together enough to speak.

She lays her scenario out plainly: she has been cursed, and knows not the culprit. Trusting nobody, she is forced to seek help from outsiders. She reasons that those who know her not and whom she herself does not know could never muster the expense and energy to bring about such a horrid state of affairs.

The great lady is fairly certain the cause of her suffering: the circlet, beautiful but terrible, for any time she even thinks of taking it off, needles of mental anguish seem to pierce her temple, and she cannot think straight at all for an hour afterward. Desperate, a few days ago she tried to bear the pain and lift the device off her head; she passed out from the torturous feeling that resulted and could barely do anything but breathe in a rattling struggle for a full day afterward.

She insists that their efforts be private. Thus far, she has been able to keep the true nature of her condition under wraps; if word were to come out, she may lose her standing, and/or the domain over which she holds power may fall into chaos.

In return for lifting the curse, the party is promised the money described, and of course they may have the horrid thing that has brought about all this suffering.

- ⮑ The party can simply ignore the request. This may have other implications; perhaps the great lady dies as a result, and her Revenant ghost haunts the party.

- ⮑ To remove the curse, the party must either cast a sufficiently-successful *remove curse* spell themselves, or find someone capable of doing so. This is easier said than done, as not only is a suitably powerful caster required, but the lady herself must be present for the execution of the spell. The mere mechanics and logistics of contacting the great lady, and of getting her to show up, may be quite challenging. In addition to which, if the procedure is unsuccessful, her wrath and ire will be total, as she will have risked her position and exposure merely by showing up. If, however, the spell is successful, she will follow through on her promise, and the party will further benefit from ✦ **4 Reward Stars**.

- ⮑ At the GM's option, the creator of the *diadem of despair* may gain wind of the situation, and may throw obstacles or assassins in the way of the party. The crafter may even confront the party, and offer them an even greater reward to help him see the *diadem* remain on the great lady until her demise.

Regardless of how the party approaches the situation, this **Quest** remains in effect until the *diadem* is removed, or until its effects slay the great lady.

Diadem of Despair Wearer

CR 1; XP 200

LN; Medium Humanoid (Human)

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Wizard 1	Wizard 6	Wizard 10	Wizard 14
SIZE / ALN	Medium LN Human	Medium LN Human	Medium LN Human	Medium LN Human
HP	9	43	62	83
ARMOR CLASS	12	14	17	18
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 10 (+0) DEX 13 (+3) CON 12 (+1) INT 10 (+2) WIS 7 (-2) CHA 15 (+2)	STR 10 (+0) DEX 15 (+5) CON 12 (+1) INT 10 (+3) WIS 7 (-2) CHA 15 (+2)	STR 10 (+0) DEX 19 (+8) CON 12 (+1) INT 10 (+4) WIS 7 (-2) CHA 15 (+2)	STR 10 (+0) DEX 19 (+9) CON 12 (+1) INT 10 (+5) WIS 7 (-2) CHA 17 (+3)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 10 Armor - Disadvantage on Stealth +4 Thieves' Tools	Passive Perception 14 +6 Thieves' Tools	Passive Perception 16 +8 Thieves' Tools	Passive Perception 18 +10 Thieves' Tools
LANGUAGES	Common, Halfling			
ATTACKS	**Melee** Longsword +2 (1d8) **Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1)	**Melee** *+1 Longsword* +4 (1d8+1) **Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2)	**Melee** *+2 Longsword* +6 (1d8+2) **Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4)	**Melee** *+3 Longsword* +8 (1d8+3) **Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
SPECIAL QUALITIES	Ability Score Increase, Languages, Expertise, Sneak Attack, Thieves' Cant	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Languages, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
SPELL-CASTING	-	-	-	-
EQUIPMENT	Longsword; dagger; padded armor	*+1 Longsword*; dagger; *+1 leather armor*	*+2 Longsword*; dagger; *+2 studded leather armor*	*+3 Longsword*; dagger; *+3 studded leather armor*

SPECIAL ABILITIES

Ability Score Increase Your ability scores each increase by 1.

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Ability Score Improvement When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 4.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Ferngirdle

Ferngirdle (belt)

Value:
⊠ 1,000 gp / ⊠ 5,000 gp / ⊠ 7,500 gp / ✕ 11,000 gp

Weight 5 lbs.; **Materials** leather; **Nature** magical; **Aura** moderate enchantment; **Slot** belt

CL: ⊠ 1st / ⊠ 5th / ⊠ 10th / ✕ 14th

Effect Summary:

- ⊠ +1 competency bonus to **Intelligence (Nature)** checks
- ⊠ +2 competency bonus to **Intelligence (Nature)** checks; +1 to DC for spells cast by wearer with the **Plant** or **Animal** domains; cast 1st-level Druid spells without material components
- ⊠ +4 competency bonus to **Intelligence (Nature)** checks; +2 to DC for spells cast by wearer with the **Plant** or **Animal** domains; cast up to 2nd-level Druid spells without material components
- ✕ +6 competency bonus to **Intelligence (Nature)** checks; +3 to DC for spells cast by wearer with the **Plant** or **Animal** domains; cast up to 4th-level Druid spells without material components

Description

These waistwraps are typically used by Druids or Rangers, and grant bonuses to Nature-related skill checks and magical abilities. Most also allow for easy access to potions, reagents, and material spell components. Many also allow use during Wild Shape and similar transformational abilities.

Variants for female creatures are also referred to as ferncorsets.

Effect

First and foremost, *ferngirdles* grant competency bonuses to ⚠ **Intelligence (Nature)** skill checks as noted above. These bonuses apply so long as the owner is wearing the *girdle,* and need not be activated explicitly.

Second, for most versions of the item, those with spellcasting abilities benefit from enhanced DC to spells cast belonging to the **Plant** or **Animal** domains. Note that a spell need not explicitly consume a Domain spell slot in order to receive the benefit; any spell cast by the wearer that qualifies as a Domain spell in these domains receives the benefit. This bonus stacks with bonuses from feats such as **Spell Focus**.

Advanced versions grant the qualities of **Druidic Feats**, as listed. If the wearer has one or more of these **Feats** already, they receive no additional benefit from the *ferngirdle's* granting of that feat.

Finally, for all but the weakest iterations, *ferngirdles* allow the caster to eschew material components for spells they cast. Although there is no limit to the gp value of the components eschewed, each version of the *girdle* does limit the spell level for which this effect applies.

Synergy & Sets

None. *Ferngirdles* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

These items may be discovered either worn by a current owner, or crafted andeither for sale or on display as a family heirloom. Many *ferngirdles*, particularly those won in fights or those looted from rival tribes, are viewed as ceremonial items, their true powers not really known to those who wear them.

As there are no command words or abilities to activate inherent to the item, *ferngirdles* do not normally come with any sort of instruction; one must either research the qualities of the device, or receive education in their use from the curren towner.

At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *ferngirdle's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the *ferngirdle*.

Table 9: Ferngirdle Flavors

Difficulty Band	Prefix	Intelligence (Nature) Bonus	DC Bonus for Plant/Animal Domain Spells
Low	Lesser	+1	-
Moderate	Lesser	+2	+1
Advanced	Greater	+4	+2
Elite	Greater	+6	+3

Ubiquity

Ferngirdles are fairly rare in most areas, though in high-magic, druid-heavy regions, they can be much more common.

Notoriety

Ferngirdles are obvious, expertly crafted, and quite ostentatious outside of a forest community. Those aware of their existence can spot one quite easily.

In a Druid-centric society, those who possess a *ferngirdle* are almost always in positions of power, authority, or military standing; those without a political, military, or social position that merits the item's use are likely to be challenged as to how they came by it and what they use it for.

In game terms, owning a *ferngirdle* could be a lightning rod for subsequent Quests or plotlines involving Druid societies, particularly if the PCs come by the *girdle* from afar and journey to a forest zone.

Quirks of Ownership

As the device is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a *ferngirdle* has no other quirks or impacts.

History & Background

Once, entire Druid leadership communities utilized varying flavors of *ferngirdles* to exert their will and conduct the affairs of the tribute. As repositories of their magic, ferngirdles allowed Druids to more easily and simply use their talents, and as their construction is not unduly challenging, it was straightforward to produce and equip en masse.

Sadly, the art of crafting these items has largely been lost, although easy to understand in principle.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *ferngirdle* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *ferngirdle* or as a means of introducing a plot hook into the **Quests** listed herein.

- **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *ferngirdle* into your gaming sessions beyond simply "the dragon drops a nifty-looking waist sash", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *ferngirdle*.

Druids

Druids of all walks of life would see immense utility in a *ferngirdle*.

All Other Classes

Unless they possess at least one multiclass in Druid, nearly all other characters would not see much immediate benefit from a *ferngirdle*. They would likely sell it as quickly as they could if they came into possession of one.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

The Dread Forest

Druids of a particularly evil stance have been terrorizing a village from their safe haven of a nearby forest. These druids in particular seem to have very powerful magic that the villagers find challenging to resist.

This is the basis of the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve the *ferngirdle* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Quests

Another, more thorough, means of introducing the *ferngirdle* is via the following Quest.

> 🖵 This Quest may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: The Dread Forest

🔗 **Summary:** The PCs are commissioned to defend a town against evil Druids nearby, and in so doing, they come across the true source of the Druids' power.

⚜ **Rewards:** ✖ 2,500 gp / ✖ 8,000 gp / ✖ 18,000 gp / ✖ 24,000 gp (promised); up to ✳ **1 Reward Star**; *ferngirdle*

📍 **Locations:** Any village or town—small enough that they would lack their own military or spellcasting defenses, but large enough to have resources enough for the Druids

to care about attacking them.

👤 **Key NPCs:** None.

▶ **Kickoff:** Either the PCs are traveling through the town and are hailed by the mayor or other town official, or the PCs meet a functionary or citizen on the road, who begs them to come to the town and meet with the authorities on the matter.

❓ **Description:**

After pleasantries, the mayor lays the situation out plainly: the town is raided a few times a year by evil Druids who live in the forest nearby. Ordinarily, they could mount some form of defense, but these Druids in particular seem to have magic that penetrates most defenses.

The town promises a sum of gold to the PCs if they can stop the attacks, and any magic artifact that might be powering the Druids' attacks belongs to the PCs if they discover that to be the case.

↴ If the PCs ignore the Quest and move on, it remains active: the Druids will stop short of destroying the town, as they want it to rebuild and gain more wealth so they can ransack it again next year.

↴ The PCs can wait until the next attack, which is rumored to be next week. They should face a formidable, but not overwhelming, force of Druids, many of whom are equipped with *ferngirdles*. Successfully defending the town merits the promised reward, the spoils of the corpses (which include several girdles), and ✳ 1 **Reward Star**. Once defeated, the Druids will leave this particular town alone, but they will simply seek out another, meaning the PCs may be introduced to this **Quest** again, only with a different village!

↴ Alternately, the PCs can opt to take the fight to the Druids directly—their whereabouts are roughly well known as being in the forest. Taken before the Druid's elder, they are confronted. The PCs may try and talk their way out of the situation, fight in ritual combat, or otherwise resolve things, but ultimately, there are three possible outcomes: 1) the PCs can fail, and will be allowed to leave alive, but having achieved nothing in the way of a stand-down, the village will not reward them and the attack takes place as planned. 2) the PCs can convince the Druids not to attack the village any more; they will benefit from the monetary reward and the ✳ **1 Reward Star**. Finally, all other efforts may fail, or the PCs can enter the forest "guns blazing"; they will face the full force of the Druid community, at least a dozen strong. If the PCs survive, they will have of course solved the problem, albeit bloodily and with great danger; they will receive all possible rewards and the spoils of many enemies.

This **Quest** remains active until the Druid menace is resolved, one way or the other.

FlexTable 7: Ferngirdle Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	11	Powerful artifacts of woven grass allow forest Druids to wield terrible magicks.	✅ **True.** Although the wording seems a bit dramatic, this is in vague terms what a *ferngirdle* is.
18-33	31-50	26-40	41-50	12	Politicians and warriors in Druidic ranks stride into meetings and battle with waist sashes that grant them additional power.	✅ **True.** This is somewhat unspecific in phrasing, but it's accurate.
34-50	51-70	41-65	51-55	14	They say there are Druids who need no material components to weave their magic, a potentcy granted them by special belts.	✅ **True.** A bit more specific, and therefore accurate.
51-67	71-85	66-75	56-60	16	Long ago, tribes of Druids won conquest over lesser tribes thanks in part to magic girdles which made their spells more challenging to resist.	✅ **True.** This is a very accurate description of one of the benefits of a *ferngirdle*.
68-84	86-93	76-90	61-80	13	Dark druids combine the blood of enemies with the dried sinew of bulls to weave an evil, powerful relic that sits about the waist.	❌ **False.** Although this does sound like an interesting artifact, it does not describe the *ferngirdle* at all.
85-00	94-00	91-00	81-00	15	Powerful magic awaits those who would don a magic grass sash, but beware, for prolonged use may turn one into a tree!	❌ **False.** There is no real risk to using a *ferngirdle*.

Magic Items

Ferngirdle Wearer

CR 1; **XP** 200

TN; Medium Humanoid (Elf)

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Ranger 1	Ranger 6	Ranger 10	Ranger 14
SIZE / ALN	Medium TN Elf (High)	Medium TN Elf (High)	Medium TN Elf (High)	Medium TN Elf (High)
HP	11	47	79	115
ARMOR CLASS	12	13	14	16
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 15 (+4) DEX 10 (+2) CON 13 (+1) INT 10 (+0) WIS 17 (+3) CHA 10 (+0)	STR 15 (+5) DEX 10 (+3) CON 13 (+1) INT 10 (+0) WIS 19 (+4) CHA 10 (+0)	STR 15 (+6) DEX 11 (+4) CON 13 (+1) INT 10 (+0) WIS 20 (+5) CHA 10 (+0)	STR 15 (+7) DEX 11 (+6) CON 13 (+1) INT 10 (+0) WIS 20 (+5) CHA 10 (+0)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 15	Passive Perception 17	Passive Perception 19	Passive Perception 20
LANGUAGES	Common, Dwarvish, Elvish, Gnomish, Halfling, Sylvan			
ATTACKS	**Melee** Greatclub +2 (1d8) **Ranged** Crossbow, Heavy) --> 100 ft.': +2 (1d10); 400 ft.': +2 (1d10)	**Melee** *+1 Greatclub* +4 (1d8+1) **Ranged** Crossbow, Heavy) --> 100 ft.': +3/+3 (1d10); 400 ft.': +3/+3 (1d10)	**Melee** *+2 Greatclub* +6 (1d8+2) **Ranged** Crossbow, Heavy) --> 100 ft.': +4/+4 (1d10); 400 ft.': +4/+4 (1d10)	**Melee** *+3 Greatclub* +8 (1d8+3) **Ranged** Crossbow, Heavy) --> 100 ft.': +6/+6 (1d10+1); 400 ft.': +6/+6 (1d10+1)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Favored Enemy, Natural Explorer, Humanoids, Forest	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Dueling, Giants, Humanoids, Desert, Forest	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Dueling, Giants, Humanoids, Desert, Forest, Mountain	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Vanish, Whirlwind Attack, Dueling, Beasts, Giants, Humanoids, Desert, Forest, Mountain
SPELL-CASTING	-	Save DC 11; Spell Atk +3 **2nd:** *barkskin; pass without trace* **1st:** *alarm; cure wounds; fog cloud; jump*	Save DC 12; Spell Atk +4 **3rd:** *water breathing; wind wall* **2nd:** *barkskin; pass without trace; silence* **1st:** *alarm; cure wounds; fog cloud; jump*	Save DC 13; Spell Atk +5 **4th:** *freedom of movement* **3rd:** *nondetection; water breathing; wind wall* **2nd:** *barkskin; pass without trace; silence* **1st:** *alarm; cure wounds; fog cloud; jump*
EQUIPMENT	Greatclub; hide armor; heavy crossbow; crossbow bolts (20x)	*+1 Greatclub; +1 hide armor;* heavy crossbow; crossbow bolts (20x)	*+2 Greatclub; +2 hide armor;* heavy crossbow; crossbow bolts (20x)	*+3 Greatclub; +3 hide armor;* heavy crossbow; crossbow bolts (20x)

SPECIAL ABILITIES

Ability Score Increase Your Dexterity score increases by 2.

Ability Score Increase Your Intelligence score increases by 1.

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Ability Score Improvement When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Fighting Style At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Giant Killer When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree

or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Hunter's Prey At 3rd level, you gain one of the following features of your choice.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Ranger Archetype At 3rd level, you choose an archetype that you strive to emulate: Hunter or Beast Master, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

Spellcasting By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See chapter 10 for the general rules of spellcasting and chapter 11 for the ranger spell list. Spell save DC 18; Spell attack modifier +10

Spell Slots The Ranger table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell animal friendship and have a 1st-level and a 2nd-level spell slot available, you can cast animal friendship using either slot. You know two 1st-level spells of your choice from the ranger spell list. The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have

Steel Will You have advantage on saving throws against being frightened.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Whirlwind Attack You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Beasts Advantage on Wisdom (Survival) checks to track Beasts, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Gloomsheath

📦 Gloomsheath (accessory)

Value:
❌ 350 gp / ❌ 1,750 gp / ❌ 3,400 gp / ❌ 5,750 gp

Weight 1 lb.; **Materials** leather, steel; **Nature** mundane / magical; **Aura** moderate enchantment; **Slot** n/a (sheath for bladed weapon only)

CL: ❌ 1st / ❌ 4th / ❌ 8th / ❌ 10th

Effect Summary:

- ❌ stores **1** dose of poison; automatically applies to sheathed weapon; **5%** self-poison exposure for re-application; natural 1 attack roll self-poisons

- ❌ stores **2** doses of poison; automatically applies to sheathed weapon; **2%** self-poison exposure for re-application; natural **1** attack roll self-poisons

- ❌ stores **3** doses of poison; automatically applies to sheathed weapon; no chance of self-poison exposure for re-application; no self-poison on natural 1 attack roll

- ❌ stores **5** doses of poison; automatically applies to sheathed weapon; no chance of self-poison exposure for re-application; no self-poison on natural 1 attack roll

Description

Reapplies a shadow poison each time the weapon is sheathed without chance of self-posioning. Most are black and leather-wrapped, but *gloomsheaths* come in all manner of sizes and styles.

Effect

A *gloomsheath* has a special inner chamber that acts as a reservoir for poison. It runs along the entire length of the weapon, on both sides.

In practice, tipping a dose of poison into the sheath takes a few minutes, after which point any time an un-coated weapon is placed fully into the device, it consumes one dose of the stored poison by way of applying the substance to the weapon.

Lower-power iterations still present a chance of the wearer accidentally poisoning themselves, and the weapon itself still drops with the volatile substance, implying a possibility for accidental self-poisoning during combat. Higher-tier versions remove these chances through tightened design.

Note that the particular effects of poison vary from substance to substance, depending on the whim of the owner. Poison must still be purchased and re-applied to the *gloomsheath* itself.

Synergy & Sets

None. *Gloomsheaths* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Typically, a gloomsheath will appear as just a particularly ornate scabbard, the weapon itself often the centerpiece of the transaction that sees it into the PCs' hands. Alternately, the device can be seen in combat use, unusually in that the wielder will intentionally sheath their sword during combat only to whip it right back out, leading to possible suspicion and investigation.

Trial and error will quickly reveal the device's peculiar capabilities, particularly for those trained in poison use to begin with.

Gloomsheaths are commonly found with 1-2 doses of poison remaining in them.

For characters untrained in poison use who are attempting to discover the secrets of the *gloomsheath*, it is recommended that they run the risk of accidentally posioning themselves!

📓 At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *gloomsheath's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine.

Ubiquity

Gloomsheaths are somewhat uncommon, though they are

Table 10: Gloomsheath Flavors

Difficulty Band	Prefix	Poison Doses Stored	% Chance to Self-Poison When Re-Applying	Self-Poisons on Attack Roll of
☒ Low	Lesser	1	5%	1
☒ Moderate	Lesser	2	2%	1
☒ Advanced	Greater	3	n/a	n/a
☒ Elite	Greater	5	n/a	n/a

relatively cheap to produce, and cater to a certain style of combat.

Notoriety

It's hard to imagine a legitimate purpose for a gloomsheath. Non-evil militaries and adventurers would likely shun them, though assassins and rogues in general will see the merit.

📖 In game terms, merely owning a *gloomsheath* may attract the attention of a town militia, particularly in lawfully-aligned regions.

Quirks of Ownership

As the weapon is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a *gloomsheath* has no other quirks or impacts.

History & Background

Assassin engineers conceived of, built, and used the early iterations of these devices. Later, during early retirement, these same assassins turned full engineer, proucing *gloomsheaths* in quantity and selling them.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *gloomsheath* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs

with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *gloomsheath,* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *gloomsheath* into your gaming sessions beyond simply "the dragon drops a nifty-looking scabbard", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *gloomsheath*.

Paladins & Clerics

Of all classes, these would probably have the most objection to gloomsheaths... either in the context of the party holding onto them, or the items even existing in the first place. Paladins in particular might seek these items out merely to destroy them, or to turn them over to the proper authorities.

Clerics' attitudes toward the devices will likely have much to do with the approach and conduct of their patron deity.

Rogues

All rogues who make use of bladed melee weapons would likely benefit from a *gloomsheath*, either to sell, or to use themselves. In addition to commonly fitting the combat style of a rogue, rogues are much more likely to hav ethe auxiliary talents necessary to make safe use of the items.

Martial Characters

Even for combatants whose style does not typically involve poison, a *gloomsheath* still has obvious melee utility, though its risk of accidental self-application and the requirement to re-sheath during combat to re-apply a dose of poison make them far from ideal.

Arcane Classes

Except for daggers, most weapons with which arcanists are familiar don't even qualify to be sheathed in these devices. Wizards and the like would ignore, or simpy resell, a *gloomsheath*.

Monks, Rangers, and Druids

Druids of particular nature may use poison commonly; for them and them alone, these items may be of interest.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Assassinate

Perhaps the PCs are contracted to murder someone, and given a particular poison with which to do it. The *gloomsheath* would minimize the obviousness of this approach; perhaps the hiring party gifts this item to the party temporarily for the job.

This is the basis of the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve the *gloomsheath* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Quests

Another, more thorough, means of introducing the *gloomsheath* is via the following Quest.

This Quest may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Deliver via Blade

Summary: The PCs are contracted to assassinate an evil functionary in a local town. For political purposes, it's vital that the target die from the effects of a particular poison. To this end, the party receives the temporary loan of a *gloomsheath*.

Rewards: ✖ 4,500 gp / ✖ 18,000 gp / ✖ 42,000 gp / ✖ 81,000 gp (promised); up to 💥 **1 Reward Star**.

Locations: Any.

Key NPCs: None specific.

Kickoff: Random Encounter.

Description:

The PCs are hired, clandestinely, to assassinate an evil town member. Perhaps the local church has been abusing its citizenry, or the constabulary taking avantage of a rich widower of dubious mental acumen.

What is important to the hiring party is not only that the target die, but that the murder be pinned on the town's apothecary, with whom the hirer also has a grudge, quite unrelated to the target themselves.

Were the target to die from the effects of a particular poison, one which only the apothecary possesses, then all suspicion would fall on her.

To facilitate the deed, the PCs are loaned a *gloomsheath*, loaded with a single dose of the required poison: a device that will coat a sword with poison for one stroke, thereafter concealing the presence of poison on both blade and sheath.

The party is promised a monetary reward only; the expectation is that they will return the scabbard.

↪ If the party ignores the request and keeps the scabbard, eventually the hiring party will wish the deed accomplished and the item returned. If the party refuses, they may see themselves the target of the next contract!

↪ The most straightforward course of action is, of course, to commit the murder with the weapon and item provided. The contractor will make good on the monetary promise if the scabbard is returned to him. Assuming the vileness of the target corresponds to the alignment-allowable actions of the PCs, they benefit from 💥 **1 Reward Star**.

↪ Finally, the PCs may wish to keep the *gloomsheath* after the deed is done, or to purchase it from the hiring party. The hirer puts up a good show of declining, but either through threats or exchange of gold, he'll let the item go... only to turn the PCs in to the authorities via anonymous tip immediately thereafter.

The Quest terminates only when the target is terminated.

FlexTable 8: Gloomsheath Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	14	A scabbard exists that turns any weapon inserted into it into a poisoned blade.	✅ **True.** Of course, it requires the poison be applied to the sheath first, but still, this is accurate.
18-33	31-50	26-40	41-50	15	There is a leather sheath which contains a reservoir of poison, which automatically coats any inserted weapon.	✅ **True.** This is precisely what the *gloomsheath* does.
34-50	51-70	41-65	51-55	14	Poison can safely be applied to a sword with the use of a particular scabbard.	✅ **True.** This describes one aspect of higher-tier *gloomsheaths*.
51-67	71-85	66-75	56-60	16	Assassins prize a particular form of scabbard, which can be used to obfuscate the use of poison in their kills.	✅ **True.** This requires a "one dose, one kill" use of poison, but is accurate, and indeed the very core of the Quest above.
68-84	86-93	76-90	61-80	13	Drow elves crafted a horrid sheath which may accidentally poison the user.	☑ **Partially True.** Lower-tier iterations of a *gloomsheath* may accidentally poison the wearer, but that's not the core function here, and the Drow had nothing to do with the *gloomsheath's* creation.
85-00	94-00	91-00	81-00	15	Vile beings created a scabbard which contains the trapped soul of a tortured blacksmith.	❌ **False.** While an interesting set-up to a possible adventure on its own, the described scenario has nothing to do with a *gloomsheath*.

Gloomsheath Wearer

CR 1; **XP** 200

CE; Medium Humanoid (Tiefling)

	⚔ **Low**	⚔ **Moderate**	⚔ **Advanced**	⚔ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Fighter 1	Fighter 6	Fighter 10	Fighter 14
SIZE / ALN	Medium Ce Tiefling	Medium Ce Tiefling	Medium Ce Tiefling	Medium Ce Tiefling
HP	10	30	51	105
ARMOR CLASS	16	18	21	22
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 15 (+4) DEX 15 (+2) CON 10 (+2) INT 9 (-1) WIS 10 (+0) CHA 16 (+3)	STR 19 (+7) DEX 15 (+2) CON 10 (+3) INT 9 (-1) WIS 10 (+0) CHA 16 (+3)	STR 20 (+9) DEX 15 (+2) CON 11 (+4) INT 9 (-1) WIS 10 (+0) CHA 16 (+3)	STR 20 (+10) DEX 15 (+2) CON 15 (+7) INT 9 (-1) WIS 10 (+0) CHA 16 (+3)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 13 Armor - Disadvantage on Stealth	Passive Perception 14 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth
LANGUAGES	Common, Infernal			
ATTACKS	**Melee** Greatsword +4 (2d6+2); **Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+2); 320 ft.': +4 (1d8+2) **Melee** Dagger +4 (1d4+2) **Melee** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** +1 Greatsword +8 (2d6+5); **Ranged** Crossbow, Light) --> 80 ft.': +5/+5 (1d8+2); 320 ft.': +5/+5 (1d8+2) **Melee** Dagger +7/+7 (1d4+4) **Melee** Dagger (Thrown) 20 ft.': +7/+7 (1d4+4); 60 ft.': +7 (1d4+4)	**Melee** +2 Greatsword +11 (2d6+7); **Ranged** Crossbow, Light) --> 80 ft.': +6/+6 (1d8+2); 320 ft.': +6/+6 (1d8+2) **Melee** Dagger +9/+9 (1d4+5) **Melee** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9 (1d4+5)	**Melee** +3 Greatsword +13 (2d6+8); **Ranged** Crossbow, Light) --> 80 ft.': +7/+7/+7 (1d8+2); 320 ft.': +7/+7/+7 (1d8+2) **Melee** Dagger +10/+910+10 (1d4+5) **Melee** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Fighting Style, Second Wind, Great Weapon Fighting	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Great Weapon Fighting	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Great Weapon Fighting	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Great Weapon Fighting
Spell-casting	-	-	-	-
Equipment	Greatsword; chain mail; light crossbow; corssbow bolts (20x); dagger	*+1 Greatsword;* plate armor; light crossbow; corssbow bolts (20x); dagger	*+2 Greatsword; +2 plate armor;* light crossbow; corssbow bolts (20x); dagger	*+3 Greatsword; +3 plate armor;* light crossbow; corssbow bolts (20x); dagger

Special Abilities

Ability Score Increase Your Intelligence score increases by 1, and your Charisma score increases by 2.

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 16.

Languages You can speak, read, and write Common and Infernal.

Ability Score Improvement When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Fighting Style You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Martial Archetype At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The Champion archetype is detailed at the end of the class description; see the Player's Handbook for information on other martial archetypes. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Grimcollar

📖 Grimcollar (neck)

Value:
❌ 750 gp / ❌ 2,800 gp / ❌ 5,100 gp / ❌ 8,300 gp

Weight 2 lbs.; **Materials** wood, steel; **Nature** magical; **Aura** moderate enchantment (compulsion) [mind-affecting]; **Slot** neck

CL: ❌ 2nd / ❌ 6th / ❌ 12th / ❌ 15th

Effect Summary (self-application):

❌ **+1** competence bonus to **Intimidate** and **Wisdom (Insight)** checks; **Dazzled** for 1d4 rounds if such checks are failed

❌ **+3** competence bonus to **Intimidate** and **Wisdom (Insight)** checks; **Frightened** for 1d4 rounds if such checks are failed

❌ **+5** competence bonus to **Intimidate** and **Wisdom (Insight)** checks; **Fatigued** for 1d4 rounds if such checks are failed

❌ **+8** competence bonus to **Intimidate** and **Wisdom (Insight)** checks; **Dazed** for 1d4 rounds if such checks are failed

Effect Summary (third party application):

❌ automatic **Attitude** of at least **Indifferent** toward master; **+4** competence bonus on master's **Wisdom (Insight)** and **Charisma (Persuasion)** checks toward wearer; wearer suffers **-2** to **Charisma (Deception), Charisma (Persuasion),** and **Wisdom (Insight)** checks against master

❌ automatic **Attitude** of at least **Friendly** toward master; **+6** competence bonus on master's **Wisdom (Insight)** and **Charisma (Persuasion)** checks toward wearer; wearer suffers **-4** to **Charisma (Deception), Charisma (Persuasion),** and **Wisdom (Insight)** checks against master

❌ automatic **Attitude** of at least **Friendly** toward master; **+8** competence bonus on master's **Wisdom (Insight)** and **Charisma (Persuasion)** checks toward wearer; wearer suffers **-6** to **Charisma (Deception), Charisma (Persuasion),** and **Wisdom (Insight)** checks against master

❌ automatic **Attitude** of at least **Helpful** toward master; **+10** competence bonus on master's **Wisdom (Insight)** and **Charisma (Persuasion)** checks toward wearer; wearer suffers **-8** to **Charisma (Deception), Charisma (Persuasion),** and **Wisdom (Insight)** checks against maste

Description

These darkly gorgeous leather collars are typically used to enforce a submissive stature on those who report to cruel masters. They generally only function magically if they are attached by someone else; that person then forms a special relationship with the wearer. The Master who attaches such a collar automatically benefits from an improved Attitude from the wearer; further effects depend upon the formidableness of the collar and the relative strength of wills between the two individuals involved.

Alternately, one may don a *grimcollar* by attaching it one's self; in such a scenario, it grants Intimidate and Wisdom (Insight) skill bonuses to the wearer, but also inflicts penalties if any such tests are failed.

Effect

There are two uses for a *grimcollar:* self-application, and application by someone else.

Self-application simply means one dons a grimcollar of one's own free will, and puts it on herself. The benefit in this scenario is a competence bonus to **Wisdom (Insight)** and **Intimidate** skill checks. However, each time the wearer attempts one of these types of checks and fails, he suffers acute psychic pain, resulting in the effect described.

If a third party places a grimcollar on you, they become the "master" and you the "wearer", though it is not explicitly apparent to the wearer that the *grimcollar* is the source of effects resulting from this relationship.

There are three impacts in this use of a *grimcollar:* first, the wearer automatically defaults to a certain minimum favorable **Attitude** toward the master, as noted. Putting on a *grimcollar* will not degrade an existing relationship if it is already of better **Attitude** than that listed; it will simply elevate it to the listed **Attitude** if it would otherwise be worse.

Second, the master benefits from a competence bonus to his/her **Wisdom (Insight)** and **Charisma (Persuasion)** checks, but only in the context of making such checks against the wearer themselves.

Third, the wearer suffers a penalty to their own **Charisma (Deception)**, **Charisma (Persuasion)**, and **Wisdom (Insight)** checks, but only in the context of using them

Table 11: Grimcollar Flavors

Difficulty Band	Prefix	Intimidate and Wisdom (Insight) Bonuses	Check Failure Effect	Attitude Toward Master	Master's Wisdom (Insight) / Charisma (Persuasion) Bonuses	Wearer's Penalty to Charisma (Deception) / Charisma (Persuasion) / Wisdom (Insight)
⊠ Low	Lesser	+1	Dazzled 1d4 rounds	Indifferent	+4	-2
⊠ Moderate	Lesser	+3	Frightened 1d4 rounds	Friendly	+6	-4
⊠ Advanced	Greater	+5	Fatigued 1d4 rounds	Friendly	+8	-6
⊠ Elite	Greater	+8	Dazed 1d4 rounds	Helpful	+10	-8

against the master.

Note that in the context of opposed checks, this may result in the *grimcollar* applying both bonuses and penalties, both to the worse for the wearer!

Although it is possible to remove a *grimcollar* at any time without penalty, the most interesting storytelling use of these devices is in a scenario in which the wearer is not aware of the device's being the source of any ill effects. Skill checks may be failed or passed as influenced by the *grimcollar*, but the wearer has no direct awareness that the device is inovlved.

Synergy & Sets

None. *Grimcollars* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

These items are highly ritualistic, though many who use them (both master and wearer!) are entirely unaware of their magical nature, or of the impact they allow.

Indeed, at least when applied by a third party, *grimcollars* have the most impact in situations in which the wearer is ignorant of the device's nature.

⬜ At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *grimcollar's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine.

Ubiquity

Grimcollars are uncommon, though in certain sects, cults, and subsections of urban society, they are used to denote emotional deovtion to one another.

It is even possible that two people each wear a *grimcollar*, placed there by the other, resulting in a quite complex combination of bonuses and penalties!

Notoriety

Anyone wearing a *grimcollar* makes a social statement. Typically, that statement is "I'm taken", in that they are involved in a deep emotional and/or physical commitment to another person.

There is usually not much negative stigma to *grimcollars,* though they typically do speak to involvement with a certain subsection of social life; think the goth or BDSM cultures of the modern era.

⬜ In game terms, a PC may self-apply a *grimcollar* in order to benefit from its abilities; they may be ignorant of the social statement such a device typically makes, and they may be questioned about who their romantic partner is as a result.

Quirks of Ownership

As the device is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a *grimcollar* has no other quirks or impacts.

History & Background

Originally developed as a non-magical token of fidelity, the leathersmith who invented the *grimcollar* discovered her lover's infidelity halfway through crafting her gift.

Rather than confronting her beloved, she finished the work, adding to it the magical properties it now has. Under the influence of this impact, and with her lover entirely unaware of the power he had been placed under, the two stayed together for years. The inventor used her influence to drain her unfaithful partner's accounts dry, and persuaded him to socially destroy his mistress.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *grimcollar* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *grimcollar,* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *grimcollar* into your gaming sessions beyond simply "the dragon drops a nifty-looking leather choker", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *grimcollar*

Paladins & Clerics

These classes may view *grimcollars* as evil devices, tools of unclean minds and therefore items in need of destruction.

Alternately, clerics of certain deities may wear the jewelry themselves, "gifted" to them by their ecclesiastical leaders as a means of being closer to their god.

Rogues

Rogues seeking to gain influence over others may use the items as part of the wooing process.

Martial Characters

It's possible that fighters or barbarians may become embroiled romantically with someone who views *grimcollars* as an appropriate symbol of affection.

Arcane Classes

Arcanists of all walks of life would likely view *grimcollars* as very dangerous, unnecessary devices, seeking either to avoid them entirely or to sell or destroy the items.

Monks, Rangers, and Druids

These classes may wish to use the *grimcollar's* self-application benefits for their own, and would similarly be least likely to care what others thought this symbolized.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Betrothed

As these devices are largely seen as socially-acceptable tokens of emotional commitment, scenarios involving one or both members of a long-term relationship donning *grimcollars* might be commonplace in your campaign setting.

It could also be viewed as a throwback, an anachronistic testament to the untrustworhiness of former generations. Today's youth might bridle at the thought of wearing these collars. Perhaps the PCs are asked to help convince someone to take the plunge.

This is the basis for the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in ***my*** museum".

A Collector, or group thereof, asks the PCs to retrieve the *grimcollar* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Quests

Another, more thorough, means of introducing the *grimcollar* is via the following Quest.

FlexTable 9: *Grimcollar Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Tradition mandates that romantic partners put on a neckpiece that signifies their devotion.	✅ **True.** This is the social aspect of the *grimcollar's* use.
18-33	31-50	26-40	41-50	12	In many cultures, before acts of significant physical intimacy, at least one member of the adult partnership should put on a leather choker that indicates their emotional commitment.	✅ **True.** Though this wording is largely how elders would interpret the tradition.
34-50	51-70	41-65	51-55	14	Long-term relationships are best sealed with a magical leather headpiece that strengthens the attachment.	✅ **True.** Though the exact nature of the enhancement is not described!
51-67	71-85	66-75	56-60	16	Sex before marriage is frowned upon in some cultures unless a "commitment circlet" is worn by at least one partner.	✅ **True.** Though in practice, of course, it's commonplace.
68-84	86-93	76-90	61-80	13	Leather neckpieces can be used to force someone into acts of romantic interest, and thus should be distrusted.	☑ **Partially True.** Wearing a *grimcollar* placed there by someone else does weaken one's resolve when discussing things with that person.
85-00	94-00	91-00	81-00	15	Sex before a marriage ceremony will result in vile diseases, unless a neck-worn magical leather prophylactic is employed.	❌ **False.** *Grimcollars* prevent no disease, and have no magical role in sex.

📖 This Quest may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Say Yes to Tradition

🗺 **Summary:** The PCs are sought out by a lover who wants her betrothed to abide by her family's traditions, and wear a *grimcollar* as a sign of their attachment. In return for convincing him, the PCs are promised a monetary reward.

🎖 **Rewards:** ✖ 1,000 gp / ✖ 5,000 gp / ✖ 8,000 gp / ✖ 12,000 gp (promised); up to ✴ **2 Reward Stars**; *grimcollar*

📍 **Locations:** Any.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

One member of a two-person long-term relationship asks the party to help convince the other to don a *grimcollar* as a symbol of their involvement. For the sake of simplicity of reference, we will assume a male/female relationship, wherein the woman approaches the party and the male is hesitant to agree.

If the PCs know one or both of these characters, then their interest and involvement in the matter is likely to be stronger.

In return for getting him to agree, the lady promises some monetary token, though it should be made clear to the PCs that this funding is to be taken out of their savings for the wedding ceremony, and as a result, Good-aligned characters should consider refusing the reward.

🪝 If the party ignores the request, or is unable to resolve the issue on the couple's behalf, the couple will break up over the unresolved issue, perhaps leading to further plot intrigue. No monetary reward, of course, is given, but at the GM's option, if the PCs come up with a viable excuse, or succeed in ⚠ **Charisma (Persuasion)** or **Charisma (Deception)** skill checks against the lady, she may give them the *grimcollar* she had intended her fiance wear.

🪝 In order to convince the male partner, the PCs must either appeal to his sense of tradition, his love for his betrothed, or threaten him outright. Respectively, the skill checks involved should be ⚠ **Charisma (Persuasion), Wisdom (Insight),** or **Intimidate**, opposed by his **Wisdo**m save modifier. Success by more than 5 results in immediate agreement; success by 5 or less keeps the conversation going; failure means that particular approach won't work any longer (but one of the others may be attempted). If the PCs fail in all three appeals, they may physically force him to put the headband on; recall that doing so results in penalties and bonuses that will make further discussion

easier. However they do it, success merits the monetary reward.

⚡ If the party succeeds in getting the gentleman to wear the *grimcollar*, and at least one of the PCs is Good-aligned, and they refuse the monetary reward, they will receive continual goodwill from both partners of the couple, and will also benefit from ✴ **2 Reward Stars.**

⚡ Alternately, the party may convince the lady to desist her insistence that her betrothed comply. This requires two successive ⚠ **Charisma (Persuasion)** checks, opposed by her **Wisdo**m save modifier. Failure has no impact, except that she will accept no further discussion on the matter; success means the party receives the grimcollar that was intended for the fiance, and the party benefits from ✴ **2 Reward Stars.**

Grimcollar Wearer

CR 1; XP 200

NE; Medium Humanoid (Tiefling)

	⊠ **Low**	⊠ **Moderate**	⊠ **Advanced**	⊠ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Wizard 1	Wizard 6	Wizard 10	Wizard 14
SIZE / ALN	Medium NE Tiefling	Medium NE Tiefling	Medium NE Tiefling	Medium NE Tiefling
HP	6	24	40	53
ARMOR CLASS	14	15	16	17
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 7 (-2) DEX 13 (+1) CON 10 (+0) INT 20 (+7) WIS 7 (+0) CHA 18 (+4)	STR 7 (-2) DEX 15 (+2) CON 10 (+0) INT 20 (+8) WIS 7 (+1) CHA 18 (+4)	STR 7 (-2) DEX 17 (+3) CON 10 (+0) INT 20 (+9) WIS 7 (+2) CHA 18 (+4)	STR 7 (-2) DEX 19 (+4) CON 10 (+0) INT 20 (+10) WIS 7 (+3) CHA 18 (+4)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 8	Passive Perception 8	Passive Perception 8	Passive Perception 8
LANGUAGES	Common, Infernal			
ATTACKS	**Ranged** Crossbow, Light) --> 80 ft.': -3 (1d8+1); 320 ft.': -3 (1d8+1) **Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Melee** Quarterstaff +0 (1d6-2)	**Ranged** Crossbow, Light) --> 80 ft.': -0 (1d8+3); 320 ft.': -0 (1d8+3) **Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Melee** +1 Quarterstaff +1 (1d6-2)	**Ranged** Crossbow, Light) --> 80 ft.': +3 (1d8+5); 320 ft.': +3 (1d8+5) **Melee** Dagger +7 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3) **Melee** +2 Quarterstaff +2 (1d6-2)	**Ranged** Crossbow, Light) --> 80 ft.': +6 (1d8+7); 320 ft.': +6 (1d8+7) **Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4) **Melee** +3 Quarterstaff +3 (1d6-2)
SPECIAL	-	-	-	-
PROFICIENCIES	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Arcane Recovery, Cantrips, Preparing and Casting Spells, Ritual Casting, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting
Spell-casting	Save DC 14; Spell Atk +6 **1st:** *burning hands; charm person*	Save DC 16; Spell Atk +8 **3rd:** *fireball; fly; major image* **2nd:** *blur; hold person; invisibility* **1st:** *burning hands; charm person; floating disk; jump*	Save DC 17; Spell Atk +9 **5th:** *cloudkill, passwall* **4th:** *black tentacles; fire shield; stoneskin* **3rd:** *fireball; fly; major image* **2nd:** *blur; hold person; invisibility* **1st:** *burning hands; charm person; floating disk; jump*	Save DC 18; Spell Atk +10 **7th:** *prismatic spray* **6th:** *disintegrate* **5th:** *cloudkill, passwall* **4th:** *black tentacles; fire shield; stoneskin* **3rd:** *fireball; fly; major image* **2nd:** *blur; hold person; invisibility* **1st:** *burning hands; charm person; floating disk; jump*
Equipment	Light crossbow; dagger; quarterstaff; crossbow bolts (20x)	Light crossbow; dagger; *+1 quarterstaff;* crossbow bolts (20x)	Light crossbow; dagger; *+2 quarterstaff;* crossbow bolts (20x)	Light crossbow; dagger; *+3 quarterstaff;* crossbow bolts (20x)

Special Abilities

Ability Score Increase Your Intelligence score increases by 1, and your Charisma score increases by 2.

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 17.

Languages You can speak, read, and write Common and Infernal.

Ability Score Improvement When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Arcane Tradition When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation. The school of Evocation is detailed at the end of the class description; see the Player's Handbook for information on the other schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Cantrips At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Preparing and Casting Spells The Wizard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to 19. The spells must be of a level for which you have spell slots. For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell magic missile, you can

cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Mortal Pendant

Mortal Pendant (neck)

Value:
⊠ 1,200 gp / ⊠ 3,800 gp / ⊠ 5,900 gp / ⊠ 8,400 gp

Weight 1 lb.; **Materials** silver; glass; **Nature** magical; **Aura** moderate enchantment (compulsion) [mind-affecting]; **Slot** neck

CL: ⊠ 1st / ⊠ 4th / ⊠ 8th / ⊠ 10th

Effect Summary:

⊠ **4** charges; **1d8+2** temporary hp recovered per charge expended; **75%** chance to recharge **1** per enemy slain

⊠ **5** charges; **1d8+4** hp recovered per charge expended; **80%** chance to recharge **1** per enemy slain

⊠ **6** charges; **2d8+6** temporary hp recovered per charge expended; **80%** chance to recharge **1** per **4 HD** of enemy slain

⊠ **8** charges; **2d8+8** hp recovered per charge expended; **90%** chance to recharge **1** per **4 HD** of enemy slain

Description

Automatically regenerates temporary hitpoints when the wearer falls to 0 or fewer; this expends a charge of the item's power.

Can be recharged by slaying enemies. Advanced versions have a larger reservoir of charges and a greater impact to restorative power.

Effect

Mortal pendants have charges which can be expended automatically, and may be recharged if certain conditions are met.

Whenever the wearer's hit points reach zero or fewer, a *mortal pendant* will automatically expend a charge of its power if it has any remaining. Expending a charge in this manner gifts the wearer with either temporary or regular hit points as described.

There is no limit to the number of charges that may be expended in a certain timeframe; it's entirely possible in dire circumstances for a wearer to receive a charge every round!

The wearer cannot under any circumstances request, force, or otherwise cause a charge to be expended, except by reducing their hit points to zero.

Mortal pendants with zero charges remaining have no function, but will receive recharges as normal; the items never "deplete" fully without the ability to recover.

Mortal pendants recharge by the extinguishing of life force: each time the wearer takes an action which reduces a living creature to zero hit points or fewer, test to see if it results in a recharge as described.

When assessing HD of slain enemies, round down: If the wearer of an *Elite Mortal Pendant* slays a **9 HD** monster, make two percentile rolls to determine if none, either, or both effects a recharge. In this scenario, between **0-2**

charges are recharged based on the rolls.

For the purposes of these recharges, **Undead** and **Constructs** do not qualify.

Synergy & Sets

None. *Mortal pendants* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

A *mortal pendant* discovered "in the wild" will have 🎲 **1d4-1** charges remaining in its reservoir. They appear to be vials filled with blood; the amount of red liquid remaining in the vial represents the charge remaining in the device.

No instructions or explanations are found with *mortal pendants*, though those for sale by vendors may merit an explicit description of their nature and use.

At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *mortal pendant's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine or to the necklace itself.

Table 12: Mortal Pendant Flavors

Difficulty Band	Prefix	Charges	HP / Charge	Slay Recharge
Low	Lesser	4	1d8+2 temp	75% per 1 enemy slain
Moderate	Lesser	5	1d8+4	80% per 1 enemy slain
Advanced	Greater	6	2d8+6 temp	80% per 4 HD of enemy slain
Elite	Greater	8	2d8+8	90% per 4 HD of enemy slain

Ubiquity

Mortal pendants are exceedingly rare. Prized by barbarian cultures and gladiatorial arenas especially, they are largely frowned upon by most societies as a death-cheating incentive to live life dangerously.

Notoriety

Wearing these devices is a clear, plain statement to those who recognize them from afar: *I'm willing to die to achieve my goals.*

While some who don these items may be more afraid for their lives than devil-may-care, from a social signalling perspective, cultures acquainted with *mortal pendants* tend to prize them and even gift them to their most elite warriors and political leaders.

In game terms, owning a *mortal pendant* could be a lightning rod for subsequent Quests or plotlines involving cultures who prize them, or who view ownership of these items as signifying rank or prowess.

Quirks of Ownership

As the weapon is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a *mortal pendant* has no other quirks or impacts.

History & Background

Long ago, a barbarian tribe with a reputation for reckless fighting enslaved a school of wizards. Hungry for a way to enact more carnage with less risk of death, they forced the arcanists to come up with a solution. After weeks of toil and blood, the hapless wizards produced the first mortal pendant.

Soon thereafter, the wizards were worked to their own demise to produce *pendants* for the entire tribe.

Though the original "recipe" for *mortal pendants* died with the last of these enslaved wizards, the concept of the devices is straightforward enough, and was soon reproduced by other, less punished, arcanists.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *mortal pendant* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *mortal pendant,* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *mortal pendant* into your gaming sessions beyond simply "the dragon drops a

creepy-looking vial-of-blood necklace", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *mortal pendant*.

Paladins & Clerics

These classes may view these devices as cheating death, amoral, or otherwise in a negative light depending on the strictness of their faith.

Then again, given that many **Paladins** and **Clerics** have so much focus on healing and curative abilities, *mortal pendants* may simply be issued as baseline equipment by their church.

Rogues

One might argue that the entire approach of most **Rogues** is to avoid situations in which their lives are truly in danger to begin with, so those coming across a *mortal pendant* may be inclined to simply sell it in favor of a device more in keeping with their outlook.

Martial Characters

These classes are the bread and butter target user of *mortal pendants*, those for whom the item was created to begin with.

Arcane Classes

Although melee is hardly the first choice for arcanists, it's also true that these classes tend to have the least armor and fewest hit points, making a device like the *mortal pendant* quite useful in staying alive while others heal them.

Monks, Rangers, and Druids

The utility of a device such as the *mortal pendant* to these classes is truly a function of their combat style: melee participants, largely monks, will see the obvious value in such an item.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Indefatigable

Rumor tells of a monstrous half-orc warrior who is said to be indestructible. While quite formidable in many ways, in truth, she derives this ability from a *mortal pendant*.

This forms the basis of the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate.

Far more honest, however, is the Collector: someone who more accurately states "it belongs in ***my*** museum".

A Collector, or group thereof, asks the PCs to retrieve *mortal pendant* from its current owner, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Quests

Another, more thorough, means of introducing the *mortal pendant* is via the following Quest.

📖 This Quest may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: The Impacable Foe

Summary: Hearing tales of an indestructible warrior, the PCs set out to see for themselves... and possibly save the less-hardy population of a nearby village.

Rewards: ❌ 3,100 gp / ❌ 8,450 gp / ❌ 13,000 gp / ❌ 19,500 gp (promised); up to ✴ **1 Reward Star**; *mortal pendant*

Locations: Any.

Key NPCs: Any.

Kickoff: Random Encounter.

Description:

The PCs happen upon a population of villagers who are being regularly terrorized by a half-orc warrior from the hills to the north. They say that the warrior is indestructible, that even when her wounds seem as though they must have destroyed her, she rises again, given fresh strength through dire means.

At first blush, the party may well be skeptical of the tale, given that the combat prowess and military experience of the average villager is limited to scything wheat at best. But as more details emerge, and/or the PCs deploy truth-detecting means to validate the story, the tale holds up. Perhaps the PCs are even present for one such raid, and the barbarian woman escapes back to the hills with loot in tow.

Though their means be somewhat meager, the village has pooled their wealth to offer a monetary reward to the party if they secure peace.

Formidable though her talents may be, in truth the barbarian's durability is greatly aided by her *mortal pendant*, the true secret to her strength.

↳ If the party ignores the plea, the warrior will continue to ransack the village from time to time. The PCs may return at any point to resolve the issue.

↳ If the party confronts the warrior, she will admit nothing, though the PCs may note the distinctive item on her neck as being abnormal. When encountered, the barbarian's *mortal pendant* contains full charges. The

Magic Items

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	14	Barbarian raiders once benefitted from sacred artifacts that gifted them the ability to cheat death temporarily.	✅ **True.** This describes not only the function of the *mortal pendant*, but also a bit of its etymology.
18-33	31-50	26-40	41-50	14	Savage warriors raped and pillaged, granted extended energy and life through magic vials about their necks.	✅ **True.** This is indeed what occured with the original, and subsequent, barbarian tribes.
34-50	51-70	41-65	51-55	15	Pendants full of the blood of their enemies once granted fighters the ability to sustain mortal injuries and fight on.	✅ **True.** Though mortal pendants are not technically filled with the blood of enemies, their recharge certainly seems metaphorically so.
51-67	71-85	66-75	56-60	16	Furious warriors can fight through hordes of enemies using a life-giving pendant that resembles a vial of blood.	✅ **True.**
68-84	86-93	76-90	61-80	15	There exists a necklace that produces everlasting life.	☑ **Partially True.** "Everlasting" is a stretch, but the *pendant* does extend life in the sense that it prevents death!
85-00	94-00	91-00	81-00	16	A cursed necklace of healing will instead suck life force from the wearer unless it is fed carnage.	❌ **False.** While the device does recharge when the wearer slays enemies, the rest of the concept described is farcical.

warrior will fight back without hesitation. She will continue combat until she runs out of charges in her *mortal pendant*, at which time she will ask for a parlay, admitting to the secret of her strength, and begging the party to let her live. In return, she will give them the *mortal pendant*; the villagers pose little enough a threat that she can simply raid them without its benefit, tales of her abilities paving the way ably. Worst-case scenario, she figures she can simply find another village to raid. The party may slay her, or accept the offer. If the party destroys her, the PCs benefit from the monetary reward, and the *mortal pendant*; if they let her live, they of course only get the *pendant* and no reward, since the raids will persist.

↳ When they encounter the warrior, the party may instead attempt to convince her to raid elsewhere. If they undertake successful ⚠ **Charisma (Persuasion)** or **Intimidate** checks, opposed by the warrior's **Charisma (Deception)** or own **Intimidate**, they will convince her of this, resulting in the monetary reward promised from the town, as well as ✴ **1 Reward Star**. The best possible scenario is if the party fights the warrior to the point where she begs them to let her live, then convince her to raid elsewhere; in this case the party benefits from o ✴ **1 Reward Star**, the money, and the *mortal pendant*.

This **Quest** ends only when the barbarian is slain or convinced to raid elsewhere.

Mortal Pendant Wearer

CR 1; XP 200

TN; Medium Humanoid (Gnome)

	⚔ **Low**	⚔ **Moderate**	⚔ **Advanced**	⚔ **Elite**
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Cleric 1	Cleric 6	Cleric 10	Cleric 14
Size / Aln	Medium TN Gnome (Rock)	Medium TN Gnome (Rock)	Medium TN Gnome (Rock)	Medium TN Gnome (Rock)
HP	12	49	80	111
Armor Class	17	19	21	23
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	STR 10 (+0) DEX 13 (+1) CON 19 (+4) INT 7 (-2) WIS 16 (+5) CHA 11 (+2)	STR 10 (+0) DEX 13 (+1) CON 19 (+4) INT 7 (-2) WIS 18 (+7) CHA 11 (+3)	STR 10 (+0) DEX 13 (+1) CON 19 (+4) INT 7 (-2) WIS 20 (+9) CHA 11 (+4)	STR 12 (+1) DEX 13 (+1) CON 19 (+4) INT 7 (-2) WIS 20 (+10) CHA 11 (+5)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 13 Armor - Disadvantage on Stealth	Passive Perception 14 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth
Languages	Common, Gnomish			
Attacks	**Melee** Mace (Small) +2 (1d6) **Melee** Dagger (Small) +3 (1d4+1) **Ranged** Dagger (Small/Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1)	**Melee** *+1 Mace* (Small) +4 (1d6+1) **Melee** Dagger (Small) +4 (1d4+1) **Ranged** Dagger (Small/Thrown) 20 ft.': +4 (1d4+1); 60 ft.': +4 (1d4+1)	**Melee** *+2 Mace* (Small) +6 (1d6+2) **Melee** Dagger (Small) +5 (1d4+1) **Ranged** Dagger (Small/Thrown) 20 ft.': +5 (1d4+1); 60 ft.': +5 (1d4+1)	**Melee** *+3 Mace* (Small) +9 (1d6+4) **Melee** Dagger (Small) +6 (1d4+1) **Ranged** Dagger (Small/Thrown) 20 ft.': +6 (1d4+1); 60 ft.': +6 (1d4+1)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Sickle, Sling, Spear, Unarmed Strike			

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Bonus Proficiency, Cantrips, Disciple of Life, Divine Domain, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1/2), Disciple of Life, Divine Domain, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 3), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability
SPELL-CASTING	**Save DC 13; Spell Atk +5** **1st:** *bless; cure wounds*	**Save DC 15; Spell Atk +7** **3rd:** *clairvoyance; dispel magic; revivify* **2nd:** *aid; blindness/deafness; hold person* **1st:** *bless; cure wounds; detect magic; inflict wounds*	**Save DC 17; Spell Atk +9** **5th:** *flame strike; hallow* **4th:** *control water; divination; freedom of movement* **3rd:** *clairvoyance; dispel magic; revivify* **2nd:** *aid; blindness/ deafness; hold person* **1st:** *bless; cure wounds; detect magic; inflict wounds*	**Save DC 18; Spell Atk +10** **7th:** *fire storm* **6th:** *harm* **5th:** *flame strike; hallow* **4th:** *control water; divination; freedom of movement* **3rd:** *clairvoyance; dispel magic; revivify* **2nd:** *aid; blindness/deafness; hold person* **1st:** *bless; cure wounds; detect magic; inflict wounds*
EQUIPMENT	Mace; chain shirt; shield; light crossbow; crossbow bolts (20x)	+1 Mace; +1 chain mail; +1 shield; light crossbow; crossbow bolts (20x)	+2 Mace; +2 chain mail; +2 shield; light crossbow; crossbow bolts (20x)	+3 Mace; +3 chain mail; +3 shield; light crossbow; crossbow bolts (20x)

SPECIAL ABILITIES

Ability Score Increase Your Intelligence score increases by 2.

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, ar technological devices, you can add twice your proficiency bonus (10), instead of any proficiency bonus you normally apply.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools Proficient with Artisan Tinker's Tools.

Ability Score Improvement When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Blessed Healer Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Bonus Proficiency When you choose this domain at 1st level, you gain proficiency with heavy armor.

Channel Divinity At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. You can use your Channel Divinity 2 times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Preserve Life Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present

your holy symbol and evoke healing energy that can restore a number of hit points equal to 70. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Turn Undead As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any 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.

Destroy Undead (CR 3) Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Disciple of Life Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Domain Choose one domain related to your deity: Knowledge, Life, Light, Nature, Tempest, Trickery, or War. The Life domain is detailed at the end of the class description and provides examples of gods associated with it. See the Player's Handbook for details on all the domains. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Divine Intervention Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 14, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Strike At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage to the target.

Potion Gorget

📔 Potion Gorget (neck)

Value:
❌ 250 gp / ❌ 1,500 gp / ❌ 4,500 gp / ❌ 10,000 gp

Weight 1 lbs.; **Materials** leather; **Nature** mundane / magical (see below); **Aura** none / moderate enchantment; **Slot** neck

CL: ❌ ❌ n/a / ❌ 8th / ❌ 12th

Effect Summary:

❌ potion use is either a **standard** or a **bonus** action; holds **2** potion doses

❌ potion use is a **standa**rd or **bonus** action; holds **2** potion doses

❌ potion use is a **free** action; holds **2** potion doses; grants **+1** to effect dice of imbibed potions

❌ potion use is a **free** action; holds **3** potion doses; grants **+2** to effect dice of imbibed potions

Description

Although these devices come in various cosmetic variations, they all contain the rudiments: an enclosed, semi-protected bulb or other vessel for a liquid to be poured into, and a thin reed, pipette, straw, or other hollow tube which articulates so as to hover nearby the wearer's mouth.

In some variations, *potion gorgets* are in fact part of the armor they top; typically this is seen in expensive or higher-end leather armors.

Although they make imbibing a potion quick and easy amidst other activities, they suffer two unavoidable drawbacks: first, they are limited to the contents that have been inserted into them; and second, they cannot be worn with other neck-based equipment.

Effect

Using a *potion gorget* is simple: drink from the straw. This allows for faster, and/or more flexible, and/or more potent consumption of potions in the midst of combat or other activities, as described in the item profile above.

Though some are indeed woven into the leather or connective stitching of armor, treat all *potion gorgets* as separate items that consume the neck slot on a wearer.

Refilling a *potion gorget* requires doses of the desired potion and takes 2 full rounds. Any liquid-based potion may be inserted into the device.

Versions of a *potion gorget* which allow for multiple doses may only be filled with a single type of potion. For example, an ❌ **elite potion gorget** may contain two doses of *potion of cure moderate wounds*, but cannot contain one dose of *potion of cure moderate wounds* and a separate dose of *potion of neutralize poison*.

More powerful versions of *potion gorgets* are magical in nature, and grant an enhancement effect to potions poured into them and consmed therefrom. For potions with a randomized effect, ❌ **Advanced** and ❌ **Elite** *potion gorgets* grant a bonus per die of effect. For example, a

potion that restores **3d6** hit points when drunk would instead grant **3d6+6** hit points if consumed via an ❌ *elite potion gorget*.

Synergy & Sets

None. *Potion gorgets* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Typically, an *potion gorget* will either be sold to a PC and thus its function described thoroughly, or found worn on a humanoid creature, perhaps even filled with a dose of potion already.

There is a 🎲 **50%** chance that, when discovered outside the context of a vendor who is aware of its purpose, a given Potion gorget will contain a single dose of potion; if so, roll on the 📔 **Potions: Moderate FlexContent** table.

🔲 At the GM's discretion, knowledge of how this device functions can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *potion gorget's* capabilities.

Ubiquity

Potion gorgets are somewhat common, particularly lower-caliber iterations which are not even truly magical in nature.

Particularly in well-to-do, high-magic, or otherwise

Table 13: Potion Gorget Flavors

Difficulty Band	Prefix	# Doses	Potion Use	Effect Dice Enhancement
Low	Minor	2	Standard or Move	-
Moderate	Lesser	2	Swift	-
Advanced	Greater	3	Free	+1
Elite	Elite	3	Free	+2

advanced urban or trade-focused environments, they are at least as common as low-level magical armor.

It is not uncommon to find them in blacksmith shops, or even among textiles.

Notoriety

As they are somewhat commonplace, *potion gorgets* typically attract little attention, even when worn.

Conversely, however, in rural areas or those without much access to advanced technology or magic, wearing an *Potion gorget* may seem strange; after all, it may be unique from a fashion standpoint, in that it has a bizarre straw floating about the face.

Quirks of Ownership

As the device is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

History & Background

Potion gorgets were conceived of by an unlucky cleric adventurer with a propensity to attract damage in combat. One day, fighting a stone giant with his comrades, he stopped mid-melee to imbibe a curative; while he sipped, an ally swooped in and landed the felling blow to the enemy.

This led to no end of jibes and japes at the cleric's preference for drink as opposed to combat, and so on.

Disgusted and ashamed, the cleric worked with an alchemist friend to create the very first *potion gorget*.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and a *potion gorget* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *potion gorget,* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *potion gorget* into your gaming sessions beyond simply "the mercenary captain drops a nifty-looking neck-leather", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *potion gorget*.

Paladins & Clerics

Curative and restorative by their own nature, these classes would likely welcome additional powers in this vein, either for their own selfish use, or to free up expenditures of their own native powers for use on others.

Rogues

Rogues typically have their hands full—literally! Thus a hands-free means of getting a boost in a variety of potential forms would be a welcome boon to anyone of this class.

Martial Characters

Regardless of whether these classes favor ranged or melee combat, a hands-free means of aiding or curing would be hugely helpful.

Arcane Classes

Although arcanists are rarely caught in melee, a neckpiece used to deliver a cure or a speedy means of escape might be just the thing to ensure safety.

Monks, Rangers, and Druids

Because potions themselves are so deeply varied in their function, any of these classes could benefit greatly from a hands-free means of magical enhancement or restoration.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Handicapped Wizard

A local wizard seeks the help of the party in securing a device that will help him adventure, despite his physical handicap of having but stumps for arms.

This scenario forms the basis of the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve a *potion gorget* from a current owner, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Sting Suppressant

To obtain some other objective, or to progress toward some other goal, the PCs must traverse a region riddled with poisonous adversaries. *Potion gorgets* loaded with antivenom could be quite useful in this pursuit.

Quests

Another, more thorough, means of introducing a *potion gorget* is via the following **Quest**.

📖 This **Quest** may be inserted into any campaign setting

or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Wizard Enablers

Summary: A local arcanist seeks the party's assistance in securing a device that will help him adventure as he has always dreamed, overcoming his lack of hands.

Rewards: ✖ 1,500 gp / ✖ 4,000 gp / ✖ 7,500 gp / ✖ 12,500 gp (promised); up to ✴ **2 Reward Stars**; *potion gorget*

Locations: Any.

Key NPCs: None

Kickoff: Random Encounter.

Description:

A local wizard performs tricks for children, and is occasionally hired to perform at parties. Although most are well-intentioned and good-humored about these engagements, it's unavoidable that his talents, though passing average, are viewed as a novelty... as is the man himself, as he lost both hands in a chemical explosion when he was a teenager.

The man strikes up a conversation with the PCs, perhaps at a pub. He laments the loss of his chance at adventuring, wondering wistfully and lustily at the dangers the party has faced and how the horizon holds ever-loftier challenge for them.

If only, he reasons, he were able to imbibe potions without the use of his hands, he might still serve a party well. He has worked hard to implement the somantic components of most spells to great effect despite his limitation, and certainly has the right adventuring spirit.

He has heard of a device that might be of use, if only someone of good heart were to investigate...

The aspiring wizard promises his life savings, and his talents as a free hireling, if they help him out.

↳ If the PCs ignore him, they can re-engage at any point: the man isn't going anywhere, unfortunately.

↳ If the PCs follow up, they will locate a *potion gorget* for sale in a nearby magic-items shop. The item is for sale at regular price.

The PCs may of course purchase the *gorget* and ignore the wizard, in which case they receive the item for its normal price and nothing further.

↳ The PCs may instead purchase the item and give it to the wizard. This nets him the cash reward promised, ✴ **1 Reward Stars**, and the use of his services as a free hireling whenever and for however long the party wishes; he will tag along simply for the thrill of the quest, and will not even seek a share of loot.

If the party declines his kind offer, they benefit from a further ✴ **1 Reward Star.**

FlexTable 11: *Potion Gorget Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Leather neckpieces were originated by an inept adventurer.	✅ **True.** This merely describes an overview of the device's etymology.
18-33	31-50	26-40	41-50	14	First conceived of by a cleric, leather neckpieces make potions easier to imbibe during combat.	✅ **True.** This describes the bare essentials of the items' function.
34-50	51-70	41-65	51-55	15	Finely-crafted neck leathers can allow the wearer to quickly drink a restorative during a battle.	✅ **True.** This is a great summary of the device's best use.
51-67	71-85	66-75	56-60	16	*Potion gorgets* are sometimes magical in nature, and might even enhance the effects of potions used with them.	✅ **True.** This describes the more potent aspects of the artifact.
68-84	86-93	76-90	61-80	15	Although helpful in many circumstances, cursed *potion gorgets* will curdle liquid, causing nausea and nullifying any beneficial effects.	❌ **False.** There is no risk of this effect.
85-00	94-00	91-00	81-00	16	Potion gorgets have been known to tighten and strangle wearers during heightened conflict.	❌ **False.** No known *potion gorgets* are cursed in this manner.

Magic Items

Potion Gorget User

CR 1; XP 200

CN; Medium Humanoid (Half-Orc)

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Barbarian 1	Barbarian 6	Barbarian 10	Barbarian 14
Size / Aln	Medium CN Half-Orc	Medium CN Half-Orc	Medium CN Half-Orc	Medium CN Half-Orc
HP	15	58	119	176
Armor Class	14	15	16	17
Speed	Walk 30'	Walk 40'	Walk 40'	Walk 40'
Ability Scores / Saves	STR 18 (+6) DEX 13 (+1) CON 16 (+5) INT 6 (-2) WIS 8 (-1) CHA 11 (+0)	STR 20 (+8) DEX 13 (+1) CON 16 (+6) INT 6 (-2) WIS 8 (-1) CHA 11 (+0)	STR 20 (+9) DEX 13 (+1) CON 18 (+8) INT 6 (-2) WIS 8 (-1) CHA 11 (+0)	STR 20 (+10) DEX 13 (+1) CON 20 (+10) INT 6 (-2) WIS 8 (-1) CHA 11 (+0)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11	Passive Perception 12	Passive Perception 13	Passive Perception 14
Languages	Common, Orc			
Attacks	Melee Greatclub +6 (1d8+4) Melee Dagger +6 (1d4+4) Ranged Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4)	Melee +1 Greatclub +9 (1d8+6) Melee Dagger +8/+8 (1d4+5) Ranged Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	Melee +2 Greatclub +11 (1d8+7) Melee Dagger +9/+9 (1d4+5) Ranged Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	Melee +3 Greatclub +13 (1d8+8) Melee Dagger +10/+10 (1d4+5) Ranged Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
SPECIAL QUALITIES	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Rage, Unarmored Defense	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Frenzy, Mindless Rage, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Intimidating Presence, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Retaliation, Unarmored Defense
SPELL-CASTING	-	-	-	-
EQUIPMENT	Greatclub; hide armor; dagger	+1 Greatclub; +1 hide armor; dagger	+2 Greatclub; +2 hide armor; dagger	+3 Greatclub; +3 hide armor; dagger

SPECIAL ABILITIES

Ability Score Increase Your Strength score increases by 2, and your Constitution score increases by 1.

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Ability Score Improvement When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Primal Path At 3rd level, you choose a path that shapes the nature of your rage. Choose the Path of the Berserker or the Path of the Totem Warrior, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 3. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Retaliation Starting at 14th level, when you take damage from a creature that is within 5 feet of you. you can use your reaction to make a melee weapon attack against that creature.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Spellbinder Sheath

📋 Spellbinder Sheath (wand)

Value:
❌ 8,000 gp / ❌ 20,000 gp /
❌ 50,000 gp / ❌ 115,000 gp

Weight 1 lb.; **Materials** wood, gemstones, steel, silver;
Nature magical; **Aura** moderate enchantment; **Slot** wand

CL: ❌ 4th / ❌ 8th / ❌ 12th / ❌ 16th

Effect Summary:

❌ grants +20% to range of a ranged spell cast by the
wielder 3x/day

❌ grants +20% to range of a ranged spell cast by the
wielder 5x/day;
grants +20% to duration of a spell cast by the wielder
3x/day

❌ grants +20% to range of a ranged spell cast by the
wielder 5x/day;
grants +20% to duration of a spell cast by the wielder
5x/day;
grants +25% to all numeric values of a spell cast by the
wielder 1x/day

❌ grants +20% to range of a ranged spell cast by the
wielder 5x/day;
grants +20% to duration of a spell cast by the wielder
5x/day;
grants +25% to all numeric values of a spell cast by the
wielder 3x/day;
grants maximization to numeric values of a spell cast by
the wielder 1x/day

Description

These are handles or sheaths for wands, that have their own
minimal magical property.

They can be made of any material, and patterned; some even
appear to be basket-hilts but without a corresponding sword
blade.

Effect

All flavors of *spellbinder sheaths* grant the wielder the ability
to cast spells with additional enhancements, as though the
wielder had the benefit of casting the spell as memorized
under the power of one or more **metamagic feats**.

Application of one or more metamagic feat effects to a spell
cast by the wearer is not limited to arcane spells: divine
spells may also receive the benefits. A creature's spell-like
abilities, or spell-like effects granted by items, spells, or
other sources, cannot be affected by the *spellbinder sheath's*
metamagic feat effects.

Each *spellbinder sheath* has up to four physical triggers built
into the wand. Activating any, or up to all four, requires no
additional actions, but does nothing in and of itself: in order
to take effect, the wielder must themselves cast a spell in the
same round in which the triggers are pressed.

Any spell may receive the benefits from any number of the
triggered effects. These do not affect the spell cast in any

way other than that described in the effect of the metamagic
feat. Specifically, a spell cast and enhanced by a *spellbinder
sheath* does not increase the effective spell level; nor does
it require a higher-level spell slot. The caster need not
conceive of the arrangement in advance, and a spellbinder
sheath does not affect spell memorization, preparation,
required components, or other prerequisites in any manner.

The limitations described are per-effect, and per-device, not
per-user; each resets 24 hours after the initial use from fully
"charged".

Synergy & Sets

None. *Spellbinder sheaths* are standalone items, and do not
gain further benefit or effects from use alongside any other
specific equipment.

Discovery

It's most common to discover a *spellbinder sheath* in a rare
magic-items shop, or in the guarded possession of a secretive
wizard.

Although these items grant a great deal of flexible power,
those who come upon them tend not to advertise their
existence, lest jealous or power-hungry rivals employ dark
means of theft.

The triggers are clearly visible upon close inspection, and
typically appear as depressions or knobs. What they do
and are for, however, requires either firsthand knowledge

Table 14: Spellbinder Sheath Flavors

Difficulty Band	Prefix	Metamagic Feat Effects
✉ Low	Lesser	grants +20% to range of a ranged spell cast by the wielder 3x/day
✉ Moderate	Lesser	grants +20% to range of a ranged spell cast by the wielder 5x/day; grants +20% to duration of a spell cast by the wielder 3x/day
✉ Advanced	Greater	grants +20% to range of a ranged spell cast by the wielder 5x/day; grants +20% to duration of a spell cast by the wielder 5x/day; grants +25% to all numeric values of a spell cast by the wielder 1x/day
✉ Elite	Greater	grants +20% to range of a ranged spell cast by the wielder 5x/day; grants +20% to duration of a spell cast by the wielder 5x/day; grants +25% to all numeric values of a spell cast by the wielder 3x/day; grants maximization to numeric values of a spell cast by the wielder 1x/day

conveyed by a previous owner familiar with the device, a fair amount of trial-and-error, or research.

📖 At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *spellbinder sheath's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the item.

Ubiquity

Spellbinder sheaths are rare, though with most current owners having a secretive approach to their protection of the item, it's difficult to truly tell how rare.

Notoriety

These wands do not obviously denote their true power, as *spellbinder sheaths* are quite varied in appearance. Thus it's difficult for onlookers, even those well-versed in the artifact, to detect this device.

In most cases, onlookers will simply assume that a *spellbinder sheath* is a magical, but otherwise ordinary, wand.

Quirks of Ownership

As the wand is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

A *spellbinder sheath* has no other quirks or impacts.

History & Background

The first *spellbinder sheath* was crafted lovingly, as a means of retarding the effects of brain degeneration in a spouse.

Many years ago, a pair of wizards married and lived quite happily. The husband served as advisor to a prominent prince; the wife forged all manner of magical devices and items.

As years together turned into decades, the pair's roles, their clients, and whom they served rotated in deference to the whims of power. Through it all, however, they remained, loyal to the service of magic and power, not to any particular administration or social strata of clientele.

Things began to change, however, as the husband's advancing age caught up with him at least. Always somewhat eccentric, he started to become outright forgetful, to the point where it began to affect his business.

The pair squabbled over this issue many times, the husband denying that the issue was owed to anything other than his charming personality, and the wife growing increasingly concerned as to her beloved's mental health.

Year by year, and eventually, month by month, his condition worsened, to the point where clients would stop dropping by altogether. Friends, relatives, and frequent clients would ask after him in candor, wondering if there was anything they could do to help.

The husband was quite well loved by the prince he currently served, but it was clear that his advice had fallen out of favor, and his wife feared for the longevity of his relationship with those in power.

Seeing no logical solution in discussing the matter with him, the wife took matters into her own hands: she crafted a wand that would enhance his weakening abilities. She meant for the device to bring him a modicum of the power that now waned; she instead gave him a great deal more power than she had anticipated.

The husband, perhaps as a result of his mental decline, attributed the enhanced abilities to his own stature, and not the device his wife had created for him. He grew grandiose in his claims, and, eventually, deranged, as he plotted to overthrow the prince he served and take over in his stead.

Crying, depressed, and legitimately fearful for the lives of herself and her beloved, the wife tried to subdue her husband, but the act escalated quickly, to the point where each was casting dangerous spells at the other.

The conflict, and their marriage, ended when he tried to incinerate her, and she defended herself and fled… inadvertently leaving him to burn to death in the house they shared, which had caught ablaze in the fight.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *spellbinder sheath* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *spellbinder sheath,* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.
- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *spellbinder sheath* into your gaming sessions beyond simply "the crotchety old wizard drops a nifty-looking wand", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternatively, you can combine multiple class hooks to provide the entire party a believable reason to pursue

someone who may be in the possession of a *spellbinder sheath*.

Paladins & Clerics

Paladins would likely not have much use for a *spellbinder sheath*, other than to sell it, or secure one for use by the party's wizard.

Clerics, however, may adore this artifact, as it is difficult for them to normally benefit from metamagic feats or effects resembling them.

Rogues

Although lacking any use for this artifact themselves, Rogues would nevertheless love to steal a *spellbinder sheath*, as they often end up in vaults and hoards of substantial wealth.

Martial Characters

Perhaps most of all classes, Fights and Barbarians and the like would have little use for this artifact, other than to sell it and purchase something more directly useful to their talents.

Arcane Classes

Quite obviously, any character capable of casting arcane spells, and/or using metamagic feats, would thorouhgly enjoy this device.

It's perhaps not too much to say that any character whose talents focus on spellcasting would benefit greatly from a *spellbinder sheath*.

Monks, Rangers, and Druids

Druids may greatly lust after a *spellbinder sheath* owing to their extensive use of magic.

Monks and Rangers, however, would likely only pursue this artifact for resale, or to benefit a wizard in their relation.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Bring Down the Colossus

A very large, formidable monster stalks the countryside. The PCs are asked to bring it down before it causes more destruction.

Ordinarily, this would pose a huge, nearly insurmountable challenge to the party, but if they are able to gain access to a *spellbinder sheath*, it may even the odds.

This scenario serves as the basis of the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve a *spellbinder sheath* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other

FlexTable 12: *Spellbinder Sheath Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Long ago, a wizard forged a powerful wand to defray the mental deterioration of her arcane husband.	✅ **True.** This is a great start to the item's origins.
18-33	31-50	26-40	41-50	11	Originally crafted to enhance power slightly, a magic wand instead grants the ability to enhance spells cast by the owner.	✅ **True.** This is a great summary of the item's powers.
34-50	51-70	41-65	51-55	14	A magic wand grants greater spellcasting power to wielders.	✅ **True.** This hints at the item's capabilities.
51-67	71-85	66-75	56-60	16	A *spellbinder sheath* grants the wielder the ability to enhance spells they cast as though talented in other ways.	✅ **True.** This is as close a complete description here of the artifact.
68-84	86-93	76-90	61-80	12	A magical wand crafted to enhance the powers of spellcasting wielders holds a fragment of the soul of the insane husband of the original crafter.	❌ **False.** This has elements of the item's origin story, but is false. It may have originated from the deranged lust for power that many owners have, or gain after owning a *spellbinder sheath*.
85-00	94-00	91-00	81-00	14	Overuse of a certain spell-enhancing magic wand may backfire, releasing stored energies painfully.	❌ **False.** The *spellbinder sheath* does not function in this manner.

involvement would guide them toward a balance.

Power Corrupts

A local wizard or sorcerer is rumored to have power beyond their normal means. This is leading to some deranged thinking and bizarre statements.

Townsfolk worry that if unchecked, this power may end up corrupting the wizard, to the point where she might do something dreadful to the town. The PCs are asked to investigate, and to find the source of the wizard's power... which is a *spellbinder sheath*.

Quests

Another, more thorough, means of introducing a *spellbinder sheath* is via the following **Quest**.

📓 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: The Colossus

🔗 **Summary:** The party is contracted by an interested third party to locate and subdue a renowned local assassin, and recover the weapon she wields.

💠 **Rewards:** ✉ 3,000 gp / ✉ 6,000 gp / ✉ 12,000 gp / ✉ 25,000 gp (promised); up to ☀ **1 Reward Star**; *spellbinder sheath*

📍 **Locations:** Any.

👤 **Key NPCs:** None.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

A very large, formidable monster stalks the countryside. Though truly terrifying, its terror has thus far been limited to harassing livestock

A village authority begs the PCs to bring it down before it causes more destruction. This authority figure could represent the village militia or security forces, an army or other formally organized armed force, a political enterprise with the common good on their minds, or simply a Faction in town with direct exposure to the beast in question.

Ordinarily, this would pose a huge, nearly insurmountable challenge to the party, but if they are able to gain access to a *spellbinder sheath*, it may even the odds.

The monster in question can be anything you like, but should be scaled to be truly formidable to the party based on their level.

At the GM's discretion, the path to the party obtaining a *spellbinder sheath* may be its own pursuit. If you wish a shorter **Quest**, it can simply be handed over to the party by the hiring authority as a means of assisting.

🔃 If the party ignores the Quest, the monster will persist, and they can pick things up at any point.

🔃 Slaying the monster is worth the monetary reward described, ☀ **1 Reward Star**, and the *spellbinder sheath* presumably used to assist.

Spellbinder Sheath Wearer

CR 1; **XP** 200

LN; Medium Humanoid (Elf)

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Wizard 1	Wizard 6	Wizard 10	Wizard 14
SIZE / ALN	Medium LN Elf (High Elf)	Medium LN Elf (High Elf)	Medium LN Elf (High Elf)	Medium LN Elf (High Elf)
HP	6	20	35	62
ARMOR CLASS	16	17	18	18
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 8 (-1) DEX 17 (+3) CON 10 (+0) INT 19 (+6) WIS 11 (+2) CHA 9 (-1)	STR 8 (-1) DEX 18 (+4) CON 10 (+0) INT 20 (+8) WIS 11 (+3) CHA 9 (-1)	STR 8 (-1) DEX 20 (+5) CON 10 (+0) INT 20 (+9) WIS 11 (+4) CHA 9 (-1)	STR 8 (-1) DEX 20 (+5) CON 12 (+0) INT 20 (+10) WIS 11 (+5) CHA 9 (-1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 12	Passive Perception 13	Passive Perception 14	Passive Perception 15
LANGUAGES	Common, Dwarvish, Elvish			
ATTACKS	**Ranged** Crossbow, Light) --> 80 ft.': -1 (1d8+3); 320 ft.': -1 (1d8+3) **Melee** Shortsword +5 (1d6+3) **Ranged** Dart) --> 20 ft.': +5 (1d4+3); 80 ft.': +5 (1d4+3)	**Ranged** Crossbow, Light) --> 80 ft.': +1 (1d8+4); 320 ft.': +1 (1d8+4) **Melee** *+1 Shortsword* +8 (1d6+5) **Ranged** Dart) --> 20 ft.': +7 (1d4+4); 80 ft.': +7 (1d4+4)	**Ranged** Crossbow, Light) --> 80 ft.': +3 (1d8+5); 320 ft.': +3 (1d8+5) **Melee** *+2 Shortsword* +11 (1d6+7) **Ranged** Dart) --> 20 ft.': +9 (1d4+5); 80 ft.': +9 (1d4+5)	**Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+5); 320 ft.': +4 (1d8+5) **Melee** *+3 Shortsword* +13 (1d6+8) **Ranged** Dart) --> 20 ft.': +10 (1d4+5); 80 ft.': +10 (1d4+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Crossbow (Light), Dagger, Dart, Longbow, Longsword, Quarterstaff, Shortbow, Shortsword, Sling			

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Arcane Recovery, Cantrips, Preparing and Casting Spells, Ritual Casting, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting
SPELL-CASTING	**Save DC 14; Spell Atk +6** **1st:** *charm person; magic missile*	**Save DC 16; Spell Atk +8** **3rd:** *blink; fly; lightning bolt* **2nd:** *blur; invisibility; misty step* **1st:** *charm person; jump; magic missile; sleep*	**Save DC 17; Spell Atk +9** **5th:** *hold monster; passwall* **4th:** *black tentacles; fire shield; wall of fire* **3rd:** *blink; fly; lightning bolt* **2nd:** *blur; invisibility; misty step* **1st:** *charm person; jump; magic missile; sleep*	**Save DC 18; Spell Atk +10** **7th:** *forcecage* **6th:** *irresistible dance* **5th:** *hold monster; passwall* **4th:** *black tentacles; fire shield; wall of fire* **3rd:** *blink; fly; lightning bolt* **2nd:** *blur; invisibility; misty step* **1st:** *charm person; jump; magic missile; sleep*
EQUIPMENT	Light crossbow; crossbow bolts (20x); shortsword; darts (5x)	Light crossbow; crossbow bolts (20x); *+1 shortsword*; darts (5x)	Light crossbow; crossbow bolts (20x); *+2 shortsword*; darts (5x)	Light crossbow; crossbow bolts (20x); *+3 shortsword*; darts (5x)

SPECIAL ABILITIES

Ability Score Increase Your Dexterity score increases by 2.

Ability Score Increase Your Intelligence score increases by 1.

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Ability Score Improvement When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Arcane Tradition When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation. The school of Evocation is detailed at the end of the class description; see the Player's Handbook for information on the other schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even

creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Thighknife Garter

🗋 Thighknife Garter (accessory)

Value:
❎ 650 gp / ❎ 2,100 gp / ❎ 4,750 gp / ❎ 9,200 gp

Weight 1 lb.; **Materials** leather; **Nature** mundane / magical;
Aura moderate transmutation; **Slot** n/a

CL: ❎ 1st / ❎ 5th / ❎ 10th / ❎ 12th

Effect Summary:

❎ **+4** on **Sleight of Hand** checks to conceal device and stored **Light** weapon

❎ **+6** on **Sleight of Hand** checks to conceal device and stored **Light** weapon; drawing stored weapon is a standard or a bonus action

❎ **+8** on **Sleight of Hand** checks to conceal device and stored **Light** weapon; drawing stored weapon is a free action; weapons drawn from device gain **+1** enhancement bonus for **2** rounds of use

❎ **+10** on **Sleight of Hand** checks to conceal device and stored **Light** weapon; drawing stored weapon is a free action; weapons drawn from device gain **+2** enhancement bonus for **2** rounds of use

Description

A garter, meant to be worn around either thigh, which holds knives or daggers.

Some versions of this device are mundane, simply allowing for concealment and quick access to a small weapon. More formidable versions hold magical daggers, and/or grant quickdraw or rapid-action bonuses when used.

Effect

All versions of *thighknife garters* are designed to allow the concealed storage of a **Light** melee or thrown weapon. All iterations may be used to store any **Light** weapon, though use common sense, particularly for versions of the *garters* intended for use by **Small** creatures.

To this end, all versions of the garters grant competence bonuses for ⚠ **Sleight of Hand** checks made to keep stored weapons concealed; success not only conceals the weapon, but the item itself.

Advanced versions of the *garter* also grant the benefits of certain ⚡ **Feats** as described. If worn by a creature who already has the listed **Feat**, the *garter* grants no additional benefit in this regard.

Lastly, ❎ **Advanced** and ❎ **Elite** iterations imbue weapons stored in them with magical benefit. In game terms, a weapon drawn from the *garter* gains a temporary enhancement bonus as described. Note that "rounds of use" refers to rounds in which the weapon is employed in combat, either in melee or as a thrown weapon. The bonus lasts until the weapon is used. Note that this bonus does not stack with any enhancement bonus that the weapon may already have, and does not otherwise impact other qualities of weapons stored. So for example, if an *Elite Thighknife Garter* is used
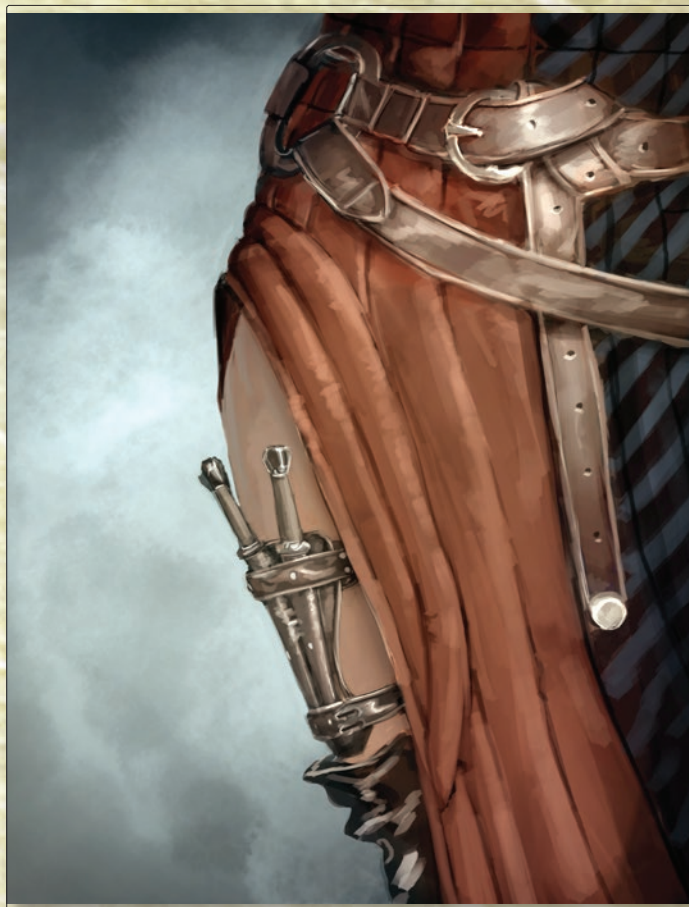
to store a *+1 keen dagger*, when drawn, it will count as a *+2 keen dagger* for **2 rounds** of use, after which it will revert to a *+1 keen dagger*.

A weapon need only be sheathed in a *thighknife garter* for a single full round in order to receive the enhancement bonus benefit. It is therefore possible for a wearer to draw a weapon, use it for two rounds, sheath it, wait a round, then draw it and use its benefit again, and so on.

Synergy & Sets

None. *Thighknife garters* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

That said, they are somewhat unique in that although they do not consume a body slot of magical item use. Use common sense as to whether these items may be used in combination with others; obviously, they cannot be used with another garter- or thigh-mounted item, for example.

A single person can wear two *thighknife garters* to full effect, can wear two different iterations of the item, and/or can use them to store different weapons or types of weapon.

Note that a creature using two *thighknife garters* must make separate ⚠ **Sleight of Hand** checks to conceal two weapons in them. The competence bonus granted by a *thighknife garter* applies only to the weapon it itself contains.

Table 15: Thighknife Garter Flavors

Difficulty Band	Prefix	Sleight of Hand Bonus	Drawing Stored Weapon Action	Enhancement Bonus for Drawn Weapon
☒ Low	Lesser	+4	Standard	-
☒ Moderate	Lesser	+6	Standard or Bonus	-
☒ Advanced	Greater	+8	Free	+1, 2 rounds of use
☒ Elite	Greater	+10	Free	+2, 2 rounds of use

Discovery

Thighknife garters are typically discovered worn by a slain opponent.

Unlike many other magic items, this device's intended use is fairly obvious at first blush, particularly if found strapped to a current owner.

The specific benefits may take some trial and error to gain explicit understanding around, but as there are no commands or triggers that need to be known or learned, the item functions regardless of the user's knowledge.

📖 At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *thighknife garter's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the *garter*.

Ubiquity

Thighknife garters are uncommon, but as they are somewhat cheap and straightforward to produce, they are not rare, particularly in large urban contexts.

Notoriety

In many societies, wearing some form of inconspicuous weapon holster is common for those with dresses or skirts, or indeed any clothing that makes weapons-carrying difficult.

Revelation of the item may raise some eyebrows, but much more at the circumstance of lifting one's skirts than about the item itself.

Quirks of Ownership

As the weapon is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a *thighknife garter* has no other quirks or impacts.

History & Background

Although rumors abound that assassins invented this item, the truth is that a brothel produced the very first *thighknife garter*.

This was out of necessity and defense more than with the intent to slay a particular target!

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *thighknife garter* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *thighknife garter* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *thighknife garter* into your gaming sessions beyond simply "the rogue seems to be wearing a nifty-looking thigh holster", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *thighknife garter*.

Paladins & Clerics

Likely would sell the device upon getting one, but might not care about others having them.

Rogues

Definitely would be interested in a *thighknife garter*, either as a centerpiece of their combat style, or as a complement to it.

Martial Characters

Might consider using one as a weapon of last resort, the more so if their fighting style leverages Light melee weapons to begin with.

Arcane Classes

Daggers are allowed for arcanists, and strapping one to an inconspicuous place allows for freedom of movement, as well as for desperate circumstances.

Monks, Rangers, and Druids

These classes might also consider the utility of a *thighknife garter*, though perhaps not to the prized extent of Rogues.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Assassin of the Night

Men have been found slain under curious circumstances—in alleys, or in rented rooms in taverns or inns, their pants around their ankles and the cause of death disembowlment. Rumor tells of a vengeful prostitute who causes these deaths with the use of a concealed, magical weapon.

This forms the basis of the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in ***my*** museum".

A Collector, or group thereof, asks the PCs to retrieve the *thighknife garter* from its current owner, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Quests

Another, more thorough, means of introducing the *thighknife garter* is via the following Quest.

📖 This Quest may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Or Are You Happy to See Me?

⚇ **Summary:** The local constabulary commissions the PCs to investigate mysterious deaths and solve the mystery of the killer.

🎖 **Rewards:** ✖ 1,000 gp / ✖ 5,000 gp / ✖ 12,000 gp / ✖ 19,000 gp (promised); up to ✹ **1 Reward Star**; *thighknife garter*

📍 **Locations:** Any urban.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

Either via an existing relationship, or contacted by virtue of their many accomplishments, the PCs are asked to investigate a string of recent murders by the local authorities.

The suspicion is that a single prostitute has been accomplishing the needs, luring men to a place of secrecy, and then producing a magic weapon out of nowhere and opening up the victims' guts.

The pattern of attacks seems to center around a local tavern, where the town militia recommends the PCs begin their investigation.

↳ If the party ignores the Quest, the murders continue, and eventually, they may be conscripted into action at least to guard the establishment.

↳ If they engage in helping, it's not hard to spot the murderess: she picks up men from the tavern, lures them to a nearby alley or upstairs to another inn's rooms, and then kills them. The PCs may attempt to interfere, in which case the killer tries to escape, fighting back if necessary. Slaying her solves the problem, of course, grants the party their monetary reward, and allows them to loot the **thighknife garter** from her corpse if they so choose.

↳ If the PCs secure the woman without killing her, they may turn her in: in so doing they gain only the money,

FlexTable 13: *Thighknife Garter Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	12	A magic dagger sheath grants benefits to those who use it.	✅ **True.** Though this is somewhat vague.
18-33	31-50	26-40	41-50	14	Those wishing to keep small weapons concealed may benefit from a magic thigh sheath, which makes such practice easier.	✅ **True.** This is precisely what lower-tier *garters* do.
34-50	51-70	41-65	51-55	15	Assassins and courtesans alike seek a magical garter sheath which lets them conceal magic weapons for dire circumstances.	✅ **True.**
51-67	71-85	66-75	56-60	16	Thieves and prostitutes make use of a magical thigh holster which imbues stored daggers with extra potency.	✅ **True.** Though this only applies to advanced iterations of the *garter*.
68-84	86-93	76-90	61-80	15	Fumble while drawing a blade from a certain magic sheath, and the knife will cut you instead!	❌ **False.**
85-00	94-00	91-00	81-00	16	Necromancers concocted a thigh holster that grants sheathed daggers the ability to steal the life force from their victims if they stab a living creature within moments of being drawn.	❌ **False.** Though that sounds like a separate, and interesting, magic item!

as the *thighknife garter* will be discovered as the constabulary takes her possessions.

↩ Alternately, the party may confront the murderer verbally, and will discover a vengeful prostitute. Although occasionally mistreated herself, she has chosen her current activities largely because her best friend was slain by an impotent and rageful client who took his frustrations and aggression out on her. The murderer discovered the thighknife garter on the body of her friend, strapped it on herself, and resolved to gain revenge. The party will not find it difficult to talk her out of her current plight, and if they help her escape, they may benefit from the greatest result: the money from a grateful constabulary, the *thighknife garter* as a gift from the grateful murderess, and lastly, ✴ **1 Reward Star** for resolving the situation bloodlessly.

This **Quest** only terminates if the murderess is slain, turned in, or convinced to leave town.

Thighknife Garter Wearer

CR 1; XP 200

CN; Medium Humanoid (Tiefling)

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Bard 1	Bard 6	Bard 10	Bard 14
SIZE / ALN	Medium CN Tiefling	Medium CN Tiefling	Medium CN Tiefling	Medium CN Tiefling
HP	7	25	41	61
ARMOR CLASS	15	17	18	19
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 12 (+1) DEX 17 (+5) CON 9 (-1) INT 15 (+2) WIS 7 (-1) CHA 16 (+5)	STR 12 (+1) DEX 19 (+7) CON 9 (-1) INT 15 (+2) WIS 7 (-2) CHA 16 (+6)	STR 12 (+1) DEX 19 (+8) CON 9 (-1) INT 15 (+2) WIS 7 (-2) CHA 18 (+8)	STR 12 (+1) DEX 19 (+9) CON 9 (-1) INT 15 (+2) WIS 7 (-2) CHA 20 (+10)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 10 +2 Dulcimer +2 Horn +2 Lyre	Passive Perception 11 +3 Dulcimer +3 Horn +3 Lyre	Passive Perception 12 +4 Dulcimer +4 Horn +4 Lyre	Passive Perception 13 +5 Dulcimer +5 Horn +5 Lyre
LANGUAGES	Common, Infernal			
ATTACKS	**Melee** Shortsword +5 (1d6+3) **Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3) **Ranged** Shortbow) --> 30 ft.': +5 (1d6+3); 120 ft.': +5 (1d6+3)	**Melee** +1 Shortsword +8 (1d6+5) **Melee** Dagger +7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4) **Ranged** Shortbow) --> 30 ft.': +7 (1d6+4); 120 ft.': +7 (1d6+4)	**Melee** +2 Shortsword +10 (1d6+6) **Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4) **Ranged** Shortbow) --> 30 ft.': +8 (1d6+4); 120 ft.': +8 (1d6+4)	**Melee** +3 Shortsword +12 (1d6+7) **Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4) **Ranged** Shortbow) --> 30 ft.': +12 (1d6+7); 120 ft.': +12 (1d6+7)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Bardic Inspiration, Cantrips, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Peerless Skill, Song of Rest, Spellcasting
SPELL-CASTING	Save DC 13; Spell Atk +5 **1st:** *detect magic; longstrider*	Save DC 14; Spell Atk +6 **3rd:** *dispel magic; fear; stinking cloud* **2nd:** *enthrall; heat metal; hold person* **1st:** *detect magic; longstrider; sleep; thunderwave*	Save DC 16; Spell Atk +8 **5th:** *dream; mislead* **4th:** *compulsion; dimension door; greater invisibility* **3rd:** *dispel magic; fear; stinking cloud* **2nd:** *enthrall; heat metal; hold person* **1st:** *detect magic; longstrider; sleep; thunderwave*	Save DC 18; Spell Atk +10 **7th:** *mirage arcane* **6th:** *irresistible dance* **5th:** *dream; mislead* **4th:** *compulsion; dimension door; greater invisibility* **3rd:** *dispel magic; fear; stinking cloud* **2nd:** *enthrall; heat metal; hold person* **1st:** *detect magic; longstrider; sleep; thunderwave*
EQUIPMENT	Shortsword; dagger; studded leather; shortbow; arrows (20x)	*+1 Shortsword;* dagger; *+1 studded leather;* shortbow; arrows (20x)	*+2 Shortsword;* dagger; *+2 studded leather;* shortbow; arrows (20x)	*+3 Shortsword;* dagger; *+3 studded leather;* shortbow; arrows (20x)

SPECIAL ABILITIES

Ability Score Increase Your Intelligence score increases by 1, and your Charisma score increases by 2.

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 18.

Languages You can speak, read, and write Common and Infernal.

Ability Score Improvement When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability s cores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Additional Magical Secrets At 6th level, you learn two spells of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you but don't count against the number of bard spells you know.

Bard College At 3rd level, you delve into the advanced techniques of a bard college of your choice: the College of Lore or the College of Valor, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th and 14th level.

Bardic Inspiration You can inspire others through stirring words or music.

To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d10. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 5. You regain any expended uses when you finish a long rest.

Bonus Proficiencies When you join the College of Lore at 3rd level, you gain proficiency with three skills of your choice.

College of Lore Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at selfimportant figures of authority.

Countercharm At 6th level, you gain the ability to use musical notes or

words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Expertise At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

Font of Inspiration Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Jack of All Trades Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Magical Secrets By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you and are included in the number in the Spells Known column of the Bard table. You learn two additional spells from any class at 14th level and again at 18th level.

Peerless Skill Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

Song of Rest Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d10 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

Toolwebbing

📖 Toolwebbing (belt)

Value:
☒ 2,500 gp / ☒ 5,500 gp / ☒ 9,400 gp / ☒ 16,500 gp

Weight 3 lbs.; **Materials** leather; steel; **Nature** magical;
Aura moderate conjuration; **Slot** belt

CL: ☒ 4th / ☒ 10th / ☒ 14th / ☒ 16th

Effect Summary:

☒ can produce tools equivalent to the contents of any of the following Kits: campsite; climber's; cooking; disguise; entertainer's; fishing; gravedigger's; grooming; healer's; juggler's; rogue's; shaving; spelunking; survival; tracker's; trapper's; trickster's

☒ can produce tools equivalent to the contents of any of the following Kits: bard's; campsite; climber's; cleric's; cooking; disguise; druid's; entertainer's; fighter's; fishing; forger's; gravedigger's; grooming; gunslinger's; healer's; juggler's; monk's; paladin's; ranger's; rogue's; shaving; spelunking; survival; tracker's; trapper's; trickster's; wizard's; wearer benefits from **+1** competency bonus on skill checks that make use of the produced item(s) for up to **2** minutes per day

☒ as above, plus wearer benefits from **+2** competency bonus on skill checks that make use of the produced item(s) for up to **5** minutes per day

☒ as above, plus wearer benefits from **+4** competency bonus on skill checks that make use of the produced item(s) for up to **10** minutes per day

Description

This utility belt is a string of useful leather webbing that can be worn over light armor or clothing.

In combat or during complex tasks, mundane iterations provide a multitude of tools and weapons close to hand; magical versions might incorporate a *bag of holding*, skill bonuses, or combat bonuses for weapons drawn from it.

Effect

These items take many shapes and forms, and often resemble other devices or simple webbing or leather harnesswork.

However, they all incorporate pockets of extradimensional space, in which all manner of device and item are pre-stored, and which regenerate periodically.

All iterations of *toolwebbing* allow the wearer to produce from the harness any item that is normally part of a variety of kits and gear as described.

Moderate versions and those more powerful still may also grant a competency bonus on skill checks performed using equipment produced from the *toolwebbing*. The bonus is triggered intentionally by the wearer by speaking a command word, and is limited to a total number of minutes per day the device is worn. Depending on the acts performed, this benefit could last for a single check, or for a dozen; the GM should use common sense and existing rules to determine the times required for a given activity.

No matter how long a single action takes, at minimum, the bonus enabled by advanced forms of toolwebbing lasts for an entire single check. For example, if the owner of *Advanced Toolwebbing* uses equipment from it to perform a check that takes **17 minutes**, she still benefits from **+2** to that check, even though it exceeds the total of **5 minutes** per day of use.

Synergy & Sets

None. *Toolwebbings* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

These items are commonly discovered worn by a vanquished foe, though they can also be found in general stores as quite prized items.

The command word required to activate the bonuses for more powerful iterations is often stitched into the interior leather, written in Common.

🖵 At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of a *toolwebbing's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine *toolwebbing*.

Table 16: Toolwebbing Flavors

Difficulty Band	Prefix	Tool Production from Kits	Competency Bonus
✉ Low	Lesser	campsite; climber's; cooking; disguise; entertainer's; fishing; gravedigger's; grooming; healer's; juggler's; rogue's; shaving; spelunking; survival; tracker's; trapper's; trickster's	-
✉ Moderate	Lesser	bard's; campsite; climber's; cleric's; cooking; disguise; druid's; entertainer's; fighter's; fishing; forger's; gravedigger's; grooming; gunslinger's; healer's; juggler's; monk's; paladin's; ranger's; rogue's; shaving; spelunking; survival; tracker's; trapper's; trickster's; wizard's	+1 for up to 2 min/day
✉ Advanced	Greater	as Moderate	+2 for up to 5 min/day
✉ Elite	Greater	as Moderate	+4 for up to 10 min/day

Ubiquity

Toolwebbings are somewhat common in high-magic, or very complex urban, societies.

General stores often have at least lower-level versions for sale, though their markup for such scenarios is usually 300% to 500% more than the standard value.

Notoriety

Though magical, *toolwebbing* is a fairly mundane device when it comes down to it.

In addition, they appear nonmagical and normal—downright boring, really. If a third party notices that someone is wearing *toolwebbing*, they may pay it no attention whatsoever, even if they are thoroughly familiar with the item and its capabilities.

Quirks of Ownership

As the weapon is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, *toolwebbing* has no other quirks or impacts.

History & Background

A general store magnate, with franchises all over the Realm, was having difficulty ensuring that large quantities of mundane bundles of supplies and gear arrived intact at their destination. He was furthermore fed up with stocking small items such as pitons and rope; he much preferred Kits for their simplicity, mass-production capability, and general utility (not to mention profit margin!).

He approached a local wizard one day with an idea, and a proposition. Though the particulars of their relationship took a long time to finalize, in the end, the merchant's vision was achieved: the first set of *toolwebbing*.

The items sold extremely well, so much so that the wizard had difficulty producing enough to meet demand. Between this limitation and other disparities of vision among the two, they fought bitterly about how best to move forward. The merchant wanted to hire more arcanists and tinkerers to produce more *toolwebbing*; the wizard was fearful that this was all part of a design to edge him out of the deal, and felt that his only remaining leverage was being the only one who could create the items.

As it turned out, the wizard's fears were spot-on: the merchant hired a lesser arcanist behind his back, and put her to work trying to reproduce the design. Once the very first successful *toolwebbing* was crafted by this lesser wizard, the merchant arranged for his original partner to be slain in a freak accident.

Terrified, the new, lesser wizard never asked to renegotiate her arrangement with the merchant, and the two began a successful enterprise.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *toolwebbing* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *toolwebbing,* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.
- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce *toolwebbing* into your gaming sessions beyond simply "the dragon drops a nifty-looking leather harness", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of *toolwebbing*.

Paladins & Clerics

Paladins and Clerics find themselves in leadership positions, and in all manner of situation. Thus it makes sense that they be prepared for anything... Paladins in particular are often the "boy scouts" of many adventuring groups!

Rogues

Rogues, perhaps more than any other class, would make great use of *toolwebbing*. Such items would be prized in the subcommunity of this class, and even viewed as a prestige indicator among certain factions and guilds.

Martial Characters

Characters of these classes tend to have a fair amount of capability when it comes to hauling gear, so if they truly see the need for all of the kits *toolwebbing* makes possible, they might simply carry those kits.

Arcane Classes

On the one hand, arcanists rarely have sufficient weight capacity to lug things like equipment kits, so the light weight option of *toolwebbing* may appeal. On the other hand, it would rarely be the case that the party's wizard would be expected to set up the tents and so on, so it's much more likely that some other PC would be involvd.

Monks, Rangers, and Druids

These characters would likely have a "take it or leave it" approach to *toolwebbing*. Perhaps a monk or druid must go on a lengthy journey of discovery, bearing only a certain restricted amount of weight; under such circustances, *toolwebbing* would be worth quite a bit to such characters.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Trek of Ages

A PC of any class may be tasked with a journey, a Quest, of either discovery or self-improvement. To embark on this mission, s/he must carry only a certain amount of equipment, or limit their selections to a certain number of items. *Toolwebbing*, in this scenario, would be an absolutely ideal piece of equipment.

This description forms the basis for the Quest below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve the *toolwebbing* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Quests

Another, more thorough, means of introducing the *toolwebbing* is via the following Quest.

📖 This Quest may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Journey of Limitations

🔗 **Summary:** One or more PCs are tasked by their religion, guild, or other faction to undertake a journey with restrictions that makes *toolwebbing* an ideal tool for the job.

🎖 **Rewards:** ✖ 1,000 gp / ✖ 5,000 gp / ✖ 10,000 gp / ✖ 15,000 gp (promised); up to ✳ **3 Reward Stars**; *toolwebbing*

📍 **Locations:** Any.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Discussion with faction leadership of the affected PC(s).

❓ **Description:**

The description of this Quest is very flexible, intentionally so, because it might then apply to any number of PCs, in any class or combination of classes.

FlexTable 14: *Toolwebbing Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	13	A special leather belt allows one to withdraw a number of useful items.	✅ **True.** Though this is somewhat vague.
18-33	31-50	26-40	41-50	14	Magic imbues a particular leather harness with the ability to use a dozen different tools, without the weight of carrying them.	✅ **True.** This is precisely what *toolwebbing* does.
34-50	51-70	41-65	51-55	16	Mages crafted a useful waistwrap with the ability not only to take out whatever equipment is needed for a particular task, but to enhance one's abilities in using the tools involved.	✅ **True.** This is a characteristic of advanced versions of *toolwebbing*.
51-67	71-85	66-75	56-60	14	There are rogues who make use of a thing called toolwebbing: special harnesses with pouches capable of producing a nearly endless supply of tools. The tools are usually magic themselves, too!	✅ **True.** Though rogues are hardly the only ones who benefit from these devices..
68-84	86-93	76-90	61-80	13	Special belts allow for unlimited storage... but users risk being dumped into an endless void!	❌ **False.**
85-00	94-00	91-00	81-00	15	There's a magical waistwrap that allows for unlimited weapons, tools, and other items to be stored inside... but it is the work of evil, and it slowly takes over one's soul if worn too long!	❌ **False.** Nope. Not the case.

So long as a PC belongs to at least one Faction, they qualify for this Quest—be it a church, geopolitical, cultural, a trade or profession guild, or simply a social group.

That said, this quest works best when the claim on the PCs' time seems more legitimate, and vital to maintain or increase standing with the Faction involved: cultural or geopolitical factions are therefore excellent choices, as are faith-based groups.

Regardless of the source, leadership of the Faction tasks the affected PC(s) with a simple journey: travel to point X and return, basically. However, this trip is intended to test their resolve and skills, particularly given the limitations imposed upon them: limit equipment choices to only four (4) items total. This includes armor, weapons, bedrolls, rations, and so on, though groups of items count as a single item (e.g., a quiver of 40 arrows equals one selection, not 41).

Note that the restriction is individually-based; each character may make their selections to this limitation. So a group of four PCs may carry amongst them 16 items total.

🔲 Use your discretion in defining this restriction: ten items may be equally challenging for some characters. You can also make the imposition class- or race-based: Wizard may only carry 4 items, but this restriction doesn't apply to material spell components. For small parties, or those for whom this restriction would truly be a death sentence, perhaps potions do not apply.

The precise nature of the journey, its destination, and the challenges faced is left to the GM,

As a general rule, there should be some degree of combat, at least a half-dozen skill-based challenges, and a great deal of focus on tests related to the nature of the faction: cast spells, for divine characters; forage and track, for Rangers; etc.

Before embarking on this Quest, however, the PCs may make a separate journey to seek out and obtain *toolwebbing,* which will of course make the mission much, much easier to deal with. Perhaps a comrade in the faction takes them aside and tells them about the item, and how to obtain it; perhaps she loans the affected PC her own *toolwebbing* for the duration of the Quest.

Another, more simplistic, option, is for the Faction itself to simply give the PC toolwebbing, with the condition that it must be returned as a ceremonial item to be used in subsequent, similar tests.

The course used to get their hands on *toolwebbing* to facilitate this journey might itself be a separate Quest with its own objectives and rewards!

🔁 If the PC(s) succeed in their mission, they receive the monetary reward. Consider modifying the money so as to be commensurate with the nature of the faction involved, or swapping it entirely with something perhaps less tangible but more appropriate: standing within the Faction, for example, or an increase in rank therein.

The PC(s) involved also receive o ✴ **3 Reward Stars**. Whether they are allowed to keep the *toolwebbing* they may have used in the mission is up to the circumstances

you decide upon; certainly if they seek it out and obtain it beforehand as part of their preparation, they should be allowed to keep it.

🔗 If the PC(s) fail somehow—they do not arrive at the intended destination, they are saved from death at the hands of monsters by faction members, or perhaps even the use of toolwebbing is discovered and judged to be illegal for the rules of the Quest—they do not receive the monetary or other Faction reward, and the *toolwebbing* may even be stripped from them, even if they obtained it on their own in advance of the mission.

This Quest terminates upon the return of the PCs to the faction following their mission.

Toolwebbing Wearer

CR 1; XP 200

TN; Medium Humanoid (Halfling)

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
SIZE / ALN	Medium TN Halfling (Lightfoot)	Medium TN Halfling (Lightfoot)	Medium TN Halfling (Lightfoot)	Medium TN Halfling (Lightfoot)
HP	7	20	44	80
ARMOR CLASS	16	17	18	19
SPEED	Walk 25'	Walk 25'	Walk 25'	Walk 25'
ABILITY SCORES / SAVES	STR 10 (+0) DEX 20 (+7) CON 9 (-1) INT 15 (+4) WIS 8 (-1) CHA 14 (+2)	STR 12 (+1) DEX 20 (+8) CON 9 (-1) INT 15 (+5) WIS 8 (-1) CHA 14 (+2)	STR 14 (+2) DEX 20 (+9) CON 9 (+0) INT 15 (+6) WIS 8 (-1) CHA 14 (+2)	STR 14 (+2) DEX 20 (+10) CON 13 (+1) INT 15 (+7) WIS 8 (-1) CHA 14 (+2)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 11 +4 Thieves' Tools	Passive Perception 15 +6 Thieves' Tools	Passive Perception 17 +8 Thieves' Tools	Passive Perception 19 +10 Thieves' Tools
LANGUAGES	Common, Halfling			
ATTACKS	**Melee** Rapier (Small) +7 (1d8+5) **Melee** Dagger (Small) +7 (1d4+5) **Ranged** Dagger (Small/Thrown) 20 ft.': +7 (1d4+5); 60 ft.': +7 (1d4+5) **Ranged** Shortbow (Small)) --> 30 ft.': +7 (1d6+5); 120 ft.': +7 (1d6+5)	**Melee** +1 Rapier (Small) +9 (1d8+6) **Melee** Dagger (Small) +8 (1d4+5) **Ranged** Dagger (Small/Thrown) 20 ft.': +8 (1d4+5); 60 ft.': +8 (1d4+5) **Ranged** Shortbow (Small)) --> 30 ft.': +8 (1d6+5); 120 ft.': +8 (1d6+5)	**Melee** +2 Rapier (Small) +11 (1d8+7) **Melee** Dagger (Small) +9 (1d4+5) **Ranged** Dagger (Small/Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Ranged** Shortbow (Small)) --> 30 ft.': +9 (1d6+5); 120 ft.': +9 (1d6+5)	**Melee** +3 Rapier (Small) +13 (1d8+8) **Melee** Dagger (Small) +10 (1d4+5) **Ranged** Dagger (Small/Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Ranged** Shortbow (Small)) --> 30 ft.': +10 (1d6+5); 120 ft.': +10 (1d6+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
SPECIAL QUALITIES	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Expertise, Sneak Attack, Thieves' Cant	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
SPELL-CASTING	-	-	-	-
EQUIPMENT	Rapier (small); dagger (small, 2x); leather armor; shortbow (small); arrows (20x)	*+1 Rapier* (small); dagger (small, 2x); studded leather armor; shortbow (small); arrows (20x)	*+2 Rapier* (small); dagger (small, 2x); *+1 studded leather armor;* shortbow (small); arrows (20x)	*+3 Rapier* (small); dagger (small, 2x); *+2 studded leather armor;* shortbow (small); arrows (20x)

SPECIAL ABILITIES

Ability Score Increase Your Charisma score increases by 1.

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Naturally Stealthy You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Vorpal Scabbard

Vorpal Scabbard (belt)

Value:

❌ 1,700 gp / ❌ 3,800 gp / ❌ 7,100 gp / ❌ 10,500 gp

Weight 2 lbs.; **Materials** leather; **Nature** magical; **Aura** strong transmutation; **Slot** belt

CL: ❌ 4th / ❌ 8th / ❌ 12th / ❌ 16th

Effect Summary:

❌ drawn weapon gains **+1** enhancement bonus for **5** rounds

❌ drawn weapon gains **+2** enhancement bonus for **5** rounds

❌ drawn weapon gains **+3** enhancement bonus and expanded critical threat range by 1 for **8** rounds

❌ drawn weapon gains **+4** enhancement bonus and expanded critical threat range by 1 for **10** rounds

Description

Sheathing a weapon in this scabbard grants it a temporary bonus as though it were a magical weapon.

The magnitude of this bonus, and how long it lasts after the weapon has been drawn, vary depending on the formidableness of the *scabbard*.

Effect

A *vorpal scabbard* may be used with any one-handed slashing and/or piercing weapon. Visually they differ slightly.

Vorpal scabbards resize themselves to accommodate the weapon that is inserted into it. In practical terms, this means first that there is no separate **Small** version of the item, and second that any given *vorpal scabbard* may be used with **Medium** or **Small** weapons.

Sheathing a compatible weapon (e.g., no hammers or flails) for at least one full round applies the *scabbard's* benefits to that weapon. Whether the weapon is sheated for one round, or one year, makes no difference; the same benefit is applied.

All iterations of the *vorpal scabbard* grant a temporary enhancement bonus to a weapon drawn from them: the amount of bonus, and the duration for which it applies, varies depending on the *scabbard* as described above. For the purposes of determining the duration, the number of rounds indicates the total time starting in the round in which the weapon is drawn. For example, a ❌ *Low Vorpal Scabbard* will grant a **+1** bonus for the round in which it's drawn, plus 4 additional rounds afterwards.

This bonus applies regardless of whether or how the weapon is used; for this duration, the weapon counts as a +X weapon in all respects. After the listed duration expires, it reverts to whatever it was before it was sheathed and drawn.

The enhancement bonus granted by a *vorpal scabbard* does not stack with any inherent enhancement bonus the weapon itself has already. Thus a *+1 short sword* drawn from a *Moderate Vorpal Scabbard* counts as a *+2 short sword* for 5 rounds, and thereafter reverts to a *+1 short sword*.

❌❌ **Advanced** and **Elite** versions also grant a **Keen** effect

for the duration of their granted enhancement bonus. This doubles the critical threat range of the drawn weapon.

The *vorpal scabbard's* **Keen** and enhancement effects do not alter any other qualities of a drawn weapon. Thus, a *+3 corrosive dagger* drawn from an *Advanced Vorpal Scabbard* counts as a *+3 corrosive keen dagger* for 8 rounds, and thereafter as a *+3 corrosive dagger*.

Synergy & Sets

None. *Vorpal scabbards* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

These items are almost always found worn on a slain combatant. As the *scabbard's* design does not automatically and explicitly declare its purpose or nature, it's easy to overlook when looting corpses.

Of particular note, scabbards and sheaths and belts are commonly worn; however, when looting, it's not always clear whether such equipment is included in retrieval of the weapon itself.

At the GM's discretion, knowledge of the scabbard as a separate magical item can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *vorpal scabbard's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the

Table 17: Vorpal Scabbard Flavors

Difficulty Band	Prefix	Enhancement Bonus	Expanded Critical Threat Range?
✉ Low	Lesser	+1 for 5 rounds	No
✉ Moderate	Lesser	+2 for 5 rounds	No
✉ Advanced	Greater	+3 for 8 rounds	Yes
✉ Elite	Greater	+4 for 10 rounds	Yes

item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the item.

Ubiquity

Vorpal scabbards are rare. Their use is limited to areas with a great deal of combat, either ritual, or adventuring, or zones of high capability and high threat, for example a rich kingdom terrorized by nearby dragons.

Notoriety

These sheaths are not obvious, and unless one is both familiar with them and actively looking for their presence, it's very easy to overlook their presence.

Once identified, it may imbue some jealousy, or grant a heightened estimation of the wearer's combat capabilities, but there is usually no further stigma or implication to owning or using one of these items.

Quirks of Ownership

As the sheath is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

History & Background

Vorpal scabbards were not, as might be guessed, created by (or even for) assassins. They were crafted by gladiatorial artisans, looking to introduce a means of greater gore to their bloodsport. The added incentive of greater capability, but limited by time, with the additional wrinkle of having to keep one's weapon sheathed for a full round in order to reapply the benefit, was considered to be an interesting factor in the games.

Although the weapons did indeed improve the rapidity, and bloodiness, of the gladiatorial fights, it was in some ways a victim of its own success: bouts became much quicker, though bloodier; there was less time, then, to bilk spectators for concessions and bets.

Therefore, though quite successful in fulfilling their original intent, *vorpal scabbards* quickly grew out of style in gladitorial arenas, and found their way to mercenaries and militaries.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *vorpal scabbard* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *vorpal scabbard,* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *vorpal scabbard* into your gaming sessions beyond simply "the antipaladin

drops a nifty-looking sheath", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *vorpal scabbard*.

Paladins & Clerics

Given their adoption by all manner of militant lifestyles, it's likely that some *vorpal scabbards* will have designed explicitly for use by faith-based users. For both Paladins and Clerics, ownership or merely the loaned use of these items may confer a holy status upon the bearer.

Rogues

Assassins, ideally, require just a little bit of time to do in their prey... and so an item that applies to Light melee weapons and grants a temporary benefit is right up a Rogue's alley.

Martial Characters

Similar to Paladins and Clerics, fighters and barbarians would certainly see utility in an accessory that grants their existing weapons additional benefit.

Arcane Classes

Daggers are generally the only weapon usable to these classes that qualifies to be stored in a *vorpal scabbard*... but that doesn't mean they're not immensely useful. Arcanists are only involved in melee combat temporarily anyway ideally, so a brief bonus may be all they require to hold off their attackers and get away.

Monks, Rangers, and Druids

Monks may not use these items at all, given their general reliance on their bare bands, and there are only a few monk weapons that might qualify to be sheathed in a *vorpal scabbard*. Druids may use them as well, but it's really much more dependent on their fighting style as to whether it's worthwhile.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Assassin

Rumor tells of an assassin in town who is particularly deadly in the first few rounds of combat. Only one has lived through their encounter and survived to tell, but it's not clear if their account is truthful.

Assassinate

The other side of the above coin: the PCs are contacted by a less-than-perfectly-reputable source to take out a target on behalf of a third party. In addition to a monetary reward, they will also receive a *vorpal scabbard:* to use for the completion of their task, as well as to keep afterwards as an additional incentive.

This scenario forms the basis for the below **Quest**.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve the *vorpal scabbard* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Quests

Another, more thorough, means of introducing the *vorpal scabbard* is via the following Quest.

📖 This Quest may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Kill Quickly and Keep the Change

🔀 **Summary:** Contaced by unsavory sources, the party is asked to kill a contract victim and are given a vorpal scabbard as an aid and incentive.

🔖 **Rewards:** ✖ 3,500 gp / ✖ 8,500 gp / ✖ 13,500 gp / ✖ 22,000 gp (promised); up to ✴ **1 Reward Star**; *vorpal scabbard*

📍 **Locations:** Any.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

An uncouth, underworld Faction in your game world contacts the PCs, or at least one PC most likely to have connections to this sort of dark market. The ask is simple: might you be interested in a contract killing? This connection is of course much easier if there is at least one PC in the party with a pre-established connection along these lines, a prediliction toward this sort of work, or a past history of being involved with underworld or thievery elements.

As both incentive and assistance toward this goal, the PCs are given a *vorpal scabbard:* if they compete their task, they may keep it; if they fail, they must return it; the implication is clear that upon returning with the *scabbard*, they may be slain as punishment for their failure, but also that if they fail to return the item after failing, their fate is similarly sealed.

After all, what qualms about vengeful killing might someone have, who is asking you to kill for coin to begin with?

The actual nature of the assassination, and the target, are

FlexTable 15: *Vorpal Scabbard Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	11	A sheath exists that makes any blade true.	✅ **True.** Though this is somewhat vague.
18-33	31-50	26-40	41-50	14	Scabbards have been concocted that grant even the dullest blade shine.	✅ **True.** This is also somewhat vague; "shine" doesn't generally imply combat prowess!
34-50	51-70	41-65	51-55	15	There is a certain weapon sheath that briefly makes weapons drawn from it much more potent.	✅ **True.** This is exactly the intent of a *vorpal scabbard*.
51-67	71-85	66-75	56-60	17	Weapons drawn from a certain magical scabbard are momentarily much more lethal.	✅ **True.** This likely refers to the Keen attributes of the more advanced versions of the *scabbard*.
68-84	86-93	76-90	61-80	12	Blades drawn from a certain cursed sheath might gain intelligence and fight back against the wielder!	❌ **False.** Though this may describe a separate, cursed item.
85-00	94-00	91-00	81-00	15	In the dark nethers of the void, a weapon was crafted so evil and vile that by necessity it could only be sheathed in a dire scabbard forged from the tattered souls of the broken.	❌ **False.** Though it sounds like the start of an awfully compelling narrative.

intentionally left flexible so as to fit in with your game world. Generally speaking, however, consider two types of assassination: skill-focused and combat-focused.

Skill-focused kills require skill checks to succeed: ⚠️ **Stealth, Charisma (Deception), Charisma (Persuasion), Intimidate, Acrobatics**, and **Sleight of Hand**. In these scenarios, actually fighting the target is almost anticlimactic; it's getting to him/her and getting away safely or without being noticed where the challenge lies. Political functionaries, trade Faction leaders, and the like are good examples.

Combat-focused contracts may also require skills to get to the target and escape, but the actual target themselves pose a more formidable challenge. Military leaders, class-based faction members, and police, guards, or security forces are good examples.

↳ If the PCs take the mission, and succeed, they benefit from retention of the *vorpal scabbard*, and the monetary reward. If the nature of the mission is in contrast to the talents of the PC(s) undertaking it, consider granting ✴️ **1 Reward Star** as well.

↳ If the PCs fail, or walk away from their mission, and attempt to keep the *vorpal scabbard,* they are likely to be hunted by another contract killer.

This **Quest** terminates when the PCs make the kill, or slay the assassins that are sent for them if they fail initially.

Vorpal Scabbard Wearer

CR 1; XP 200

LE; Medium Humanoid (Elf)

	⚔ **Low**	⚔ **Moderate**	⚔ **Advanced**	⚔ **Elite**
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Fighter 1	Fighter 6	Fighter 10	Fighter 14
Size / Aln	Medium LE Elf (High)	Medium LE Elf (High)	Medium LE Elf (High)	Medium LE Elf (High)
HP	10	43	71	110
Armor Class	18	19	22	24
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 18 (+6) DEX 15 (+2) CON 10 (+2) INT 10 (+0) WIS 7 (-2) CHA 15 (+2)	STR 20 (+8) DEX 15 (+2) CON 10 (+4) INT 10 (+0) WIS 7 (-2) CHA 15 (+2)	STR 20 (+9) DEX 17 (+3) CON 10 (+5) INT 10 (+0) WIS 7 (-2) CHA 15 (+2)	STR 20 (+10) DEX 19 (+4) CON 14 (+7) INT 10 (+0) WIS 7 (-2) CHA 15 (+2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10 Armor - Disadvantage on Stealth	Passive Perception 11 Armor - Disadvantage on Stealth	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 13 Armor - Disadvantage on Stealth
Languages	Common, Elvish, Halfling			
Attacks	**Melee** Longsword +6 (1d8+6) **Melee** Dagger +6 (1d4+6) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4)	**Melee** *+1 Longsword* +9/+9 (1d8+8) **Melee** Dagger +8/+8 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	**Melee** *+2 Longsword* +11/+11 (1d8+9) **Melee** Dagger +9/+9 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Melee** *+3 Longsword* +13/+13/+13 (1d8+10) **Melee** Dagger +10/+10/+10 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

Magic Items

	⊠ **Low**	⊠ **Moderate**	⊠ **Advanced**	⊠ **Elite**
SPECIAL QUALITIES	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Fighting Style, Second Wind, Dueling	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling
SPELL-CASTING	-	-	-	-
EQUIPMENT	Longsword; scale mail; shield; daggers (2x)	+1 Longsword; chain mail; +1 shield; daggers (2x)	+2 Longsword; +1 chain mail; +2 shield; daggers (2x)	+3 Longsword; +2 chain mail; +3 shield; daggers (2x)

SPECIAL ABILITIES

Ability Score Increase Your Dexterity score increases by 2.

Ability Score Increase Your Intelligence score increases by 1.

Cantrip You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it. Spell save DC 13; Spell attack modifier +5

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Additional Fighting Style At 10th level, you can choose a second option from the Fighting Style class feature.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Fighting Style You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Martial Archetype At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The Champion archetype is detailed at the end of the class description; see the Player's Handbook for information on other martial archetypes. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Armor & Clothing

Bleakmoth Mask

## 📕 Bleakmoth Mask (eyes)

Value:
❌ 1,800 gp / ❌ 5,200 gp / ❌ 9,600 gp / ❌ 16,500 gp

Weight 4 lbs.; **Materials** leather, canvas, parchment, paint; **Nature** magical; **Aura** moderate necromancy [emotion, fear, mind-affecting]; transmutation (polymorph); evocation [darkness]; **Slot** eyes

CL: ❌ 4th / ❌ 8th / ❌ 12th / ❌ 16th

Effect Summary:

❌ wearer gains **Darkvision 30'**; *cause fear* 3x/day (DC 16)

❌ wearer gains **Darkvision 60'**; *cause fear* 3x/day (DC 18); *beast shape* class feature 1x/day

❌ wearer gains **Darkvision 90'**; *cause fear* 5x/day (DC 20); *beast shape* class feature 3x/day; *darkness* 2x/day

❌ wearer gains **Darkvision 90'**; *cause fear* 5x/day (DC 20); *beast shape* class feature 5x/day; *darkness* 5x/day; *blindness/deafness* 2x/day (DC 20)

Description

These leather and fabric masks appear far more gruesome than they usually are: they give the appearance of an albino giant bleakmoth, hollowed out and mounted atop the head of the wearer.

Bearers gain darkvision and bonuses to fighting blindly or in caves underground.

Effect

Wearers of these ghastly devices gain two benefits: while worn, they confer **Darkvision**; and secondly, they enable the wearer to generate spell-like abilities a certain number of times a day.

The **Darkvision** benefit is continual, though it may be suppressed via a command word. Distance of the granted ability depends on the caliber of *mask* worn, as described.

Spell-like abilities granted are activated via command words; a separate word is used for each effect. For mechanical purposes, the first time a *mask* is donned, the complement of abilities is "new" and full—e.g., a freshly-donned ❌ *Elite Bleakmoth Mask* grants 5 uses of *cause fear*, one use of *beast shape III*, 5 uses of *darkness*, and 2 uses of *blindness/deafness*. These quantities "reset" 24 hours from the moment the *mask* is put on.

This timing and "reset" of ability counts happens automatically; the *mask* need not be worn in order for the timer to tick over to the next day. In the above example, if the *mask's* abilities were all used, right away, by the wearer, she would need to wait 24 hours before the counts replenished, whether or not she wore the *mask* during that time.

Synergy & Sets

None. *Bleakmoth masks* are standalone items, and do not

gain further benefit or effects from use alongside any other specific equipment.

Discovery

Bleakmoth masks are typically ceremonial items, owing in large part to the costume-like nature and obvious pageantry of the design employed. They are often stored in a display area or case until they are needed, either to perform a ritual, or as part of an expedition or journey.

In such cultures who threat them in this manner, *bleakmoth masks* may be loaned out to tribespeople undertaking a mission on behalf of the group; in others, the leader or shaman or military chief have a de facto ownership of the device.

In any event, knowledge of the command words involved in the *mask's* use are rarely, if ever, committed to writing or inscribed; this information is passed orally from one owner to the other, often in the form of an elongated story or parable that places the *mask* in the context of the tribe's beliefs or gods.

📖 At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *bleakmoth mask's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the *mask*.

Table 18: Bleakmoth Mask Flavors

Difficulty Band	Prefix	Darkvision	Spell-Like Abilities
✉ Low	Lesser	30'	*cause fear* 3x/day (DC 16)
✉ Moderate	Lesser	60'	*cause fear* 3x/day (DC 18); *beast shape* class feature 1x/day
✉ Advanced	Greater	90'	*cause fear* 5x/day (DC 20); *beast shape* class feature 3x/day; *darkness* 2x/day
✉ Elite	Greater	90'	*cause fear* 5x/day (DC 20); *beast shape* class feature 5x/day; *darkness* 5x/day; *blindness/deafness* 2x/day (DC 20)

Ubiquity

Bleakmoth masks are quite rare, though in pockets of cultures that make use of them ceremonially, they can be plentiful in context.

Notoriety

Wearing a *bleakmoth mask* outside of the context of a ceremony is certain to garner attention: these headpieces are garish, ornate, and immediately notable, whether the observer is at all aware of the item's magical properties or not.

For communities unfamiliar with the item's magical properties, seeing it worn is still quite a notable event, sure to draw attention, perhaps unwated. At the minimal level of impact, onlookers may simply assume the wearer is part of a carnival act or troupe; others may take offense or view the headdress as an invitation for thievery or mugging.

In cultures who possess *bleakmoth masks* themselves, wearing one outside the context of authority or a particular mission may be a punishable violation of tradition or alw.

📖 In game terms, owning a *bleakmoth mask* could be a lightning rod for subsequent Quests or plotlines involving cultures that use them regularly.

Quirks of Ownership

As the item is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a *bleakmoth mask* has no other quirks or impacts.

History & Background

First created from the dessicated corpse of a defeated ❌ **Bleakmoth**, these masks were crafted in quantity first to celebrate victory over these violent beasts, and later to commemorate achievements in the tribe.

Although some have been stolen over the years, and others taken from the vanquished corpses of tribespeople engaged on a quest, the predominance of *bleakmoth masks* remain stored in cultures that created them.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, with no penalty, given that the item is largely a tribal device and therefore such knowledge would be of great help.

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *bleakmoth mask,* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *bleakmoth mask* into your gaming sessions beyond simply "the dragon drops a fancy-looking headdress", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *bleakmoth mask*.

Paladins & Clerics

As followers of ritual and celebrants of ceremony, adherents to faith would likely wish to see *bleakmoth masks* returned to their rightful place in the cultures that created and/or use them.

Under rare circumstances would they accept their use in the adventuring party, and then likely only in the context of the journey to return them.

Rogues

Any stealth-focused class would likely have little use for as garish and obvious a display as a *bleakmoth mask* makes; however, the utility of the item's abilities is hard to overlook.

Martial Characters

Barbarians may love the ostentatious, gregarious nature of these items, and gleefully wear them into combat. Fighters and those with a military, or stricter, background might wish to avoid them given the distraction.

Arcane Classes

Wizards, Oracles, and other classes who cultivate a mystique may find *bleakmoth masks* of great use in augmenting the facade. That said, these items are sure to draw attention in combat, attention that these classes in particular may wish to avoid.

Monks, Rangers, and Druids

Druids in particular may wish to acquire these masks, as the animal aspect of its use may align well to their nature. Monks would likely view the items as distractions from a higher purpose, but would certainly appreciate their place in a culture that uses them for special missions and ceremony.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Lost Their Way

Amidst a mission or journey, a tribeswoman issued a *bleakmoth mask* falls. With her last gasp of life, she entrusts the device to the PCs, asking for either aid in the completion of her task, or the return of the *mask* to its rightful place in her tribe.

This scenario forms the basis for the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve the *bleakmoth mask* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Quests

Another, more thorough, means of introducing the *bleakmoth mask* is via the following Quest.

📖 This Quest may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Failed and Fell

🗺 **Summary:** The PCs come across a fallen tribal warrior, who beseeches them to either fulfill her quest, or to return her mask to her tribe.

🎖 **Rewards:** ❌ 1,000 gp / ❌ 3,000 gp / ❌ 5,000 gp / ❌ 8,500 gp (promised); up to 🌟 **4 Reward Stars**; *bleakmoth mask*

📍 **Locations:** Any.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

A mortally-wounded tribeswoman lies across the party's path. She is clearly dying, wounded by a poison that conveniently (or, for her, quite *in*conveniently), the party's resources are unable to treat effectively.

Before she passes away, she hands the PCs her *bleakmoth mask*, explaining that it is a ceremonial item with magical powers, entrusted to her as an aid in her quest, a quest which, by dying, she has now failed. With her last energy, she asks the party to help her, in one of two ways: either fulfill her mission, or return the *mask* to her tribe for safekeeping. She makes a mumbled promise as to a coin reward, but this would be given to the party by her tribe, and she cannot speak as to the exact amount.

The particulars around this Quest are intentionally left flexible, so as to make it more insertable into any campaign setting or gaming session.

The specific tribe, its location, its denizens, and even the nature of the Quest the tribeswoman undertook are all maleable, in service to the core of the story: fulfill the destiny of a fallen warrior, and gain reward for the act.

The Quest may be pretty much anything: slay a monster, recover a certain herb, negotiate peace between two warring clans.

↳ If the party takes the *mask* and ignores the other elements of the story at play, they will sooner or later

FlexTable 16: Bleakmoth Mask Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	11	A mask, crafted from a dead moth's face, gives the wearer a variety of powers.	✅ **True.** Though this is somewhat vague.
18-33	31-50	26-40	41-50	12	Wrapped from the dried remains of a giant moth, there is a headdress that gives its wearer the ability to frighten others with his visage.	✅ **True.** Though this description does higher-level versions an injustice.
34-50	51-70	41-65	51-55	14	Cloaked in ritual, warriors of a local tribe don ceremonial masks; the result is power over darkness and fear, though it's unclear if the source is the ritual or the headpiece.	✅ **True.** Though "power over darkness and fear" may be a bit of an overstatement.
51-67	71-85	66-75	56-60	16	Tribal leaders gift unto their warriors a special headdress that gives them powers necessary to complete specific missions.	✅ **True.** This describes more the use, than the powers, of the *mask*, but is accurate.
68-84	86-93	76-90	61-80	13	Masks used by local tribes are cursed, such that if those unworthy to the tribe's elders don them, they lose all powers of sight and hearing.	❌ **False.** Though this may describe a separate, cursed item.
85-00	94-00	91-00	81-00	15	Taking a moth-faced mask from a tribal vault carries penalties far beyond the mortal, for the tribe shamans will seize your very soul as penance!	❌ **False.** Though it sounds like the start of an awfully compelling narrative.

run into a group of warriors from the fallen woman's tribe. They will certainly have some pointed questions for the PCs if the *mask* remains in their possession; even if they sold it, perhaps the warriors spoke to whomever purchased it, and know that it was the PCs. The party benefits briefly from use of the mask until the warriors catch up with them, but no further reward is obtained. At the GM's discretion, and if it is in keeping with the characters and alignments of the party, the PCs may talk their way out of the situation, inventing for example a story whereby the fallen woman gave them the mask as thanks for their trying to heal her. Skill checks aplenty should be employed; success may allow the party to keep the mask and possibly grant them ✳ **2 Reward Stars** as well.

↳ If the party simply returns to the tribe and gives them back the *bleakmoth mask*, they will be thanked, though the tribe will be uncomfortable in general, both that their comrade failed, and that these strangers came by their traditions. The party does not get to keep the *mask* in this scenario, but benefits from half the monetary reward described above, and ✳ **1 Reward Star**.

↳ In the most rewarding approach, the party fulfills the Quest on behalf of the fallen tribeswoman, and then returns to the tribal council to return the mask. This scenario rewards the party with the full monetary reward mentioned, ✳ **4 Reward Stars**, and an increase in standing with the tribe. Finally, the tribe may decide to make the PCs part of the tribe officially, and will let them keep the *bleakmoth mask* as a final token of appreciation and solidarity.

This **Quest** terminates when the PCs return to the tribe, however they have conducted themselves up to that point.

Bleakmoth Mask Wearer

CR 1; XP 200

CN; Medium Humanoid (Dwarf)

	⚔ **Low**	⚔ **Moderate**	⚔ **Advanced**	⚔ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Druid 1	Druid 6	Druid 10	Druid 14
SIZE / ALN	Medium CN Dwarf (Hill)	Medium CN Dwarf (Hill)	Medium CN Dwarf (Hill)	Medium CN Dwarf (Hill)
HP	10	41	67	83
ARMOR CLASS	13	14	15	17
SPEED	Walk 25'	Walk 25'	Walk 25'	Walk 25'
ABILITY SCORES / SAVES	STR 15 (+2) DEX 13 (+1) CON 13 (+1) INT 10 (+2) WIS 18 (+6) CHA 7 (-2)	STR 17 (+3) DEX 13 (+1) CON 13 (+1) INT 10 (+3) WIS 18 (+7) CHA 7 (-2)	STR 19 (+4) DEX 13 (+1) CON 13 (+1) INT 10 (+4) WIS 18 (+8) CHA 7 (-2)	STR 19 (+4) DEX 15 (+2) CON 13 (+11 INT 10 (+5) WIS 18 (+9) CHA 7 (-2)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 14 +2 Herbalism Kit	Passive Perception 14 +3 Herbalism Kit	Passive Perception 14 +4 Herbalism Kit	Passive Perception 14 +5 Herbalism Kit
LANGUAGES	Common, Druidic, Dwarvish			
ATTACKS	**Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Melee** Spear +4 (1d6+2) **Ranged** Spear (Thrown) 20 ft.': +4 (1d6+2); 60 ft.': +4 (1d6+2) **Ranged** Dart) --> 20 ft.': +4 (1d4+2); 80 ft.': +4 (1d4+2)	**Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Melee** +1 Spear +7 (1d6+4) **Ranged** +1 Spear (Thrown) 20 ft.': +7 (1d6+4); 60 ft.': +7 (1d6+4) **Ranged** Dart) --> 20 ft.': +6 (1d4+3); 80 ft.': +6 (1d4+3)	**Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4) **Melee** +2 Spear +10 (1d6+6) **Ranged** +2 Spear (Thrown) 20 ft.': +10 (1d6+6); 60 ft.': +10 (1d6+6) **Ranged** Dart) --> 20 ft.': +8 (1d4+4); 80 ft.': +8 (1d4+4)	**Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4) **Melee** +3 Spear +12 (1d6+7) **Ranged** +23Spear (Thrown) 20 ft.': +12 (1d6+7); 60 ft.': +12 (1d6+7) **Ranged** Dart) --> 20 ft.': +9 (1d4+4); 80 ft.': +9 (1d4+4)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Club, Dagger, Dart, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear, Warhammer			

	Low	Moderate	Advanced	Elite
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Cantrips, Druidic, Ritual Casting, Spellcasting, Spellcasting Focus	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land
SPELL-CASTING	Save DC 14; Spell Atk +6 **1st:** *charm person; entangle*	Save DC 15; Spell Atk +7 **3rd:** *call lightning; sleet storm; wind wall* **2nd:** *barkskin; flaming sphere; moonbeam* **1st:** *charm person; entangle; fog cloud; thunderwave*	Save DC 16; Spell Atk +8 **5th:** *geas; greater restoration* **4th:** *confusion; dominate beast; ice storm* **3rd:** *call lightning; sleet storm; wind wall* **2nd:** *barkskin; flaming sphere; moonbeam* **1st:** *charm person; entangle; fog cloud; thunderwave*	Save DC 17; Spell Atk +9 **7th:** *regenerate* **6th:** *find the path* **5th:** *geas; greater restoration* **4th:** *confusion; dominate beast; ice storm* **3rd:** *call lightning; sleet storm; wind wall* **2nd:** *barkskin; flaming sphere; moonbeam* **1st:** *charm person; entangle; fog cloud; thunderwave*
EQUIPMENT	Dagger; spear; hide armor; darts (5x)	Dagger; *+1 spear; +1 hide armor*; darts (5x)	Dagger; *+2 spear; +2 hide armor*; darts (5x)	Dagger; *+3 spear; +3 hide armor*; darts (5x)

SPECIAL ABILITIES

Ability Score Increase Your Constitution score increases by 2.

Ability Score Increase Your Wisdom score increases by 1.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Mason's Tools Proficient with Artisan Mason's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Bonus Cantrip When you choose this circle at 2nd level, you learn one additional druid cantrip of your choice.

Circle Spells Your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the land where you became a druid. Choose that land-arctic, coast, desert, forest, grassland, mountain, swamp, or Underdark-and consult the associated list of spells. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Circle At 2nd level, you choose to identify with a circle of druids: the Circle of the Land or the Circle of the Moon, both detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none

of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 17. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will. See chapter 10 for the general rules of spellcasting and chapter 11 for the druid spell list. Spell save DC 17; Spell attack modifier +9; Number of spells to prepare 18.

Spellcasting Focus You can use a druidic focus (found in chapter 5) as a spellcasting focus for your druid spells.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 7. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't w ear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Blink Greaves

Blink Greaves (feet)

Value:

☒ 1,800 gp / ☒ 4,100 gp / ☒ 9,300 gp / ☒ 14,750 gp

Weight 3 lbs.; **Materials** leather; **Nature** magical; **Aura** strong transmutation; illusion (shadow, glamer) [shadow], conjuration (teleportation); **Slot** feet

CL: ☒ 3rd / ☒ 6th / ☒ 12th / ☒ 16th

Effect Summary:

☒ **lightly obscured** when activated; **10 min**/day total activation duration

☒ **heavily obscured** when activated; **20 min**/day total activation duration; *invisibility* for **2 min**/day total

☒ **heavily obscured** when activated; **30 min**/day total activation duration; *invisibility* for **5 min**/day total; *shadow walk* 1 hour/day

☒ **heavily obscured** when activated; **60 min**/day total activation duration; *invisibility* for **10 min**/day total; *shadow walk* 2 hours/day; *dimension door* 1x/day

Description

Blackened leather folds in a ruffle over these greaves that offer only slight protection for the knees and shins. Their real utility is to grant the wearer the ability to "blink" in combat--to have their physical form displaced and shifting, rapidly to and fro, so that opponents are never quite sure where the wearer truly is.

Effect

Blink greaves grant two sets of powers to the wearer: first, all iterations grant the ability to activate a *blink* effect. This ability may be turned on and off at will via a physical command, for example, knocking one's heels together sharply.

While blinking in this manner, the wearer is partially-in, partially out of the material plane. Pseudo-extraplanar travel grants the wearer an effective **concealment** as noted; this effect is equally valid against physical, magical, spell, and incorporeal attacks.

The ability may only be used for a total duration per day as listed. All abilities of the *greaves* replenish 24 hours after each ability's first use, not upon 24 hours after the wearer puts the *greaves* on. In addition, the wearer need not keep the boots on the entire 24 hours in order for the ability to "reset".

The blink effect does not allow the wearer to pass through doors, walls, or any other substance, in whole or in part, and in all ways apart from concealment, the wearer behaves exactly as they would if they were not wearing these boots.

Secondly, the ☒ **Moderate** and greater versions of *blink greaves* grant spell-like abilities to the wearer, limited to either a total duration per day or to a number of times per day. Each ability is toggled on and off via a separate physical command.
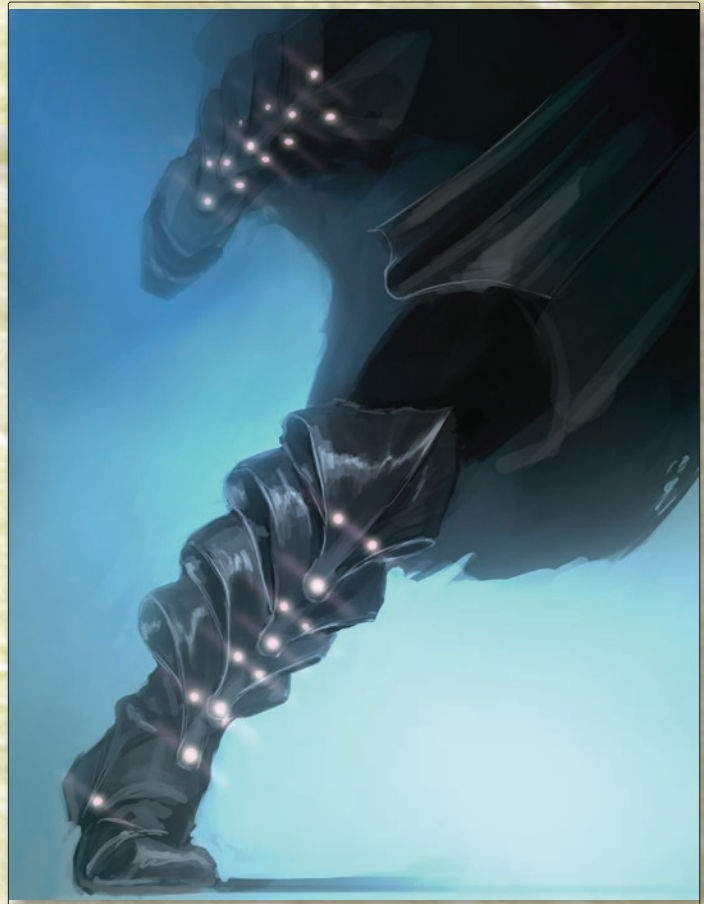
Synergy & Sets

None. *Blink greaves* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Typically, *blink greaves* will be discovered as being worn by a dead humanoid. Many are also sold, though vendors tend to sell them near places of extended travel and increase their prices accordingly.

As the commands involved in activating the *greaves'* powers are physical rather than verbal, there is no "instruction manual" involved; knowledge of the boots' powers must come either from the person selling them, the current owner if still alive, or from research and/or intuition.

At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *blink greaves'* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the boots.

Table 19: Blink Greaves Flavors

Difficulty Band	Prefix	Obscured Effect	Spell-Like Abilities
✉ Low	Lesser	**lightly** for up to **10 min**/day	-
✉ Moderate	Lesser	**heavily** for up to **20 min**/day	*invisibility,* **2 min**/day
✉ Advanced	Greater	**heavily** for up to **30 min**/day	*invisibility,* **5 min**/day; *shadow walk,* **1 hour**/day
✉ Elite	Greater	**heavily** for up to **60 min**/day	*invisibility,* **10 min**/day; *shadow walk,* **2 hours**/day; *dimension door* 1x/day

Ubiquity

Blink greaves are uncommon. They're quite popular among couriers, particularly in dangerous areas of the Realm; and among the military, where pickets and messengers might operate more safely with abilities such as those granted by the boots.

Notoriety

As they appear typically as simple leather boots, owning and wearing a pair of *blink greaves* does little to garner attention. Even among those who are aware of the item, there's little to get jealous or riled up about; these items may generally be purchased or acquired without murdering a present owner!

That said, if a PC wearing *blink greaves* encounters someone aware of their powers, who identifies the item, the PCs may be assumed to be in the military or messengers of some sort.

Quirks of Ownership

As the boots are a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

History & Background

Blink greaves were, as one might suspect, originally designed by a courier with grand ambitions of creating a messaging service company.

The courier contracted with wizards to forge the first pair, and tested them out; they were quite successful, and the courier started to realize her grand aspirations by ordering another dozen pair.

Word spread, however, as the wizards sought to sell the design to others. Competition for courier services in the region was quite high, and once her competitors realized what she had designed, the aspirational courier's days were numbered: she was assassinated, lest she use the *greaves* to gain a near-monopoly.

In the aftermath, the design fell into a number of hands, as each of the three wizards with whom the courier had originally contracted understood the design enough to reproduce it. Soon, everyone with the means was able to craft the items, not only to increase the safety and speed of messenger services, but for adventuring purposes as well.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *blink greaves* are not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing *blink greaves,* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a pair of *blink greaves* into your gaming sessions beyond simply "the dragon

drops a nifty-looking boots", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of some *blink greaves*.

Paladins & Clerics

Being swift and safe means being able to fulfill one's mission more quickly; thus *blink greaves* are a valuable tool and asset.

Rogues

Light on one's feet generally means more success, regardless of what one is hoping to accomplish and how. Rogues would greatly benefit from a pair, particularly given the abilities granted by higher-level versions.

Martial Characters

Speed is not always the strong suit of these classes; this may mean a relative disinterest in *blink greaves* as a result, or an increased importance resulting from a desire to shore up a deficiency in ability. That said, although these classes rarely shy away from a fight, the added concealment in combat may be of enormous help.

Arcane Classes

One rarely thinks of boots for these types, but speed and escape are all-too-crucial tools of arcanist classes, either for safety or for tactical positioning. The concealment protection is also a huge boon.

Monks, Rangers, and Druids

Both of these classes typically rely upon speed to some extent for their combat and general abilities; thus a pair of *blink greaves* will be quite valuable.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Not-so-Nimble Courier

The PCs come across a wounded courier, too exhausted to complete his delivery. He beseeches the party fulfill his contract so he doesn't get punished; he loans them his pair of *blink greaves* as an aid to do so.

This forms the basis of the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate.

Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve the *blink greaves* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Quests

Another, more thorough, means of introducing *blink greaves* is via the following Quest.

📖 This Quest may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Not-so-Nimble Courier

🔗 **Summary:** At the side of the road, the PCs come across a wounded courier who asks the party to complete his mission for a reward.

🏅 **Rewards:** ✖ 2,500 gp / ✖ 6,200 gp / ✖ 11,000 gp / ✖ 15,500 gp (promised); up to ✴ **2 Reward Stars**; *blink greaves*

📍 **Locations:** Any.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

A wounded courier, wearing blink greaves, lies on the side of the road. Although he will survive, his leg is broken, and in a cursed manner not easily solved via the party's abilities and healing powers.

He asks the party a favor: complete his delivery on his behalf. As compensation, he will loan the party his *blink greaves*, magical boots that grant the wearer protection.

The courier promises that the party can get all of the reward from the delivery, plus a little from his own purse. He's far more afraid of losing his job long-term than he is for his own short-term safety.

There is an inn nearby; he will be there recovering from his injuries once the PCs have made the delivery.

What is being carried, the intended destination, and to what, if any, extent the message or item plays a larger story role in the campaign setting are all left intentionally flexible so as to better fit into your gaming session.

As an initial incentive, the courier takes off his boots and hands them to the party, and tells them of the commands needed to activate their powers.

🔖 If the party takes the boots and goes on their way, they may keep them of course, but the courier will be most displeased, and will accost them at a later time. He will have lost his job, and, lacking his boots, has been unable to secure another. Desperate, he has made cronies of some underworld thugs, and attacks the party with their help. Although they will gain 🏅 experience for

FlexTable 17: *Blink Greaves Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	11	There exists a pair of boots that grant protection to the wearer.	✅ **True.** Though this is somewhat vague.
18-33	31-50	26-40	41-50	12	For a span of time, users of unique footwear can phase partly out of reality, granting them some protection from fights.	✅ **True.** Though this description does higher-level versions an injustice.
34-50	51-70	41-65	51-55	14	Boots crafted by mages grant the wearer phasing powers to avoid melee attacks; some versions even allow invisibility temporarily!	✅ **True.** This is 100% accurate.
51-67	71-85	66-75	56-60	16	Forged to support couriers in times of war, blink greaves are magical boots that grant protective powers to the wearer.	✅ **True.**
68-84	86-93	76-90	61-80	13	Shoes the color of blackest night will make the wearer permenantly invisible if they are kept on too long.	❌ **False.** Though this may describe a separate, cursed item.
85-00	94-00	91-00	81-00	15	Otherworldly footwear may cause the wearer to shift accidentally to another plane, stranding them there with no hope of return!	❌ **False.** Though it sounds like the start of an awfully compelling narrative.

defeating the gang, they gain no further benefit from the **Quest**.

⮳ If the party succeeds in the delivery, but then goes on their way, they may keep the *blink greaves*. The courier will keep his job, so is somewhat grateful to the party, but irked that they simply took his boots without returning. He will consider it a draw, therefore, between the helpful act and the lack of monetary reward, and the loss of his boots. The party also benefits from ✴ 1 **Reward Star**.

⮳ The most comprehensive, and beneficial, solution is to fulfill the mission and then return to the recouperating courier. He will give them the money promised, and will then gratefully offer that the party may keep the boots, as he has become over-reliant upon them to fulfill his duties and now views them as a crutch. The party also gains ✴ 2 **Reward Stars**.

This **Quest** ends if the courier dies, or after the party has completed the delivery and returns to speak with him.

Blink Greaves Wearer

CR 1; **XP** 200

LN; Medium Humanoid (Elf)

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Fighter 1	Fighter 6	Fighter 10	Fighter 14
SIZE / ALN	Medium LN Elf (High)	Medium LN Elf (High)	Medium LN Elf (High)	Medium LN Elf (High)
HP	9	33	64	113
ARMOR CLASS	16	17	19	20
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 12 (+1) DEX 13 (+1) CON 16 (+3) INT 18 (+6) WIS 8 (+1) CHA 7 (-2)	STR 12 (+1) DEX 13 (+1) CON 16 (+3) INT 20 (+8) WIS 8 (+2) CHA 7 (-2)	STR 12 (+1) DEX 13 (+1) CON 18 (+4) INT 20 (+9) WIS 8 (+3) CHA 7 (-2)	STR 12 (+1) DEX 13 (+1) CON 20 (+5) INT 20 (+10) WIS 8 (+4) CHA 7 (-2)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 10	Passive Perception 11	Passive Perception 12	Passive Perception 13
LANGUAGES	Common, Dwarvish, Elvish			
ATTACKS	**Melee** Scimitar +7 (1d6+5) **Melee** Shortsword +7 (1d6+5) **Melee** Dagger +7 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+5); 60 ft.': +7 (1d4+5)	**Melee** +1 Scimitar +9/+9 (1d6+6) **Melee** +1 Shortsword +9 (1d6+6) **Melee** Dagger +8/+8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	**Melee** +2 Scimitar +11/+11 (1d6+7) **Melee** +2 Shortsword +11 (1d6+7) **Melee** Dagger +9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Melee** +3 Scimitar +13/+13/+13 (1d6+8) **Melee** +3 Shortsword +13 (1d6+8) **Melee** Dagger +10/+10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Fighting Style, Second Wind, Two-Weapon Fighting	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Two-Weapon Fighting	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Two-Weapon Fighting	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Two-Weapon Fighting
Spell-casting	-	-	-	-
Equipment	Scimitar; shortsword; leather armor; dagger	+1 Scimitar; +1 shortsword; studded leather armor; dagger	+2 Scimitar; +2 shortsword; +1 studded leather armor; dagger	+3 Scimitar; +3 shortsword; +2 studded leather armor; dagger

Special Abilities

Ability Score Increase Your Dexterity score increases by 2.

Ability Score Increase Your Intelligence score increases by 1.

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Additional Fighting Style At 10th level, you can choose a second option from the Fighting Style class feature.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Fighting Style You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Martial Archetype At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The Champion archetype is detailed at the end of the class description; see the Player's Handbook for information on other martial archetypes. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +4.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Two-Weapon Fighting When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Brittle Barding

📘 Brittle Barding (armor)

Value:
❌ 1,800 gp / ❌ 4,100 gp / ❌ 7,250 gp / ❌ 12,500 gp

Weight varies; **Materials** leather, steel, bone; **Nature** magical; **Aura** faint transmutation; **Slot** armor (horse/animal)

CL: ❌ 4th / ❌ 8th / ❌ 12th / ❌ 16th

Effect Summary:

❌ **+2** armor bonus; **30** lbs; **max dex bonus** +6; **armor check penalty** 0; **max speed** 30'/20'; **5** hits of durability; **1d4** piercing and slashing damage on attacker per hit

❌ **+4** armor bonus; **80** lbs; **max dex bonus** +5; **armor check penalty** -2; **max speed** 20'/15'; **10** hits of durability; **1d8** piercing and slashing damage on attacker per hit

❌ **+6** armor bonus; **50** lbs; **max dex bonus** +3; **armor check penalty** -4; **max speed** 20'/15'; **15** hits of durability; **2d6+2** piercing and slashing damage on attacker per hit

❌ **+8** armor bonus; **110** lbs; **max dex bonus** +0; **armor check penalty** -7; **max speed** 20'/15'; **20** hits of durability; **2d8+4** piercing and slashing damage on attacker per hit

Description

This horse armor falls apart as it takes damage. Although this means it is ablative in its protection, it can be used as an asset in combat, since the armor breaks off in a manner like flying spikes.

Effect

Brittle barding is ablative; that is, as it protects against attacks, pieces of it degrade, until at some point it falls apart and no longer functions effectively in a protective manner.

The disadvantage is of course that the armor has a limited lifespan: this is called **durability** in the profiles above for shorthand.

Each time the creature wearing a set of *brittle barding* is hit by an attack that might inflict damage, it loses a point of **durability**. Durability is lost based on each attack, not on the nature, source, or amount of damage inflicted; an attack dealing 5 points of damage ablates the same durability as an attack which inflicts 50 points of damage.

In addition, note that **durability** is lost whenever a potentially damage-dealing attack hits, regardless of whether the attack actually inflicts damage. An orc swinging her greataxe at a *brittle barded* horse ablates a point of **durability** even if the orc rolls a 2 for damage and the horse happens to have **DR** 3/-.

If a spell, effect, ability, or trap hits or affects the creature wearing the *barding*, but the creature makes a **Reflex** or other save to avoid taking any damage, **durability** is still lost.

When the *barding's* **durability** is reduced to zero, it falls apart; while pieces of it may still cling to the beast, it no longer has any combat effectiveness, and ceases to provide any protection.

To the positive, however, are two factors: one, while it maintains any points of **durability**, *brittle barding* provides protection similar to normal barding armor.

Secondly, and perhaps more importantly, the pieces of armor that ablate off during an attack will inflict melee damage on enemies nearby. Each time *brittle barding* loses a point of durability, all enemies within melee range of the barded creature suffer an automatic hit of slashing and piercing damage as noted. Each enemy may attempt a **Dexterity** save with DC equal to **10,** plus the **Armor Bonus** of the barding to halve the damage received. Note that this effect occurs regardless of the source of the attack; it could be for example that a ranged attack hits a horse wearing *brittle barding*, and the two gnolls attacking it in melee would suffer the ablative damage.

Synergy & Sets

None. *Brittle barding* is a standalone item, and does not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Brittle barding is rare to find intact on a dead opponent, because it would mean that the creature wearing it failed before its own protective durability did.

That said, there are some cases where horses or more exotic

Table 20: Brittle Barding Flavors

Difficulty Band	Prefix	Armor Bonus	Weight	Max Dex Bonus	Armor Check	Durability	Attacker Damage per Hit
⊠ Low	Lesser	+2	30 lbs	+6	-0	5 hits	**1d4** piercing and slashing
⊠ Moderate	Lesser	+4	80 lbs	+5	-2	10 hits	**1d8** piercing and slashing
⊠ Advanced	Greater	+6	50 lbs	+3	-4	15 hits	**2d6+2** piercing and slashing
⊠ Elite	Greater	+8	110 lbs	+0	-7	20 hits	**2d8+4** piercing and slashing

creatures suffered a massive attack, or critical strike, and were slain before the *barding* could offer protection.

Generally speaking, *brittle barding* found "in the wild" will have **durability** remaining equal to half its maximum value, plus 🎲 **1d4**. While it carries no inscription to denote its function, brief examination of any set that does not have its full durability reveals that it has lost pieces of itself as an intentional consequence of its design.

Brand-new *brittle barding*, or sets which are at full durability, are virtually indistinguishable from typical, mundane barding until it receives strikes.

📖 At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of *brittle barding's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the armor.

Ubiquity

Brittle barding sets are uncommon, but are frequently found among barbarian cavalry, for perhaps obvious reasons.

Notoriety

Unless carefully examined, *brittle barding* is difficult to identify, particularly by those who are unaware of the item's existence. As noted above, sets at full durability appear as normal barding, and sets which have received damage simply look worn or damaged.

As a result, using a set of *brittle barding* is unlikely to cause much stir in the way of discussion or envry.

Quirks of Ownership

As the armor is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, *brittle barding* has no other quirks or impacts.

History & Background

The first set of *brittle barding* was a mistake.

A blacksmith with a sorcerer friend forged for days on end to produce a superior, magically-endowed form of armor for his horse. The barding was supposed to be harder and lighter than mundane defense, and best of all, it was intended to be easy to remove. As both friends had been around their fair share of equines, they wanted a means of protecting their hooved companions better, in a manner that would allow the armor's quick removal for evening campfires.

A noble intent, to be sure. The problem was, it didn't work... or at least, not quite the way that the pair intended.

The first set of armor the two produced looked nicely-crafted, masterwork quality. It was easy to put on and take off a beast, and was somewhat lighter in weight, though it seemed to offer no greater protection. They put it on a wooden stick-figure dummy horse, and the blacksmith swung a warhammer at it to test it out.

He lay abed for a week recovering from his injuries.

Disheartened, the pair was about to melt the product down for parts, but in telling their tale of disappointed woe to the townsfolk, a passing barbarian warrior stopped them, and offered a big sum to keep it.

A month later, he returned, asking for another set. His wild-eyed mount seemed to agree, as both were tuned to bloodshed, and this odd set of increasingly-wrecked armor seemed to be a key.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any

immediate vicinity, and *brittle barding* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a set of *brittle barding*, or as a means of introducing a plot hook into the **Quests** listed herein.

- ⌂ **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- ⌂ **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- ⌂ **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- ⌂ **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce *brittle barding* into your gaming sessions beyond simply "the slain horse appears to be wearing interesting armor", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of *brittle barding*.

Paladins & Clerics

Both these classes often rely on mounts, both to get around, as well as to take into combat. Paladins and Clerics alike would love a set of this armor as a means not only of protecting their mounts but to smite the enemy as well.

Rogues

Few rogues have use of horses, but those who do for transportation might get a kick out of the concept of attackers getting damaged when they attack the beast.

Martial Characters

Fighters, and particularly Barbarians, would love a set for their horse. Barbarians especially might even buy a horse if they don't already have one, simply to put *brittle barding* to

good use.

Arcane Classes

Although not intended for mounted combat in most cases, arcanists might nevertheless wish to be protected as they ride, and better still in a manner that damages enemies in close quarters.

Monks, Rangers, and Druids

These classes would value a set of *brittle barding* to the extent to which they ride mounts. Otherwise, they would likely sell it, or gift it to a comrade.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Last Stand

A valiant, but aged, warrior wishes to make a final journey into the badlands, reputed to be infested with nasty and vile monsters. He wishes to die fighting evil, as he did in his youth.

In order to do this, he wants to ride into battle on his trusty steed, who is similarly aged. *Brittle barding* would give the duo the advantage they need to do the most damage possible before succumbing.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve *brittle barding* from a current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Vermin Run

In a nearby gulley, a strange competition is held: ride through a trench that is typically infested with vermin of varying nature and challenge.

The contest is simple: travel from one end of the valley to the other. Whomever slays the most vermin in so doing becomes the winner, and gains the purse.

A mount equipped with *brittle barding* stands a greater chance of inflicting damage along the way.

This description serves as the basis for the **Quest** below.

Quests

Another, more thorough, means of introducing *brittle barding* is via the following Quest.

📓 This Quest may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

FlexTable 18: Brittle Barding Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Horse armor is rarely magical.	✅ **True.** Though this is somewhat unhelpful as to the nature of *brittle barding*.
18-33	31-50	26-40	41-50	12	Magical horse armor commonly protects the mount... but some offer offensive capabilities as well.	✅ **True.** This is quite vague, however.
34-50	51-70	41-65	51-55	14	Certain magical horse armor exists that not only protects the mount, but damages attackers.	✅ **True.** This is 100% accurate.
51-67	71-85	66-75	56-60	15	Retribution comes in the form of magical horse armor: those who attack the horse or its rider suffer damage from metal shrapnel from the armor as it comes apart a bit.	✅ **True.** This is close to a full description of the item's function.
68-84	86-93	76-90	61-80	11	Horse armor is never, ever magical in nature. Those sets that purport to be magic are fraudulent.	❌ **False.** *Brittle barding* is, and a host of other types besides.
85-00	94-00	91-00	81-00	15	Ghost armor protects the mount, at the expense of the rider's soul!	❌ **False.** This doesn't even quite make sense.

🏆 Quest: Vermin Run

🔗 **Summary:** The PCs have the opportunity to win a somewhat bizarre race.

🎖 **Rewards:** ❌ 5,000 gp / ❌ 10,000 gp / ❌ 15,000 gp / ❌ 25,000 gp (promised); up to ✴ **3 Reward Stars**; *brittle barding*

📍 **Locations:** Any.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

The PCs hear tell of a bizarre contest in the badlands outside of town: kill as many vermin as possible in a fixed time, and survive a journey in their midst.

Contestants must guide a mount from one end of a trench to the other, and slay encroaching vermin along the way.

Although the exact description in-game is of course more vague, contestants score one point for every **Hit Die** worth of monster slain; creatures wounded but not killed count as zero regardless of their HD.

It's perhaps a nit-pick, but those who perish en route are disqualified from inheriting the purse no matter what their score when they are slain!

Essentially, the GM introduces a constant stream of vermin monsters appropriate to, or slightly beneath, the PCs' level of challenge. It should be underscored to the party that participants regularly perish in battle.

Prior to the contest, the PCs hear of a magic item that may greatly aid them in this pursuit: a special horse armor that inflicts damage to those who attack the mount. A shady vendor approaches them and offers to give them brittle barding, on the condition that they split the winnings with her, should they succeed.

To compete, each participant puts up a certain amount of gold as their stake; the stake is forefeit unless they win. The monetary rewards described above represent the total pot. Assume 5 participants, so the PCs will have to front 1/5 of the listed reward to compete.

↳ If the party declines the offer, they receive no benefit of course, and can return to the vendor at any time to receive the *brittle barding* and for the same stakes.

↳ If the PCs compete, and survive, you may simply assume they win: they receive the entire pot, and whatever is left of the *brittle barding* after its use in the trenches. The PCs may honor their agreement with the vendor, and give her half of the pot; doing so benefits the party of ✴ **3 Reward Stars**.

↳ Winning, and reneging on their agreement with the vendor, of course incurs the vendor's wrath, but they do keep the entire winnings, and the *brittle barding,* plus ✴ **1 Reward Star** as acknowledgment of their accomplishment. That said, it is left to the GM as to further impacts story-wise from offending the vendor.

↳ If for some reason the GM decides that the party has lost the contest—perhaps they simply ran from one end

of the chasm to the other as quickly as possible, without stopping to slay vermin—they of course forefit their stake, but they do get to keep whatever is left of the *brittle barding* the vendor gave them.

This **Quest** terminates only once the PCs have won the contest; the rules stipulate that a winner cannot compete for the purse again.

If they do not compete initially, they may do so at any time later. If they compete and the GM assesses that they do not win, they may compete again; the vendor will provide a fresh set of *brittle barding* each time, and for the sake stakes.

Brittle Barding Owner

CR 1; XP 200

CN; Medium Humanoid (Half-Orc)

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Ranger 1	Ranger 6	Ranger 10	Ranger 14
SIZE / ALN	Medium TN Half-Orc	Medium TN Half-Orc	Medium TN Half-Orc	Medium TN Half-Orc
HP	10	35	63	93
ARMOR CLASS	17	20	22	23
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 20 (+7) DEX 10 (+2) CON 11 (+0) INT 9 (-1) WIS 15 (+2) CHA 10 (+0)	STR 20 (+8) DEX 12 (+4) CON 11 (+0) INT 9 (-1) WIS 15 (+2) CHA 10 (+0)	STR 20 (+9) DEX 14 (+6) CON 11 (+0) INT 9 (-1) WIS 15 (+2) CHA 10 (+0)	STR 20 (+10) DEX 14 (+7) CON 13 (+1) INT 9 (-1) WIS 15 (+2) CHA 10 (+0)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 14 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth	Passive Perception 16 Armor - Disadvantage on Stealth	Passive Perception 17 Armor - Disadvantage on Stealth
LANGUAGES	Common, Dwarvish, Giant, Halfling, Orc			
ATTACKS	**Melee** Mace +7 (1d6+5) **Melee** Lance +7 (1d12+5) **Ranged** Crossbow, Light) --> 80 ft.': +2 (1d8); 320 ft.': +2 (1d8)	**Melee** +1 Mace +9/+9 (1d6+6) **Melee** +1 Lance +9/+9 (1d12+6) **Ranged** Crossbow, Light) --> 80 ft.': +4/+4 (1d8+1); 320 ft.': +4/+4 (1d8+1)	**Melee** +2 Mace +11/+11 (1d6+7) **Melee** +2 Lance +11/+11 (1d12+7) **Ranged** Crossbow, Light) --> 80 ft.': +6/+6 (1d8+2); 320 ft.': +6/+6 (1d8+2)	**Melee** +3 Mace +13/+13 (1d6+8) **Melee** +3 Lance +13/+13 (1d12+7) **Ranged** Crossbow, Light) --> 80 ft.': +7/+7 (1d8+2); 320 ft.': +7/+7 (1d8+2)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	⊠ **Low**	⊠ **Moderate**	⊠ **Advanced**	⊠ **Elite**
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Favored Enemy, Natural Explorer, Beasts, Forest	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Colossus Slayer, Extra Attack, Favored Enemy, Fighting Style, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Defense, Aberrations, Beasts, Forest, Grassland	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Colossus Slayer, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Defense, Aberrations, Beasts, Forest, Grassland, Mountain	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Colossus Slayer, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Vanish, Volley, Defense, Aberrations, Beasts, Monstrosities, Forest, Grassland, Mountain
SPELL-CASTING	-	**Save DC 13; Spell Atk +5** **2nd:** *barkskin; lesser restoration* **1st:** *alarm; cure wounds; fog cloud; jump*	**Save DC 14; Spell Atk +6** **3rd:** *water breathing; wind wall* **2nd:** *barkskin; find traps; lesser restoration* **1st:** *alarm; cure wounds; fog cloud; jump*	**Save DC 15; Spell Atk +7** **4th:** *stoneskin* **3rd:** *nondetection; water breathing; wind wall* **2nd:** *barkskin; find traps; lesser restoration* **1st:** *alarm; cure wounds; fog cloud; jump*
EQUIPMENT	Mace; half-plate armor; shield; light crossbow; crossbow bolts (20x); lance	*+1 Mace; +1 half-plate armor;* shield; light crossbow; crossbow bolts (20x); *+1 lance*	*+2 Mace; +2 half-plate armor;* shield; light crossbow; crossbow bolts (20x); *+2 lance*	*+3 Mace; +3 half-plate armor;* shield; light crossbow; crossbow bolts (20x); *+3 lance*

SPECIAL ABILITIES

Ability Score Increase Your Strength score increases by 2, and your Constitution score increases by 1.

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Colossus Slayer Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Defensive Tactics At 7th level, you gain one of the following features of your choice.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Fighting Style At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through

nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Multiattack Defense When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Volley You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Aberrations Advantage on Wisdom (Survival) checks to track Aberrations, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Corset of Last Resort

📓 Corset of Last Resort (chest)

Value:
❎ 1,200 gp / ❎ 3,300 gp / ❎ 7,100 gp / ❎ 18,500 gp

Weight 8 lbs.; **Materials** leather; **Nature** magical; **Aura** strong ❎ evocation [acid, cold]; ❎ evocation [electricity]; ❎ necromancy [poison]; ❎ necromancy [death]; **Slot** chest

CL: ❎ 4th / ❎ 8th / ❎ 12th / ❎ 14th

Effect Summary:

❎ **1d3 acid** damage, **1d6 cold** damage, and **1 Strength** damage (Dexterity negates; DC 14+wearer's Dex modifier) to all creatures grappling wearer when triggered; trigger effect possible 2x/day

❎ **3d6 electricity** damage (Dexterity negates; DC 16+wearer's Dex modifier) to all creatures grappling wearer when triggered; trigger effect possible 3x/day

❎ **Poison: 1d3 Con** damage per round for 6 rounds (Constitution may negate each round; DC 18) to all creatures grappling wearer when triggered; trigger effect possible 5x/week

❎ **100** points of negative energy [death, necromancy] damage (Constitution may halve; DC 21) to all creatures grappling wearer when triggered; trigger effect possible 5x/week; this is a death effect

Description

These bustiers conceal barbed tips, which when coated in poison can be used to inject would-be assailants with paralytic enzymes or worse.

Typically used by princesses, courtesans, or merchants, they're useful in situations where typical weapons would be shunned, inappropriate, or outlawed; some adventurers also prize them as the "weapon" may be used even when one is otherwise rendered unable to move about or take action.

Corsets of last resort are predominantly worn by women; masculine versions are extremely rare, but are referred to as *girdles of last resort,* and are otherwise identical in every way.

Effect

Although the effect delivered varies from version to version, all iterations of the *corset of last resort* rely upon a subtle physical or mental command trigger to inflict a negative impact on anyone who is hapless enough to be physically connected with the wearer. The trigger, in either form, is an **immediate action**.

The physical command trigger may be a simple gyration, for example, bending to the left slightly five times in a row. A mental command might be thinking about a command word with intent. Both bring about the same effect. The design thinking here is that if the wearer is unable to think clearly, or paralyzed, but not both, he or she may still be able to trigger the effect.

However it is brought about, the effect produced will apply to every creature in physical contact with the wearer. For combat purposes, you may assume that any creature engaged in a **Grapple** with the wearer counts; depending on the circumstances, the effect may apply to others as well. Those holding the wearer's legs or arms, for example, or holding the wearer in a headlock, would also be affected, even if they are not formally in a grapple.

The effect produced by a *corset of last resort* is unaffected by any armor, clothing, accessories, or any other items worn. It can be worn underneath armor and does not change its function. For the purposes of determining who is affected by the *corset*, anyone touching the wearer or his/her worn items counts; victims need not be touching the wearer's flesh or the *corset* itself.

The effect affects only living creatures, and those to whom the described effect would normally be immune are immune to the described effect. For example, a creature immune to **poison** would receive no effect from grappling an ❎ *Advanced Corset of Last Resort* that is triggered.

The only limit to the number of creatures that may be affected by the *corset of last resort* is based on how many might physically be touching the wearer, no matter how insignificantly.

The effect produced is instantaneous. It may be triggered up to once per full round, in succession, up to the maximum frequency described. The total "charges" fully reset after the described duration, whether or not it is worn. Use frequency applies to the *corset*, not the wearer; a corset *of last resort* whose uses are exhausted can be worn by someone else, but its uses are exhausted for them as well until the recharge

Table 21: Corset of Last Resort Flavors

Difficulty Band	Prefix	Grappling Damage When Triggered	Grapple Damage Dexterity Save DC
☒ Low	Lesser	**1d3** acid, **1d6** cold, **1 Str**	**14** + wearer's Dex mod to negate
☒ Moderate	Lesser	**3d6** electricity	**16** + wearer's Dex mod to negate
☒ Advanced	Greater	**1d3 Con**/round for **6 rounds**	**18** to negate per round
☒ Elite	Greater	**100** negative energy	**21** to halve

time is elapsed.

Synergy & Sets

None. *Corsets of last resort* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Those who own *corsets of last resort* rarely wear them, except in circumstances in which they feel safety is a major concern. It's rare for someone to wear one underneath armor, for example, though it is possible. Thus the PCs are likely to come across it in a wardrobe, closet, trunk, or other protected space, if they do not encounter someone wearing it in a safety-pressed scenario.

These garments are notoriously uncomfortable, though many have been created with care as to appearance and are quite lovely. Exotic or erotic versions, those which would not look out of place at a brothel, are the most commonly-constructed variants; indeed, wearers often conduct the services of their trade while still garbed in the devices, as a just-in-case precaution.

The trigger commands are often described in **Common**, stitched in simple white thread on the interior of the garment. It is exceedingly rare for someone to give, sell, or otherwise intentionally hand over a *corset of last resort* without communicating the command triggers.

> At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *corset's* capabilities.
>
> Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item.

Ubiquity

Corsets of last resort are rare, but within appropriate professions, they can be commonplace, particularly in large cities or wealthy environments.

Well-to-do brothels, high-class courtesans, renowned bards, the noble elite, and wealthy merchants would all have the means and the "business need" to acquire these items; as a result, your campaign setting may even simply assume that most of these sorts of characters might carry at least a ☒ *Low Corset of Last Resort*.

Notoriety

It's extremely difficult to tell the true nature of a *corset of last resort* without magical means or a native ability to do so. In a way, that undetectability is part of the value of the device; were it obvious when someone had one on, its utility would diminish.

As descrbied above in **Ubiquty**, in certain circles and at certain levels, these items are commonplace. Therefore, even if someone becomes aware of a *corset* being worn by someone, it's unlikely to garner much attention other than perhaps the increased caution that such garments should be approached with in the first place.

Lower-tier people, or those outside the companionship trade, wearing these devices may generate some questions, but ultimately, these items provide safety, so it's somewhat straightforward to invent a justification for wearing one.

Quirks of Ownership

As the garment is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Corsets of last resort have no other quirks or impacts.

History & Background

Concerned courtesans may well have wanted, and even designed or conceived of, similar devices across the eons. However, it was actually a wealthy merchant who commissioned the very first *corset of last resort*. Not for his own use... but for that of his lovers.

Eventually, his invention would benefit an entire trade of oft-abused and underprotected professionals. But this merchant's initial intention was purely selfish: he did not want his favorite courtesan to suffer under the attentions or rage of other customers. This merchant was wealthy enough to engage the services of wizards, but not so wealthy that he might buy the freedom and dedicated services of the lover he frequented; and so, he contracted that a protective corset be crafted to defend his lady love when he himself was not there.

The wizards were successful in concocting a device to match the man's ambition, and indeed, it served his lover well. As the months passed, however, the lover grew in confidence and in influence in the brothel she was ensconced in; her ability to handle and refute the violent attentions of their worst customers gained her a reptutation, and the awe of several of her co-workers.

Sadly, this tale ends on a depressing note: jealous for the secret, two of her comrades conspired to tease it out of the merchant, who they seduced together. Under their pleas, he boasted of his achievement, and even told them details enough about the wizard who crafted the item that they could figure it out.

The two prostitutes pooled their savings and got the wizard to make more *corsets* for their own use. Soon, the merchant's lover discovered what had happened. She felt betrayed: she was no longer special to the merchant, and her standing in the brothel fell as the other girls were able to defend themselves in manner equal to her own.

Enfuriated and hurt, the next time the merchant paid her a visit, the lover used his own invention on him. Though she meant it as a warning, she underestimated the device's power: A somewhat frail man to begin with, he soon felt his life slipping away from the poison. Enraged, he stabbed her, and the two died together on the floor of her room.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *corset of last resort* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *corset of last resort*, or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *corset of last resort* into your gaming sessions beyond simply "the merchant queen drops a nifty-looking bodice", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *corset*.

Paladins & Clerics

Although these classes may have the greatest reason to snub those walks of life who have the greatest need of *corsets of last resort*, Good faith-based characters must nevertheless acknowledge the continual risk run by the professions involved, and the value of a protective device such as this.

Depending on their church, faith, and principles, they may even seek *corsets* out on behalf of others who have great need of them, particularly in cultures where prostitution is commonplace and accepted.

Rogues

Rogues typically wear light armor and may find themselves in social settings where a great deal of obvious defense is not always practical. They also, frankly speaking, are likely to get grabbed by guards in an attempt to detain them to answer for their crimes.

As a result, although a corset or girdle underneath studded leather may not be the most comfortable approach, wearing a *corset of last resort* can be a true life-saver for these classes, particularly for more socially-oriented characters.

Martial Characters

It's hard to imagine a fighter or barbarian wading into melee wearing defensive lingerie, but it's also true that these classes commonly find themselves in close quarters with those who mean them harm. Note, especially, that the *corset's* effects apply to any living creature touching the wearer... which includes nasty creatures with tentacles and the like.

Arcane Classes

Wizards and other arcanists make do with very little armor, and typically avoid melee if possible. Thus, any additional protection can be of immense value.

Monks, Rangers, and Druids

These classes, particularly Monks, can often find themselves in close-quarters combat. A little extra defensive ability can go a long way, even if it's not employed in quite the context

FlexTable 19: *Corset of Last Resort Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	A device called a "prostitute's garb" provides protection from unwanted attacks.	✅ **True.** This is a bit vague, but it the intent of the item.
18-33	31-50	26-40	41-50	12	Wealthy heiresses walk about without fear thanks to a protective undergarment.	✅ **True.** This is quite vague, however.
34-50	51-70	41-65	51-55	16	From the noble to the mercantile elite to the courtesan, all might benefit from a protective undergarment whose powers may be triggered via thought or gyration to avoid unwanted attention.	✅ **True.** This is 100% accurate.
51-67	71-85	66-75	56-60	15	A *corset of last resort* was crafted by wizards for use in brothels; it allows the wearer to damage those who would attack or otherwise foist unwanted advances.	✅ **True.** This is close to a full description of the item's function.
68-84	86-93	76-90	61-80	11	Forged by a lustful necromancer, a darkly-powered corset gives new life to the beautiful fallen.	❌ **False.** And this sounds like a deeply creepy device.
85-00	94-00	91-00	81-00	13	Only the most beautiful might don a special girdle that saps the life force from those with whom they couple.	❌ **False.** This does sound like another type of not-so-dissimilar device, however.

that its inventor originally intended!

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Merchant Princess

A wealthy merchant commissions the party to obtain a corset of last resort for his teenage daughter, who is planning to go on a long trip. Fearing for her saftey, the merchant wishes her to have every conceivable defense, even if it does admit to certain intimidate possibilities of his rapidly-growing-up offspring.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve a *corset of last resort* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Dire Courtesan

A particularly attractive courtesan is said to be able to quell even the most violent of clients. The PCs are contacted by another, less popular prostitute; she asks them to discover the courtesan's secret, so that she might enjoy similar

protection in her trade.

This scenario forms the basis for the **Quest** below.

Quests

Another, more thorough, means of introducing the *corset of last resort* is via the following Quest.

📖 This Quest may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Dire Courtesan

🔗 **Summary:** The party is beseeched by an impoverished prostitute to discover the secret to her co-worker's success.

🏆 **Rewards:** ✖ 500 gp / ✖ 2,500 gp / ✖ 7,500 gp / ✖ 12,500 gp (promised); up to ✴ **3 Reward Stars**; *corset of last resort*

📍 **Locations:** Any.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

A less-than-stellar prostitute approaches the party. She offers her entire life savings if they would simply discover the secret behind her co-worker's success.

The well-to-do courtesan seems to be able to placate even the toughest, most violent customer; she leverages this

reputation to charge the highest rates of the brothel at which they both work.

The PC's would-be employer cannot figure out what makes this courtesan so special: objectively, she claims, the woman is hardly much more beautiful than herself, and from candid conversations with the other ladies and from clients the two of them share, there doesn't seem to be anything special about the services she provides.

Therefore, the jealous prostitute reasons, there must be magic afoot. Some device, some spell, or some ritual, that the courtesan employs, to so threaten the burliest of men.

To uncover the secret, the PCs are left to their own devices.

One option is to **Intimidate** the courtesan. This is harder than it may seem; although essentially a level one **Commoner**, the courtesan enjoys a +10 competence bonus to all skill checks related to uncovering her secret. If the PCs are successful, however, the woman will reveal her tool, at which point her competence bonus is reduced to **+5**. A second successful check will get her to reveal the wizard from whom she commissioned the *corset of last resort*; a third success will get her to simply hand her own *corset* over to the PCs. In any of these scenarios, the PCs get the cash reward from the prostitute who employed them. If they are successful in the skill checks, they receive one **Reward Star** for each success level, up to **3**.

The PCs may instead fight the courtesan. Although the battle may be over quickly, and in favor of the party, they will then have to deal with the social and criminal implications of slaying the most popular worker in a successful, large brothel; guards aplenty will ensue, and a hefty fine and criminal penalty will be invovled at minimum. It is left to the GM to determine further story implications, as well. If the party slays the courtesan, they will discover her *corset*, which bears a description of the activation triggers inscribed in white thread on the black leather interior; if they escape the murder scene and all its implications, they may return the item to the hiring prostitute, for the cash reward and **1 Reward Star**—the latter only if such action is in keeping with their character.

Crafty PCs may question other workers at the establishment, and/or the courtesan's workers, to get more information before confronting the woman herself. Successful **Wisdom (Insight), Charisma (Persuasion),** or **Intimidate** skill checks will confirm that there is truly nothing obviously special about the courtesan, and that her clients walk away satisfied, but not particularly enthused in a way beyond they are after similar experiences. The PCs may use this information to partially negate the social-skill-check competence bonus the courtesan receives; all of her bonuses are halved, rounded down, in the skill check scenario described above.

Finally, the PCs may attempt to steal the corset. This is very difficult indeed, as the courtesan typically sleeps while wearing it! She must occasionally shower, however; while she is so doing, a **Stealth** check at DC 14 / 16 / 20 / 23 will nick the *corset* without her detecting. Returning the pilfered item to the hiring prostitute generates the full cash reward, plus

3 Reward Stars.

This **Quest** terminates if the mystery is discovered and communicated back to the hiring prostitute, or if the *corset* is stolen and/or retrieved from the corpse of the courtesan.

Corset of Last Resort Wearer

CR 1; XP 200

TN; Medium Humanoid (Half-Elf)

	⊠ **Low**	⊠ **Moderate**	⊠ **Advanced**	⊠ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
SIZE / ALN	Medium TN Half-Elf	Medium TN Half-Elf	Medium TN Half-Elf	Medium TN Half-Elf
HP	9	37	74	96
ARMOR CLASS	13	14	16	18
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 8 (-1) DEX 15 (+4) CON 12 (+1) INT 9 (+1) WIS 13 (+1) CHA 18 (+4)	STR 8 (-1) DEX 15 (+5) CON 12 (+1) INT 9 (+2) WIS 13 (+1) CHA 20 (+5)	STR 8 (-1) DEX 17 (+7) CON 14 (+2) INT 9 (+3) WIS 13 (+1) CHA 20 (+5)	STR 8 (-1) DEX 19 (+9) CON 14 (+2) INT 9 (+4) WIS 13 (+1) CHA 20 (+5)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 13 Armor - Disadvantage on Stealth +4 Thieves' Tools	Passive Perception 17 Armor - Disadvantage on Stealth +6 Thieves' Tools	Passive Perception 19 Armor - Disadvantage on Stealth +8 Thieves' Tools	Passive Perception 21 Armor - Disadvantage on Stealth +10 Thieves' Tools
LANGUAGES	Common, Dwarvish, Elvish			
ATTACKS	**Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Ranged** Sling) --> 30 ft.': -2 (1d4+2); 120 ft.': -2 (1d4+2)	**Melee** *+1 Dagger* +6 (1d4+3) **Ranged** *+1 Dagger* (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Ranged** Sling) --> 30 ft.': -1 (1d4+2); 120 ft.': -2 (1d4+2)	**Melee** *+2 Dagger* +9 (1d4+5) **Ranged** *+2 Dagger* (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Ranged** Sling) --> 30 ft.': +1 (1d4+3); 120 ft.': +1 (1d4+3)	**Melee** *+3 Dagger* +12 (1d4+7) **Ranged** *+3 Dagger* (Thrown) 20 ft.': +12 (1d4+7); 60 ft.': +12 (1d4+7) **Ranged** Sling) --> 30 ft.': +3 (1d4+4); 120 ft.': +3 (1d4+4)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Expertise, Sneak Attack, Thieves' Cant	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spellcasting	-	-	-	-
Equipment	Dagger; sling; sling bullets (20x); padded armor	*+1 Dagger;* sling; sling bullets (20x); *+1 padded armor*	*+2 Dagger;* sling; sling bullets (20x); *+2 padded armor*	*+3 Dagger;* sling; sling bullets (20x); *+3 padded armor*

Special Abilities

Ability Score Increase Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Skill Versatility You gain proficiency in two skills of your choice.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 4.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Corsetshield Armor

📘 Corsetshield Armor (armor)

Value:
❌ 1,850 gp / ❌ 4,300 gp / ❌ 12,500 gp / ❌ 19,000 gp

Weight 12 lbs.; **Materials** leather; **Nature** magical; **Aura** moderate transmutation; **Slot** armor

CL: ❌ 4th / ❌ 8th / ❌ 12th / ❌ 16th

Effect Summary:

- ❌ +2 armor bonus to AC; 30 min/day total duration
- ❌ +4 armor bonus to AC, 60 min/day total duration
- ❌ +6 natural armor bonus to AC, 120 min/day total duration
- ❌ +4 enhancement bonus to **Strength, Dexterity**, and **Constitution**, +6 natural armor bonus to AC, **+5** competence bonus to **Constitution** saves; 240 min/day total duration

Description

In appearance, a simple corset, these suits of leather armor are imbued with a slight deflection magic, rendering it substantially more formidable than it might appear. Favored by entertainers, courtesans, and sexworkers who dwell in dangerous environments, this armor allows flexibility and comfort in combat in addition to its visual impact. Bards, rogues, and other performers prize these outfits, which are often handed down from actor to actor in a troupe or caravan.

Versions of this crafted for men are called *girdleshield armor*, with similar design and effect.

Effect

Corsetshield armor is constructed for a singular purpose: provide as-needed defensive protection against physical attacks in a manner that does not draw unwanted suspicion, and does not interfere unduly with other more mundane activities.

At any time, as an immediate action, the wearer may activate the *armor's* effect via a physical command that does not require the use of hands, typically a gyration or repeated motion of the torso. For most iterations, this involves a simple, physical enhancement to armor; ❌ **Elite** versions also grant bonuses to saves and ability scores as listed.

The effect granted activates instantaneously, and may be activated as a response to an attack during another creature's turn so long as the wearer is aware of the attack—as a general rule, any circumstance under which the wearer is considered surprised would rule out a reasonable activation of *corsetshield armor*.

A subsequent repetition of the activation movement will de-activate the effect. Each set of *corsetshield armor* may be used up to a certain total duration per day, as listed; the minutes alloted will "reset" 24 hours after the first use, whether the wearer or anyone else is wearing the garment or not. A set of *corsetshield armor* "tracks" or retains its number of minutes remaining in its daily use; it is not applied to each wearer separately. Thus, someone who has used ❌ *Low Corsetshield Armor* for 10 minutes may give it to someone else, but when that second person dons it, the *armor* will have only 20 minutes of daily use remaining.

Corsetshield armor may be worn with any normal armor, and does not interfere with or otherwise affect armor's effect; similarly, traditional armor worn with *corsetshield armor* does not impede the item's use (though in practice, typically traditional armor worn will grant at least as beneficial an armor bonus as the magic corset will).

Synergy & Sets

None. *Corsetshield armor* sets are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Depending on circumstances, *corsetshield armor* may be discovered on the body of a fallen person, or in someone's closet. They are rarely sold in stores, as typically, a given set of *corsetshield armor* is commissioned by and for a specific individual; thereafter, if the buyer has no further use for the garment, they tend to be either gifted, bartered, or given as gifts from individual to individual rather than sold in a general store sort of manner.

As the activation trigger is a physical movement, it is rarely embroidered or otherwise described in the device itself; rather, such information is usually passed on from one

Table 22: Corsetshield Armor Flavors

Difficulty Band	Prefix	AC Bonus	Duration Usable	Other Effects
✉ Low	Lesser	+2 armor	30 min/day	-
✉ Moderate	Lesser	+4 armor	60 min/day	-
✉ Advanced	Greater	+6 natural armor	120 min/day	-
✉ Elite	Greater	+6 natural armor	240 min/day	+4 enhancement bonus to **Str, Dex, Con**; +5 competence bonus to **Fort** saves

owner to the next.

📱 At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *corsetshield armor's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the *corsetshield armor*.

Ubiquity

Corsetshield armor sets are rare. Those needing consistent physical protection usually opt for traditional armor; those needing discreet protection might opt for protective bracers.

Corsetshield armor splits a nice, but niche, difference between the two approaches, and therefore is usually found in rough-and-tumble brothels, or for traveling merchant princesses or royalty.

Notoriety

Part of the intent of *corsetshield armor* is a difficulty in detection. It varies broadly in design and appearance, but typically looks just like a normal set of undergarments, or a particularly well-crafted girdle, brace, boning, or other structured underbodice.

As such, it's difficult for onlookers to detect, even if they are aware of the device's existence. Those who by some manner successfully intuit the item's presence would likely be unsurprised at its use, employed such as it is by those in want of not-so-obvious protection.

Quirks of Ownership

As the item is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

A set of *corsetshield armor* therefore has no quirks or impacts.

History & Background

First commissioned by a wealthy merchant, *corsetshield armor* was meant as a means of protecting beautiful slaves in transit to buyers via caravans.

The device's success was soon noted, however, and swiftly reproduced for other customers; the merchant who first invented it ended up divesting himself of the slave trade in favor of supplying brothels with protective gear.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *corsetshield armor* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing *corsetshield armor,* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an

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unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a set of *corsetshield armor* into your gaming sessions beyond simply "the madame drops a nifty-looking undergarment", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of *corsetshield armor.*

Paladins & Clerics

Although typically found among the wealthy or lowly, those in faith-based activities might well benefit from a set of this protective gear as well.

A Paladin or Cleric might therefore set forth to gain *corsetshield armor* in order that priests or acolytes might benefit from its effects.

Rogues

Socially-leaning Rogues, and Bards in particular, might find themselves in circumstances where traditional armor is frowned upon.

Less-obvious protection, therefore, might be welcomed as a bit more prudent of an option.

Martial Characters

Nearly all martial classes will certainly be wearing protection that is much more capable than what *corsetshield armor* might offer.

However, *corsetshield armor* has the benefit of being able to be worn to bed without adverse effects; in addition, Elite versions provide welcome bonuses outside of simple armor.

Arcane Classes

Corsetshield armor is of particular value to arcanists, as their need for protection is (or at least, should be!) very time-limited, and the garment may be worn with no adverse effects to casting capabilities.

Monks, Rangers, and Druids

These classes are limited in their choice of armor, and generally value mobility and flexibility—therefore, *corsetshield armor* may well appeal to them. However, the limited duration of the item's abilities may nix its ultimate value for such classes depending on their approach to combat.

General Hooks

These hooks are not linked directly to any particular race,

class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Arcanist Pest in the Tavern

A local wizard has become something of a pest, drunkenly demanding tribute lest he lose his temper and let lose with dark powers.

Thus far, taverns and their patrons have viewed it as less of a bother to toss a few silvers his way than to deal with him as a true threat, but rumors have circulated that others who stood their ground found him surprisingly difficult to battle in hand-to-hand combat.

They speak of physical protections that far outstrip protective robes, and in a manner that make protective spells impossible. The PCs are tasked with discovering the wizard's source of power, and defeating him.

This forms the basis of the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve a set of *corsetshield armor* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Quests

Another, more thorough, means of introducing a set of *corsetshield armor* is via the following Quest.

📖 This Quest may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Wizard Pest

🔗 **Summary:** The PCs are contracted to defeat an abusive, bullying local wizard, discovering the source of his protective power if they can in so doing.

🎖 **Rewards:** ✖ 1,400 gp / ✖ 4,200 gp / ✖ 11,000 gp / ✖ 17,500 gp (promised); up to ✦ **2 Reward Stars**; *corsetshield armor*

📍 **Locations:** Any.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

As part of their stop at a local tavern, the PCs hear of a local nuisance whose bullying ways have grown more and more abrasive, to the point where the inn's regulars have banded together, pooled their money, and are ready to commission a group of adventurers to help solve their problem.

They offer a cash reward if the PCs will eliminate the threat: a disheveled, drunken wizard will occasionally stumble into

FlexTable 20: *Corsetshield Armor Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Protective undergarments are a must for the wealthy and lowly alike.	✅ **True.** Though this is terribly vague, and doesn't even specifically apply to any magical item.
18-33	31-50	26-40	41-50	12	Magical vestments allow for some physical protection even though they appear mundane.	✅ **True.** This is quite vague, however, and could apply accurately to a number of different classes of magical items.
34-50	51-70	41-65	51-55	16	A corset exists that was designed to protect the wearer even though she is not visibly wearing armor.	✅ **True.** This is 100% accurate.
51-67	71-85	66-75	56-60	15	A certain undergarment has been designed to provide on-demand, as-needed protection against physical attacks.	✅ **True.** This is close to a full description of the item's function.
68-84	86-93	76-90	61-80	11	Although purportively protective, a certain girdle will instead constrict when struck in melee combat, gradually asphyxiating the wearer.	❌ **False.** Though this does sound like a cursed version of *corsetshield armor*.
85-00	94-00	91-00	81-00	13	Some cursed girdles are sold as items that will protect, but will instead attract attacks, making it easier for the wearer to be struck in combat by an enemy of friend alike!	❌ **False.** While technically, this statement may be true, it in no way applies to *corsetshield armor*.

the tavern's greatroom, demanding tribute, and threatening retribution and dark powers if his demands are not met.

Few here have thought twice of tossing a few silver coins his way, but of late, his visits have become more frequent, and the rate of his demand has escalated, making it more of a true threat than an inebriated curiosity.

Worse still, a few patrons have heard tell of a tavern miles away who called the wizard's Charisma (Deception), standing their ground and refusing to pay his tribute. They found the resulting combat to be brutal and deadly; the wizard himself was much more challenging to attack than his simple, tattered robes might suggest.

If the PCs can discover the source of the man's protective power, so much the better; but the core goal here is to make the threats and possible attacks stop.

To meet with the wizard, the PCs may simply frequent taverns in town; sooner or later the man will show up. Alternately, they might stake out an establishment, seeking to protect those within from any armed conflict that might ensue, and intercepting the wizard en route.

⤴ If the PCs decide to ignore the plea, the GM may consider introducing the wizard immediately: he barges in as the PCs are in the process of declining the offer, or of leaving. Now forced to deal with him, the other options below become newly available.

⤴ If the PCs are able to slay the wizard, they will discover that he wears a *corsetshield girdle*; he will activate its powers immediately upon being attacked, and will not extinguish its effect until he is slain or until he gains a safe position. As a result, the device may be exhausted of its allotted defense for the day. If successful, the PCs will benefit from the monetary reward promised, get to keep the *girdle*, and also gain ☀ **1 Reward Star.**

⤴ The party might be able to intercept the wizard on his way into a tavern, and then either threaten or fight him in isolation. The man is drunk, both literally on wine, and figuratively on his power to cajole; threatening him or trying to convince him is unlikely to succeed. The wizard receives a **+8 circumstance** bonus to all ⚠ **social-skills checks** and opposed checks. If the party is successful in talking him down, however, the man will agree to stop his bullying; upon informing the tavern patrons of this success, the PCs benefit from the money and ☀ **2 Reward Stars**; the wizard's *girdleshield armor* is of course not discovered.

⤴ In the best-case scenario, the PCs are able to accost the wizard en route, convince him to stop his attacks... and then, further press as to the source of his power. Once he has agreed to stop his harassment, he sobers up a bit, and loses his skill bonus to opposed checks. However, if the PCs fail any check to get him to tell them about the *girdleshield armor*, the wizard will immediately attack the party. If the PCs are successful in this further check to get him to admit the source of his abilities, the wizard will hand the *girdleshield armor* over to them as a final benefit.

This Quest terminates when the wizard is slain, or agrees to

stop his attacks.

Corsetshield Armor Wearer

CR 1; XP 200

CN; Medium Humanoid (Rogue)

	⚔ **Low**	⚔ **Moderate**	⚔ **Advanced**	⚔ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
SIZE / ALN	Medium CN Rogue	Medium CN Rogue	Medium CN Rogue	Medium CN Rogue
HP	7	26	39	72
ARMOR CLASS	16	18	19	20
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 13 (+1) DEX 19 (+6) CON 9 (-1) INT 13 (+3) WIS 8 (-1) CHA 15 (+2)	STR 13 (+1) DEX 20 (+8) CON 9 (-1) INT 13 (+4) WIS 8 (-1) CHA 16 (+3)	STR 13 (+1) DEX 20 (+9) CON 9 (-1) INT 13 (+5) WIS 8 (-1) CHA 20 (+5)	STR 13 (+1) DEX 20 (+10) CON 11 (+0) INT 13 (+6) WIS 8 (-1) CHA 20 (+5)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 9 +4 Thieves' Tools	Passive Perception 9 +6 Thieves' Tools	Passive Perception 9 +8 Thieves' Tools	Passive Perception 9 +10 Thieves' Tools
LANGUAGES	Common, Halfling			
ATTACKS	**Melee** Rapier +6 (1d8+4) **Melee** Shortsword +6 (1d6+4) **Ranged** Shortbow) --> 30 ft.': +6 (1d6+4); 120 ft.': +6 (1d6+4) **Melee** Dagger +6 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4)	**Melee** +1 Rapier +9 (1d8+6) **Melee** +1 Shortsword +9 (1d6+6) **Ranged** Shortbow) --> 30 ft.': +6 (1d6+4); 120 ft.': +6 (1d6+4) **Melee** Dagger +8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+5); 60 ft.': +8 (1d4+5)	**Melee** +2 Rapier +11 (1d8+7) **Melee** +2 Shortsword +11 (1d6+7) **Ranged** Shortbow) --> 30 ft.': +9 (1d6+5); 120 ft.': +9 (1d6+5) **Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5)	**Melee** +3 Rapier +13 (1d8+8) **Melee** +3 Shortsword +13 (1d6+8) **Ranged** Shortbow) --> 30 ft.': +10 (1d6+5); 120 ft.': +10 (1d6+5) **Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
SPECIAL QUALITIES	Ability Score Increase, Languages, Expertise, Sneak Attack, Thieves' Cant	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Languages, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
SPELL-CASTING	-	-	-	-
EQUIPMENT	Rapier; shortsword; studded leather armor; dagger; shortbow; arrows (20x)	+1 Rapier; +1 shortsword; +1 studded leather armor; dagger; shortbow; arrows (20x)	+2 Rapier; +2 shortsword; +2 studded leather armor; dagger; shortbow; arrows (20x)	+3 Rapier; +3 shortsword; +3 studded leather armor; dagger; shortbow; arrows (20x)

SPECIAL ABILITIES

Ability Score Increase Your ability scores each increase by 1.

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Ability Score Improvement When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Corvanni Shouldergarb

📓 Corvanni Shouldergarb (shoulders)

Value:
✖ 1,800 gp / ✖ 4,600 gp / ✖ 8,950 gp / ✖ 17,500 gp

Weight 8 lbs.; **Materials** leather; **Nature** magical; **Aura** moderate divination, abjuration, conjuration (creation) [force]; **Slot** shoulders

CL: ✖ 4th / ✖ 8th / ✖ 12th / ✖ 18th

Effect Summary:

✖ **+2** armor bonus to AC when surprised

✖ **+2** armor and **+2 luck** bonus to AC when surprised

✖ **+4** armor and **+2 luck** bonus to AC when surprised; *gaseous form* 3x/day

✖ **+4** armor and **+2 luck** bonus to AC when surprised; *gaseous form* 3x/day; **+2 insight** bonus to Dexterity saves

Description

This leather armature sits over clothing or light armor. It provides protection against sneak attacks and any scenario in which the wearer is surprised or caught by surprise.

Most magical versions also grant bonuses to armor; some rare iterations even convey a deflection or luck bonuses as well.

other specific equipment.

Effect

Lower-tier iterations of these items only confer bonuses when the wearer is caught off-guard, adding a form of intuition and prescience to potential attacks and traps.

Whenever the wearer is surprised or otherwise considered to be surprised, *corvanni shouldergarb* confers bonuses to AC as described. This effect is automatic, requires no activation from the wearer, and indeed cannot be surprised.

In addition to this common ability, ✖ **Advanced** and ✖ **Elite** versions grant the user the ability to use gaseous form as a spell-like ability as described. Activating this ability requires a physical command; typically this is a series of taps or slaps on the garment in a predefined pattern. The usage resets 24 hours after the first usage is depleted, whether someone is wearing the item or not; the number of uses remaining persists from wearer to wearer.

Finally, ✖ *Elite Corvanni Shouldergarb* also grants an **insight** bonus to **Dexteri**ty saves as described. Note that this bonus occurs consistently, regardless of circumstances; it does not require the wearer to be surprised in order to benefit.

Corvanni shouldergarb may be worn in addition to any kind of armor. It is not affected by worn armor, and in turn it does not impact the use of armor.

Discovery

Most *corvanni shouldergarb* will be discovered in the field of battle, on slain **Druid Enclave** warriors.

Commonly, too, they will be gifted to newly-minted or newly-promoted military or social elites.

In rare circumstance, they might be loaned out to an outsider, but only as a very special token of deep appreciation, or as a temporary means of executing a formidable task.

The physical gesture required to activate the spell-like abilities of ✖ **Advanced** and ✖ **Elite** versions are rarely documented on the item itself; this information must be passed on from one owner to the next.

💾 At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *corvanni shouldergarb's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the *corvanni shouldergarb*.

Synergy & Sets

None. *Corvanni shouldergarb* are standalone items, and do not gain further benefit or effects from use alongside any

Ubiquity

Corvanni shouldergarb is exceedingly rare outside of the

Table 23: Corvanni Shouldergarb Flavors

Difficulty Band	Prefix	FF Armor Bonus	FF Luck AC Bonus	Other Abilities & Bonuses
✉ Low	Lesser	+2	-	-
✉ Moderate	Lesser	+2	+2	-
✉ Advanced	Greater	+4	+2	*gaseous form* 3x/day
✉ Elite	Greater	+4	+2	*gaseous form* 3x/day; **+2 insight** bonus to **Reflex**

context of the **Druid Enclave**.

Within, however, they are common for social and militant elites, and slightly less so among the mercantile class.

Notoriety

These items are far from pretentious, but exhibit a definite flair and style of design. As a result, they are easy to spot when worn, for those familiar with their existence.

Outside military or sociopolitical leadership representing the **Druid Enclave**, *corvanni shouldergarb* is incredibly rare; wearing the garment outside these circumstances will definitely garner attention and possibly questioning.

Within the **Druid Enclave** itself and its surrounding environs, it's even possible that a non-**Druid**, non-**Ranger** wearing a set might be detained for formal interrogation.

🗔 In game terms, owning a set of *corvanni shouldergarb* could be a lightning rod for subsequent Quests or plotlines involving the item, or a means of introducing the **Druid Enclave** in a somewhat forced, but at least connected, manner.

Quirks of Ownership

As the item is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a set of *corvanni shouldergarb* has no other quirks or impacts.

History & Background

These items were created by druids and wizards in a deep alliance that goes back centuries, as a means of protecting the warriors that defended the woodland realm.

Although the design itself is fairly straightforward, few outside the intended context have replicated the item, fearful that such an approach might gain unwanted attention from those who first crafted them.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, with no penalty, as *corvanni shouldergarb* is somewhat location-dependent.

Anyone attempting to use **Knowledge (Local)**, when it applies to any environment near to the **Druid Enclave** of **Aquilae**, receives a **+6 competence** bonus to 💬 **Rumors & Lore** checks related to *corvanni shouldergarb*.

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a set of *corvanni shouldergarb*, or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a set of *corvanni shouldergarb* into your gaming sessions beyond simply "the antipaladin drops a nifty-looking set of shoulderpads", here are some ideas.

Of course, as a GM, you are by no means bound to selecting

from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of *corvanni shouldergarb*.

Paladins & Clerics

Foreknowledge is at the forefront of values for such classes. As a result, possessing *corvanni shouldergarb* would be not only a tactical benefit, but one easily morally justified.

Rogues

In ideal circumstances, **Rogues** are the ones catching others by surprise, not vice versa... still, accidents happen, and it's possible that *corvanni shouldergarb* could come in quite handy, though it likely clashes a bit with the typical **Bard** and **Rogue** garb.

Martial Characters

These items would complement traditional armor worn by these classes quite well, and easily; a nice little boost to surprisedness is always well appreciated.

Arcane Classes

Wizards typically have no armor to mount these items onto, but still, *corvanni shouldergarb* could be pinned to robes or other garments, providing protection against the all-too-likely circumstance of being caught by surprise.

Monks, Rangers, and Druids

These classes in particular would love a set of *corvanni shouldergarb*, although it may look a bit ostentatious for most of these types.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Among the Stalkers

The PCs are tasked with tailing someone late at night. Trouble is, their mark is rumored to be trafficking in black markets, meaning that following such a person would almost certainly lead to walking down dark corridors frequented by assassins, theives, and all manner of rogues. *Corvanni shouldergarb* might be just the ticket to help out in such a circumstance.

This forms the basis for the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve a set of *corvanni shouldergarb* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Quests

Another, more thorough, means of introducing *corvanni shouldergarb* is via the following Quest.

📖 This Quest may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Who Follows the Followers

🔀 **Summary:** Commissioned to ascertain the patterns of a suspicious friend, the PCs are themselves stalked in the alleys of town by denizens unknown.

🎖 **Rewards:** ❌ 1,700 gp / ❌ 3,900 gp / ❌ 7,150 gp / ❌ 13,200 gp (promised); up to ✴ **2 Reward Stars**; *corvanni shouldergarb*

📍 **Locations:** Any urban.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

The PCs are asked to follow someone, and to figure out where they go at night.

Who this someone is, why the PCs are being asked, and what is at stake is a function of your gaming environment, and the campaign setting's Factions. Perhaps the party's Paladin is at church, and is asked to follow a suspicious penitent. Or maybe the Rogue is chatting folks up in the marketplace, and is asked to figure out where the creepy-looking errand boy gets to on his time off. It could also be a more commonplace, less Faction-oriented hook: an innkeeper could simply ask the party to figure out where his cook goes at night and comes back red-eyed and exhausted the next morning.

Similarly, the mark could turn out to do pretty much anything. Perhaps they simply suffer from insomnia, and, for want of sleep the next morning, seem suspicious as they stumble about their day. Or maybe they have a gambling habit, able to be satisfied only in the city's nether regions. Speaking of nether regions, it could be that the target has an addiction to a nearby brothel. Or a fancy for a particular variety of tart, fresh from the oven, which she pilfers from the bakery every night at midnight. And so on.

The exact nature of the mission's target, and what that person does indeed get up to at night, are left intentionally flexible in service to the circumstances of your campaign setting.

For the purposes of this Quest, the important element is this: the target ventures into alleys and areas of the city known to harbor thieves, rapists, and other criminal elements.

And yet, the target is able to nimbly avoid all manner of trap, ambush, and other surprise. Keen-eyed PCs will note that the person they are following wears a peculiar

FlexTable 21: Corvanni Shouldergarb Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	There exists a garment that provides enhanced intuition.	✅ **True.** Very vague, though; it's not even clear what sort of item is being referenced here.
18-33	31-50	26-40	41-50	12	A magical shoulderpiece allows those fearful of assault to travel with a second sense of what might occur.	✅ **True.** A little closer to the full truth.
34-50	51-70	41-65	51-55	16	Forged from leather and metalworks of the deep forest, magic shoulderpieces grant druid and ranger warriors enhanced abilities.	✅ **True.** This is 100% accurate, but still a bit vague as to what abilities are being granted.
51-67	71-85	66-75	56-60	15	Magic spaulders grant enhanced protective abilities when the wearer is taken by surprise.	✅ **True.** This is close to a full description of the item's function.
68-84	86-93	76-90	61-80	11	Druids forged a cursed shoulderpiece that effectively paints a target on those who wear it, welcoming ambushes.	❌ **False.** This is in fact quite the reverse of what the item does.
85-00	94-00	91-00	81-00	13	Sinful excesses, certain epaulettes grant the wearer enhanced beauty, at the cost of their soul!	❌ **False.** Not at all accurate.

shoulderpiece; those able to sense magic will certainly take notice.

It turns out that this is, of course, *corvanni shouldergarb*, however the target is unaware of the item's magical powers. S/he simply views it as a good-luck charm, inherited from their parents.

🔽 If the PCs ignore the request, they may resume this Quest at any time, as the mysterious person keeps up their behavior.

🔽 If the PCs corner the person and force information out of them, they will admit to behavior somewhat normal and certainly not criminal. If asked how they are able to roam the criminal realm freely, they will admit to a certain amount of luck. If the PCs are somehow able to figure out the mystery through spellcasting, research, or other intuition, they will benefit from to ✴ **2 Reward Stars**. They will then beg the party to keep their secret, and they are willing to part with their beloved item on pain of having their secret discovered. If the party agrees, they benefit from receiving *corvanni shouldergarb*, but forefeit any monetary reward from the person who commissioned them.

🔽 If the party stalks their prey, discovers their secret, and then goes back and tells their hiring agent about it, they receive the money and to ✴ **1 Reward Star**. Their quarry, unaware of all of this, will be unable to bribe them into silence with the gift of their protective item.

This **Quest** terminates when the party tells their hiring agent about the secret. Until that point, they may always return and inform them.

Corvanni Shouldergarb Wearer

CR 1; **XP** 200

NG; Medium Humanoid (Elf)

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Druid 1	Druid 6	Druid 10	Druid 14
SIZE / ALN	Medium NG Elf (High)	Medium NG Elf (High)	Medium NG Elf (High)	Medium NG Elf (High)
HP	7	21	29	41
ARMOR CLASS	15	17	19	20
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 13 (+1) DEX 15 (+2) CON 9 (-1) INT 13 (+3) WIS 15 (+4) CHA 13 (+1)	STR 13 (+1) DEX 17 (+3) CON 9 (-1) INT 13 (+4) WIS 15 (+5) CHA 13 (+1)	STR 13 (+1) DEX 19 (+4) CON 9 (-1) INT 13 (+5) WIS 15 (+6) CHA 13 (+1)	STR 15 (+2) DEX 19 (+4) CON 9 (-1) INT 13 (+6) WIS 15 (+7) CHA 13 (+1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 14 +2 Herbalism Kit	Passive Perception 15 +3 Herbalism Kit	Passive Perception 16 +4 Herbalism Kit	Passive Perception 17 +5 Herbalism Kit
LANGUAGES	Common, Druidic, Dwarvish, Elvish			
ATTACKS	**Melee** Scimitar +4 (1d6+2) **Ranged** Longbow) --> 150 ft.': +4 (1d8+2); 600 ft.': +4 (1d8+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** +1 Scimitar +7 (1d6+4) **Ranged** Longbow) --> 150 ft.': +6 (1d8+3); 600 ft.': +6 (1d8+3) **Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3)	**Melee** +2 Scimitar +10 (1d6+6) **Ranged** Longbow) --> 150 ft.': +8 (1d8+4); 600 ft.': +8 (1d8+4) **Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4)	**Melee** +3 Scimitar +12 (1d6+7) **Ranged** Longbow) --> 150 ft.': +9 (1d8+4); 600 ft.': +9 (1d8+4) **Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Dagger, Dart, Javelin, Longbow, Longsword, Mace, Quarterstaff, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear			

	⊠ **Low**	⊠ **Moderate**	⊠ **Advanced**	⊠ **Elite**
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Cantrips, Druidic, Ritual Casting, Spellcasting, Spellcasting Focus	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land
SPELL-CASTING	Save DC 11; Spell Atk +3 **1st:** *burning hands; charm person*	Save DC 12; Spell Atk +4 **3rd:** *fireball; fly; major image* **2nd:** *blur; hold person; invisibility* **1st:** *burning hands; charm person; floating disk; jump*	Save DC 13; Spell Atk +5 **5th:** *cloudkill, passwall* **4th:** *black tentacles; fire shield; stoneskin* **3rd:** *fireball; fly; major image* **2nd:** *blur; hold person; invisibility* **1st:** *burning hands; charm person; floating disk; jump*	Save DC 14; Spell Atk +6 **7th:** *reverse gravityy* **6th:** *move earth* **5th:** *contagion; scrying* **4th:** *blight; confusion; ice storm* **3rd:** *call lightning; dispel magic; sleet storm* **2nd:** *barkskin; gust of wind; spike growth* **1st:** *charm person; detect magic; entangle; longstrider*
EQUIPMENT	Scimitar; leather armor; shield; longbow; arrow (20x); dagger	+1 Scimitar; studded leather armor; shield; longbow; arrow (20x); dagger	+2 Scimitar; +1 studded leather armor; shield; longbow; arrow (20x); dagger	+3 Scimitar; +2 studded leather armor; shield; longbow; arrow (20x); dagger

SPECIAL ABILITIES

Ability Score Increase Your Dexterity score increases by 2.

Ability Score Increase Your Intelligence score increases by 1.

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Circle Spells Your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the land where you became a druid. Choose that land-arctic, coast, desert, forest, grassland, mountain, swamp, or Underdark-and consult the associated list of spells. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 15. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it

makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 7. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't w ear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Crimson Parade Armor

Crimson Parade Armor (armor)

Value:
⊠ 2,500 gp / ⊠ 18,000 gp /
⊠ 62,000 gp / ⊠ 110,000 gp

Weight 25 lbs.; **Materials** leather; **Nature** magical; **Aura** moderate conjuration (creation) [force], enchantment (compulsion) [mind-affecting]; **Slot** armor (light)

CL: ⊠ 4th / ⊠ 10th / ⊠ 14th / ⊠ 16th

Effect Summary:

⊠⊠⊠⊠ **Max Dex Bonus** +5; **Armor Check Penalty** -1; **Arcane Spell Fail Chance** 15%; **Max Speed** 30'/20'

⊠ **+2** armor bonus to AC; **+2** morale bonus to Charisma (Persuasion) and Intimidate skill checks

⊠ **+3** armor bonus to AC; **+2** natural armor bonus to AC; **+2** shield bonus to AC; **+3** morale bonus to Charisma (Persuasion) and Intimidate skill checks; **+2** morale bonus to saves

⊠ **+6** armor bonus to AC; **+2** natural armor bonus to AC; **+2** shield bonus to AC; **+4** morale bonus to Charisma (Persuasion) and Intimidate skill checks; **+3** morale bonus to saves

⊠ **+8** armor bonus to AC; **+2** natural armor bonus to AC; **+2** shield bonus to AC; **+6** morale bonus to Charisma (Persuasion) and Intimidate skill checks; **+4** morale bonus to saves

Description

This leather armor is finely-crafted and beautiful. It's typically used in parade settings, for miliarties to flaunt their prowess both in battle and as physical specimens and representations of their nation.

It grants social skill bonuses, and typically grants greater armor benefit than an equivalently-sized version of simple leather armor.

Though the image depicted is for a female warrior, versions of this armor are crafted for all genders, races, and sizes.

Each suit of legitimately-crafted *crimson parade armor* is created to honor a fallen defender of the **Druid Enclave,** their name stitched into the interior of the leather in simple dark-red thread written in Elven. This detail is easy to miss for those who casually use the *armor*, and indeed, there are many unauthorized versions of the armor which function as normal, but whose lack of an interior inscription is clear indication of the fraud.

Effect

In most ways, these items look and count as studded leather armor. However, *crimson parade armor* grants a number of bonuses to the wearer on a constant basis while worn. These effects cannot be suppressed and are always active.

All versions grant an armor bonus to AC, and morale bonuses to ⚠ **Charisma (Persuasion)** and **Intimidate** skill checks, while worn.

Advanced versions may also grant a natural armor bonus, and/or a shield bonus, to AC, as described above.

Finally, advanced versions will also grant a morale bonus to **Reflex**, **Will**, and **Constitution** saves as described.

Synergy & Sets

None. *Crimson parade armor* sets are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Favored among the militant elements of the **Druid Enclave,** *crimson parade armor* is therefore most often found on the bodies of slain soldiers.

As there are no activations or triggers to be aware of, the only mystery surrounding the *armor* is the extent to which it benefits the wearer, which can easily be determined through typical use.

At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *crimson parade armor's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the *armor*.

Table 24: Crimson Parade Armor Flavors

Difficulty Band	Prefix	Armor Bonus	Natural Armor Bonus	Shield Bonus	Charisma (Persuasion) & Intimidate Bonus	Save Bonus
☒ Low	Lesser	+2	-	-	+2	-
☒ Moderate	Lesser	+3	+2	+2	+3	+2
☒ Advanced	Greater	+6	+2	+2	+4	+3
☒ Elite	Greater	+8	+2	+2	+6	+4

Ubiquity

Crimson parade armor sets are exceedingly rare outside the context of the **Druid Enclave** and its more martial forces.

Within that circumstance, however, it is quite common, though typically reserved for the elite and highest-ranking. Low-ranking soldiers in possession of a suit of this *armor* are bound to be marked as special in some manner, perhaps in recognition of a particular act of bravery, or loaned temporarily as a member of an entourage of or guard for a noble or high-ranking officer.

Notoriety

So long as it is worn in the context of martial forces defending the **Druid Enclave**, *crimson parade armor* should likely gain no undue attention.

Outside that context, it will always be easy to spot, at minimium as a suit of impeccably well-crafted armor. Onlookers, even those ignorant of such things, will intuit that it is almost certainly magical in nature.

Those familiar with *crimson parade armor* specifically, or hailing from the **Druid Enclave** (either as home or even casually of late via travel) will recognize it immediately, and will almost certainly have some pointed questions for the wearer if they do not appear to be representing military druid or ranger forces.

> 📖 In game terms, owning a suit of *crimson parade armor* could be a lightning rod for subsequent Quests or plotlines involving the **Druid Enclave**. Happening upon a set and being recognized could even be a great hook to introducing the setting.

Quirks of Ownership

As the *armor* is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a suit of *crimson parade armor* has no other quirks or impacts.

History & Background

Forged in the heart of the forest under the supervision of Druid Elders, the initial suits of crimson parade armor were actually crafted as burial armor in remembrance of the honored dead: specifically, a contingent of Rangers who had fallen in battle defending a traveling Elder.

Rumor tells that upon final finishing, the armors were soaked in the blood of fallen monsters who had slain them, both as a token of the heroism that had taken place, as well as a grim warning for those who would dare disturb the warriors' rest.

In the course of creating the armors, and as a means of continuing the tradition of honoring fallen soldiers in a general sense, the Elders commissioned that each time a soldier fell in service, a new set of *crimson parade armor* would be crafted in commemoration, and gifted to a worthy warrior still living.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *crimson parade armor* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a set of *crimson parade armor*, or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these

purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a set of *crimson parade armor* into your gaming sessions beyond simply "the orc warlord drops a nifty-looking studded leather", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a set of *crimson parade armor*.

Paladins & Clerics

These classes would certainly benefit from the effects of the armor, but tend to lean toward heavier armors, and in any event, unless they stood a legitimate claim to wearing it in association with the **Druid Enclave**, they would likely be more on the side of retrieving a pilfered set rather than wearing it themselves.

Rogues

A perfect fit in terms of weight and protection, but perhaps a bit too ostentatious and attention-getting for the underhanded Rogues who would most benefit from these features.

Martial Characters

Much like Paladins and Clerics, Fighters and Barbarians and the like would prefer heavier armors with more defensive capabilities, but might still wish to see a stolen set returned to its original owner, particularly if the character in question hails from any sort of military background.

Arcane Classes

Rare is the arcanist who would be able to wear this armor, but if a wizard is able to wear armor, this is an outstanding set to have.

Monks, Rangers, and Druids

So long as they can talk their way around the presence of this armor outside the context from which it originated, these classes would greatly benefit from a suit of *crimson parade armor*.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Theft of Valor

The PCs come across someone who unrighteously wears a suit of *crimson parade armor*. They must decide what to do in terms of turning the person in, discovering whether the suit's ownership might be legitimate, or other options.

This scenario forms the basis of the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve *crimson parade armor* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

A Token of Thanks

Any good deed performed in service to the **Druid Enclave**, or its members, particularly its military or elite ranks, may grant a reward of a suit of *crimson parade armor*.

Quests

Another, more thorough, means of introducing *crimson parade armor* is via the following **Quest**.

📖 This Quest may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Theft of Valor

🔗 **Summary:** The PCs encounter someone not of the **Druid Enclave** who wears a suit of *crimson parade armor*. As they come to realize how out-of-place this is, they must decide how to handle the situation.

🎖 **Rewards:** ✖ 2,400 gp / ✖ 4,800 gp / ✖ 6,500 gp / ✖ 12,000 gp (promised); up to 🌟 **3 Reward Stars**; *crimson parade armor*

📍 **Locations:** Any, preferably near to, but not very close to, the **Druid Enclave**.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

The PCs spot someone wearing quite noticeable, mastercrafted leather armor. Even without foreknowledge of the item's nature, it's obvious that this garb is out of place; it has a military, soldierly feel to it, and almost certainly is magical in nature, just from looking at it.

Asking about (perhaps beginning with, and then extending,

FlexTable 22: *Crimson Parade Armor Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Magical armor, forged in the heart of the wood, grants defensive bonuses.	✅ **True.** Very vague, though, and could be applied to many other types of items.
18-33	31-50	26-40	41-50	12	Parade armor worn by Druids and Rangers grant defensive abilities and morale bonuses in a number of ways.	✅ **True.** A little closer to the full truth.
34-50	51-70	41-65	51-55	16	Military elites, victors, nobles, or those who have rendered service to the Council of Druid Elders are rewarded with magical armor that grants defensive bonuses.	✅ **True.** This is 100% accurate, but still a bit vague as to what abilities are being granted.
51-67	71-85	66-75	56-60	15	Upon the death of a Druid Enclave soldier, a magical suit of leather armor is commissioned to honor their sacrifice.	✅ **True.** This is more a description of the *armor's* etymology than its function, but is accurate.
68-84	86-93	76-90	61-80	13	Crimson leather armor is stained with the blood of the evil, and permeates the soul of the wearer over time.	❌ **False.** Sounds like an interesting cursed item, though.
85-00	94-00	91-00	81-00	13	Cursed blood-red leather armor enslaves the wearer to the will of the Druid militia.	❌ **False.** Not at all accurate.

the **Rumors & Lore** table above), the PCs discover that the armor is crimson parade armor, and that it typically is only given to soldiers defending the **Druid Enclave**. Its presence here is unexplainable, though a cynical conclusion is that the wearer either stole it, or retrieved it from the corpse of a fallen soldier who wore it legitimately.

Finally, in their rumor-seeking, the PCs discover that someone will give a cash reward for the retrieval of the *armor*. Instructions are left to return the armor to a house in town, where the reward will be paid out.

🔗 The PCs may simply ignore the stranger who wears interesting armor. They will continue to see the man about town, and may resume this Quest at any point when they so do.

🔗 The PCs may slay the man, and take the *armor* for themselves. They of course forfeit the cash reward, and may in turn be hunted by other seekers of the purse, as the GM determines.

🔗 The PCs may slay the man, take the armor, and return it to the **Druid Enclave** directly. Although the Enclave and its Elders had nothing to do with the cash reward offer, they will honor it, and will pay it out if the PCs divulge the location of the house where they were supposed to take the armor. The PCs are then told that the armor had been worn legitimately; the man who they killed had been gifted his set as a thank-you for high services rendered the Council. As they did not know this, and sought only to do right, the Council decides that the PCs are to be given the crimson parade armor they retrieved,

as a continuation of the recognition of the man they slew. They also benefit from ☀ **1 Reward Star**.

🔗 The PCs can talk to the man before drawing blades. He will defend his ownership, claiming (truthfully, as it turns out) that he was given the armor as thanks for saving the life of a Councilwoman's son. No skill checks are needed for this conversation, as the man will describe this all willingly; any checks trying to determine veracity will confirm the man's story, as it is indeed true.

No matter what the PCs do, he will not give up his suit of *crimson parade armor*; the party will have to kill him to pry it off his body.

Merely speaking before fighting alone gives the party ☀ **1 Reward Star**, if they believe his story and do not battle him as a result. Once they know the man's story, the PCs may simply ignore the Quest further; they may return to it at any time.

🔗 The PCs may show up at the house that is supposed to give them the reward. If they show up without the *armor*, they are ambushed immediately by a gang of thugs; vanquishing them gains another ☀ **1 Reward Star**.

Returning to tell either the man who wore the armor, or going to the **Druid Enclave**, to tell them about the ambush and the seedy-seeming reward offered, will grant them the respect of the other party, and a further ☀ **2 Reward Stars**.

Note that the PCs may take the above approach if they have spoken to the man who owns the *crimson parade armor* and have not fought him, granting the best possible outcome.

Showing up at the "reward house", if the party has retrieved the *armor* by having killed the man who wore it, reveals a ghoulish-looking Rogue. He will gladly pay them the reward in exchange for the *armor*, though any amount of ⚠ **skill checking** (no DC involved, even) will grant the party intuition that the man is perhaps not up to the best interests of the **Druid Enclave** in this endeavor.

Leaving with the cash reward terminates the Quest, and the party gains no further benefit.

If the party challenges the ghoulish man, he will admit to wanting only to profit off the fallen man's nifty armor, and will sic his gang of thugs on the party as above. Slaying them in these circumstances does NOT grant the party any reward, other than the cash which the ghoulish man has on his person for the reward.

Crimson Parade Armor Wearer

CR 1; XP 200

LN; Medium Humanoid (Half-Orc)

	⚔ **Low**	⚔ **Moderate**	⚔ **Advanced**	⚔ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Fighter 1	Fighter 6	Fighter 10	Fighter 14
SIZE / ALN	Medium LN Elf (High)	Medium LN Elf (High)	Medium LN Elf (High)	Medium LN Elf (High)
HP	10	37	64	124
ARMOR CLASS	16	18	20	21
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 15 (+4) DEX 13 (+1) CON 10 (+2) INT 10 (+0) WIS 15 (+2) CHA 12 (+1)	STR 19 (+7) DEX 13 (+1) CON 10 (+3) INT 10 (+0) WIS 15 (+2) CHA 12 (+1)	STR 20 (+9) DEX 13 (+1) CON 11 (+4) INT 10 (+0) WIS 15 (+2) CHA 12 (+1)	STR 20 (+10) DEX 13 (+1) CON 15 (+7) INT 10 (+0) WIS 15 (+2) CHA 12 (+1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 14 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth	Passive Perception 16 Armor - Disadvantage on Stealth	Passive Perception 17 Armor - Disadvantage on Stealth
LANGUAGES	Common, Dwarvish, Elvish			
ATTACKS	**Melee** Glaive +4 (1d10+2) **Ranged** Longbow) --> 150 ft.': +3 (1d8+1); 600 ft.': +3 (1d8+1) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** +1 Glaive +8/+8 (1d10+5) **Ranged** Longbow) --> 150 ft.': +4/+4 (1d8+1); 600 ft.': +4/+4 (1d8+1) **Melee** Dagger +7/+7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+4); 60 ft.': +7/+7 (1d4+4)	**Melee** +2 Glaive +11/+11 (1d10+7) **Ranged** Longbow) --> 150 ft.': +5/+5 (1d8+1); 600 ft.': +5/+5 (1d8+1) **Melee** Dagger +9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Melee** +3 Glaive +13/+13/+13 (1d10+8) **Ranged** Longbow) --> 150 ft.': +6/+6/+6 (1d8+1); 600 ft.': +6/+6/+6 (1d8+1) **Melee** Dagger +10/+10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
SPECIAL	-	-	-	-

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
PROFICIENCIES Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
SPECIAL QUALITIES Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Fighting Style, Second Wind, Great Weapon Fighting	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Great Weapon Fighting	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Great Weapon Fighting	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Great Weapon Fighting
SPELL-CASTING -	-	-	-
EQUIPMENT Glaive; chain mail; longbow; arrows (20x); dagger	*+1 Glaive;* plate mail; longbow; arrows (20x); dagger	*+2 Glaive; +1 plate mail;* longbow; arrows (20x); dagger	*+3 Glaive; +2 plate mail;* longbow; arrows (20x); dagger

SPECIAL ABILITIES

Ability Score Increase Your Dexterity score increases by 2.

Ability Score Increase Your Intelligence score increases by 1.

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Fighting Style You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Dragshield

🛡 Dragshield (shield)

Value:
❌ 800 gp / ❌ 2,750 gp / ❌ 6,750 gp / ❌ 14,500 gp

Weight 12 lbs.; **Materials** wood, steel; **Nature** magical; **Aura** moderate evocation [force], ❌❌❌ necromancy; **Slot** shield

CL: ❌ 4th / ❌ 8th / ❌ 12th / ❌ 16th

Effect Summary:

❌ **+2 shield** bonus to AC when wielded; **-2** armor check penalty; **15%** arcane spell failure chance; carry up to **400 lbs.** floating for up to **1 hour**/day total time

❌ **+3 shield** bonus to AC when wielded; **-2** armor check penalty; **15%** arcane spell failure chance; carry up to **800 lbs.** floating for up to **4 hours**/day total time; bodies stored atop the shield do not decompose

❌ **+4 shield** bonus to AC when wielded; **+2** max dex bonus; **-10** armor check penalty; **50%** arcane spell failure chance; carry up to **1,200 lbs.** floating for up to **6 hours**/day total time; bodies stored atop the shield do not decompose; *dimension door* 1x/day

❌ **+5 shield** bonus to AC when wielded; **+2** max dex bonus; **-10** armor check penalty; **50%** arcane spell failure chance; carry up to **1,600 lbs.** floating for up to **12 hours**/day total time; bodies stored atop the shield do not decompose; *dimension door* 3x/day; *teleport* 1x/day

Description

A somewhat ordinary-looking heavy wooden shield, very broad for its type, rimmed with bands of iron.

Its wood is enscribed with images of people dragging other people, but the images manage to convey the act in a positive light.

Around the metal edges of the shield are multiple iron rings, just the right size to tie ropes to.

❌❌ **Low** and **Moderate** *dragshields* resemble standard heavy steel shields, and share many attributes with those mundane items.

❌❌ **Advanced** and **Elite** iterations appear closer to tower shields in design, and have much in common with their mundane cousins.

Effect

Dragshields are useful just as regular shields, but their true purpose is in helping haul things, traditionally on the battlefield.

All flavors of *dragshield* allow the wearer to load up to a certain weight atop it, and to drag the shield and its load without effort, for a certain maximum duration per day. This ability is activated automatically any time the shield is face-down, with any amount of weight atop it, and cannot be surpressed. The total duration resets 24 hours after its first use, and is item-dependent, not wielder-dependent.

All versions of *dragshield* except for Low iterations are especially good at hauling bodies from the battlefield. Although grim in purpose, these items have the added effect of preventing decomposition for anything piled on top. This prevention of rot applies all the time, does not need to be activated, cannot be surpressed, and applies whether the bodies are being hauled or dragged, or simply stored atop the *shield*. For mechanical purposes, assume each shield may store a number of creature bodies equal to its maximum drag weight as described.

Finally, ❌❌ **Advanced** and **Elite** dragshields have spell-like abilities which may be activated by the wielder, typically by pressing a button or sigil on the underside of the shield near where one grasps its handle. Doing so in combat counts as an immediate action, though only one spell-like ability may be activated per *shield*, per full round.

The spell-like abilities described apply automatically to anything directly touching, or stacked atop, the shield. There is no limit to those touching the shield; items or creatures stacked atop it are limited to the dragged weight limit as noted. Creatures or items in excess of this limit are not transported via the spell-like abilities and remain in place.

In a scenario in which the *shield* is "overloaded" when one of its spell-like abilities is activated, items closer to the shield are transported in preference to those farther away. In simple terms, the topmost item(s) or creature(s) in the stack will remain, and everything beneath them will be transported.

Synergy & Sets

None. *Dragshields* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Table 25: Dragshield Flavors

Difficulty Band	Prefix	Shield Bonus	Armor Check Penalty	Max Dex Bonus	Arcane Spell Fail Chance	Carrying Abilities	Spell-Like Abilities
☒ Low	Lesser	+2	-2	-	15%	**400 lbs**, **1 hour**/day	-
☒ Moderate	Lesser	+3	-2	-	15%	**800 lbs**, **4 hours**/day; no decompose	-
☒ Advanced	Greater	+4	-10	+2	50%	**1,200 lbs**, **6 hours**/day; no decompose	*dimension door* 1x/day
☒ Elite	Greater	+5	-10	+2	50%	**1,600 lbs**, **12 hours**/day; no decompose	*dimension door* 3x/day; *teleport* 1x/day

Discovery

Dragshields will most commmonly be discovered by those trolling battlefields or cleaning up after them. The shields are also stocked in the armories of armies and militias, generally in the context of large and active fighting forces.

Rarely will a solo individual bear a *dragshield*, as the items' intended purpose is to aid armies on the battlefield.

The activation triggers for the spell-like abilities of advanced forms of this item are rarely documented, but the sigils for their use are obvious to anyone who puts a *dragshield* on; simple experimentation will swiftly reveal the true purpose.

At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *dragshield's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the *dragshield*.

Ubiquity

Dragshields are exceedingly rare outside the context of large fighting forces. On rare occasion, a deserter or lone survivor of a conflict will carry one with her, but generally speaking, these items are employed by militaries, and then only in the case of a large-scale battle that is anticipated.

Frankly speaking, there are generally better options for most fighters. For simple defense, the dragshield doesn't offer the protection that magical shields with a dedicated armor bonus would offer. For those seeking a means of transporting large quantities of objects or creatures, wands or spellcasting or even potions tend to be better choices.

A *dragshield*, then, outside the scenario of an army looking to dispose of bodes after a fight, is really a jack of many trades, but master of none.

Notoriety

These shields appear virtually identical to their mundane counterparts, except for the activation sigils on the underside for advanced iterations.

Magic shields tend to appear well-crafted, and might even have a magical feel to them; not so with *dragshields*, whose battlefield use and drag-along-the-ground utility mar any such mastercrafting indicators.

On the rare occasion that someone knows what a *dragshield* is, and becomes aware of someone having one, they would likely want to know how they survived whatever disaster resulted in a single owner of the device... or they might want to know what sort of large-scale conflict the soldier anticipates!

Quirks of Ownership

As the device is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

A *dragshield* has no quirks or impacts.

History & Background

Dragshields were first commissioned by a long-ago king, whose military, though mighty, oft suffered massive casualties.

Morose for the rot that infested the once-noble bodies of the fallen, the king asked that his blacksmiths work with his wizards to forge a device that would help the task of battlefield cleanup, and would do honor to those who had given their lives in service to the King and his ambition.

Although quite useful to this purpose, dragshields were rarely produced outside this context. A large quantity were produced, and kept stocked in the armories and barracks of the kingdom; as years passed and power waxed and waned, these items fell into the hands of others, and were treated similarly by their armies.

The design was also shared with other kingdoms and dominions; this king suffered through a great deal of conflict, and warred frequently, but believed that any fallen soldier, enemy or ally, deserved the respect and utility that a *dragshield* afforded.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *dragshield* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *dragshield,* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *dragshield* into your gaming sessions beyond simply "the enemy soldier drops a nifty-looking shield", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *dragshield*.

Paladins & Clerics

These classes would likely want to do right by the fallen, and would gladly wield a *dragshield* in combat if it meant being able to help in that manner. It might be an interesting

roleplaying challenge as to whether a PC would prefer a *dragshield* in favor over a more capable dedicated magical shield for defense.

Rogues

Rogues generally don't wear shields, so donning a large one intended to haul corpses doesn't seem quite in keeping with most Rogues' abilities.

That said, there's few ways better to haul large stashes of loot easily, so a *dragshield* might still be of interest to these classes.

Martial Characters

As mentioned earlier, it's always going to come down to whether a *dragshield* is more capable than other alternatives, and for truly melee-focused martial classes, the answer to this is likely "no".

Military-minded PCs, however, may have a different consideration of *dragshields*, particularly from a roleplaying perspective.

Arcane Classes

These classes typically cannot even wield a shield to begin with, though they might consider a *dragshield* for hauling books and equipment about in a crisis.

Monks, Rangers, and Druids

These classes, too, don't typically use shields all that much; were they to do so with a *dragshield*, it would almost certainly be in the context of a very particular circumstance that made it necessary.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Bringing Out the Dead

The PCs are given a grisly commission: clean up the battlefield from a recent fight. They are loaned, or given outright, a *dragshield* to aid in this endeavor.

This forms the basis for the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve a *dragshield* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Quests

Another, more thorough, means of introducing a *dragshield* is via the following **Quest**.

📖 This Quest may be inserted into any campaign setting

FlexTable 23: *Dragshield Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Long ago, a benevolent king sought to honor his fallen warriors with a tool for making battlefield cleanup easier.	✅ **True.** Vague as to what item resulted from this intent, however.
18-33	31-50	26-40	41-50	12	An ancient king crafted a shield that made it easier to haul the corpses of fallen soldiers.	✅ **True.** Very close to a complete description of the *dragshield's* use.
34-50	51-70	41-65	51-55	16	Magical shields preserve corpses and make honorable disposal of their bodies easier.	✅ **True.** This is 100% accurate, but still a bit vague as to what abilities are being granted.
51-67	71-85	66-75	56-60	17	"Dragshields" make battlefield body retrieval easier by allowing the effortless transport of huge stacks of bodies.	✅ **True.**
68-84	86-93	76-90	61-80	13	Magical shields were long ago designed to more easily carry the bodies of the fallen to be cannibalized by evil warriors.	☑ **Partially True.** This describes the abilities, if not at all the intended use, of a *dragshield*.
85-00	94-00	91-00	81-00	13	A necromantic shield consumes the flesh and souls of bodies stacked upon it.	❌ **False.** Not at all accurate.

or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: The Grim Tidy-er

🔀 **Summary:** A local authority tasks the PCs with cleaning up a nearby battlefield, using a *dragshield* to help.

🎖 **Rewards:** ⚔⚔⚔⚔ varies; up to ☀ **1 Reward Star**; *dragshield*

📍 **Locations:** Any.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

A local constabulary, official, soldier, or political officer tasks the PCs with a somewhat grisly and mundane job: help clean up a battlefield nearby following a recent large-scale armed conflict.

Thankfully, the local forces won, if the grim landscape of hacked-apart bodies can indeed be called victory. Corpses from both sides will soon begin to decompose, and the winds tend to carry the scent of ichor into town.

The local authority has recently come into possession of a dragshield, an item known to be designed and used for this specific purpose.

In gratitude for this grisly service, the PCs are welcome to keep the tool of their trade, as well as a selection of items recovered from the bodies.

🔱 If the PCs ignore the request, they will have other chances: not only do bodies take a while to fully decompose, but the area is rife with conflict, so another battle is sure to take place soon!

🔱 If the PCs go about the task, it will take 🎲 **2d12+4** hours, minus **1 hour** per PC in the party beyond **3**. Along the way, they will be harried by monsters who are also hunting for carrion alongside them. In the first hour of their work, roll on 🎲 **FlexTable Monsters: Surface, Average** to determine the creatures who assail the party. Each further hour they toil, there is a 🎲 **15%** chance that additional monsters will attack; roll separately for each hour spent.

At the conclusion of their task, if they do not flee the battlefield under threat of monsters, upon returning to the authority, they will receive the thanks and goodwill of the commissioning authority, be allowed to keep the *dragshield*, and benefit from ☀ **1 Reward Star**.

In their work, the PCs will also encounter a host of weapons, armor, clothing, and other items, that they are free to loot from corpses, as follows:

🎲	Contents
Battlefield Reward: Armor	**Armor: Heavy, Size Medium** *AND* **Armor: Medium, Size Large** *AND* **Armor: Light, Size Large**, all using **Context D**

🎲	Contents
Battlefield Reward: Weapons	Weapons: General, Size Large *AND* Weapons: Simple, Size Large *AND* Weapons: Ranged, Size Large, all using Context D
Battlefield Reward: Clothing	Clothing: General, Size Large, using Context D
Battlefield Reward: Potions	Potions: Moderate, Size Large, using Context D
Battlefield Reward: Coin	Coin Treasure: Moderate, Size Large, using Context D

If the PCs flee the battlefield in the midst of doing their cleanup, presumably because the threat of monsters overwhelms them, they are ineligible to receive the monetary reward and cannot keep the *dragshield* they have been loaned for their task.

They may return to the battlefield to attempt the work again; the counter of number of hours required resets, however, making it likely to be equally as challenging as the previous time.

This **Quest** terminates only if the PCs carry out the work.

Magic Items

Dragshield Wearer

CR 1; XP 200

LG; Medium Humanoid (Half-Elf)

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Cleric 1	Cleric 6	Cleric 10	Cleric 14
SIZE / ALN	Medium LG Half-Elf	Medium LG Half-Elf	Medium LG Half-Elf	Medium LG Half-Elf
HP	9	35	60	97
ARMOR CLASS	18	18	20	22
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 15 (+2) DEX 15 (+2) CON 13 (+1) INT 9 (-1) WIS 16 (+5) CHA 10 (+2)	STR 15 (+2) DEX 15 (+2) CON 13 (+1) INT 9 (-1) WIS 18 (+7) CHA 10 (+3)	STR 15 (+2) DEX 15 (+2) CON 13 (+1) INT 9 (-1) WIS 20 (+9) CHA 10 (+4)	STR 15 (+2) DEX 15 (+2) CON 15 (+2) INT 9 (-1) WIS 20 (+10) CHA 10 (+5)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 15 Armor - Disadvantage on Stealth	Passive Perception 17 Armor - Disadvantage on Stealth	Passive Perception 19 Armor - Disadvantage on Stealth	Passive Perception 20 Armor - Disadvantage on Stealth
LANGUAGES	Common, Dwarvish, Elvish			
ATTACKS	**Melee** Mace +4 (1d6+2) **Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+2); 320 ft.': +4 (1d8+2)	**Melee** *+1 Mace* +6 (1d6+3) **Ranged** Crossbow, Light) --> 80 ft.': +5 (1d8+2); 320 ft.': +5 (1d8+2)	**Melee** *+2 Mace* +8 (1d6+4) **Ranged** Crossbow, Light) --> 80 ft.': +6 (1d8+2); 320 ft.': +6 (1d8+2)	**Melee** *+3 Mace* +10 (1d6+5) **Ranged** Crossbow, Light) --> 80 ft.': +7 (1d8+2); 320 ft.': +7 (1d8+2)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Sickle, Sling, Spear, Unarmed Strike			

	⊠ **Low**	⊠ **Moderate**	⊠ **Advanced**	⊠ **Elite**
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Bonus Proficiency, Cantrips, Disciple of Life, Divine Domain, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1/2), Disciple of Life, Divine Domain, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 3), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability
SPELL-CASTING	Save DC 13; Spell Atk +5 **1st:** *command; cure wounds*	Save DC 15; Spell Atk +7 **3rd:** *daylight; dispel magic; water walk* **2nd:** *aid; hold person; silence* **1st:** *command; cure wounds; detect magic; shield of faith*	Save DC 17; Spell Atk +9 **5th:** *flame strike; geas* **4th:** *control water; divination; stone shape* **3rd:** *daylight; dispel magic; water walk* **2nd:** *aid; hold person; silence* **1st:** *command; cure wounds; detect magic; shield of faith*	Save DC 18; Spell Atk +10 **7th:** *regenerate* **6th:** *blade barrier* **5th:** *flame strike; geas* **4th:** *control water; divination; stone shape* **3rd:** *daylight; dispel magic; water walk* **2nd:** *aid; hold person; silence* **1st:** *command; cure wounds; detect magic; shield of faith*
EQUIPMENT	Mace; scale mail; shield; light crossbow; crossbow bolts (20x)	+1 Mace; chain mail; shield; light crossbow; crossbow bolts (20x)	+2 Mace; +1 chain mail; +1 shield; light crossbow; crossbow bolts (20x)	+3 Mace; +2 chain mail; +2 shield; light crossbow; crossbow bolts (20x)

SPECIAL ABILITIES

Ability Score Increase Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Blessed Healer Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Bonus Proficiency When you choose this domain at 1st level, you gain proficiency with heavy armor.

Channel Divinity At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. You can use your Channel Divinity 2 times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Preserve Life Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 70. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Turn Undead As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any 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.

Destroy Undead (CR 3) Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Disciple of Life Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Intervention Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 14, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Strike At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage to the target.

Dreadhawk Visor

Dreadhawk Visor (headband)

Value:

⊠ 1,500 gp / ⊠ 4,800 gp / ⊠ 7,600 gp / ⊠ 13,800 gp

Weight 8 lbs.; **Materials** bone, leather; **Nature** magical; **Aura** moderate divination, evocation; **Slot** headband

CL: ⊠ 4th / ⊠ 9th / ⊠ 12th / ⊠ 16th

Effect Summary:

⊠ wearer gains **Darkvision 30'**; **+1 morale** bonus on attack rolls; **+1 morale** bonus on **Perception** checks

⊠ wearer gains **Darkvision 60'**; **+3 morale** bonus on attack rolls; **+3 morale** bonus on **Perception** checks

⊠ wearer gains **Darkvision 90'**; **+3 morale** bonus on attack rolls; **+3 luck** bonus on attack rolls, damage rolls, Strength checks, Strength-related skill checks; **+5 morale** bonus on **Perception** checks

⊠ wearer gains **Darkvision 120'**; **+3 morale** bonus on attack rolls; **+6 luck** bonus on attack rolls, damage rolls, Strength checks, Strength-related skill checks; **+7 morale** bonus on **Perception** checks

Description

This combination mask and helmet appears to be a hollowed-out skull from a dreadhawk.

It grants combat and perception bonuses to the wearer.

Effect

Wearers of all flavors of *dreadhawk visor* gain **Darkvision** to a certain range as listed.

Those wearers who already have **Darkvision** receive the best range among all effect sources of **Darkvision** ability; existing **Darkvision** is not augmented or enhanced by the *visor* except in cases where its range exceeds that granted by other sources. For example, someone who already has **Darkvision 60'** granted by either a racial ability or spell effect, who dons an ⊠ *Advanced Dreadhawk Visor*, will have a total effect of **Darkvision 90'**.

Secondly, all iterations of the *visor* also grant **morale bonuses** as described, typically to **attack rolls** and ⚠ **Perception** skill checks.

Finally, ⊠ **Advanced** and ⊠ **Elite** versions grant **luck bonuses** in addition to the **morale bonuses**, as described above.

All benefits gained from wearing a *dreadhawk visor* are immediate and perpetual, requiring no activation trigger and unsuppressable.

Synergy & Sets

None. *Dreadhawk visors* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Nearly all dreadhawk visors will be found in the mountains, or in tribes that live nearby.

To find one of these very peculiar and noticeable headdresses outside such a context will be noteworthy indeed.

As there are no activation triggers, and no documentation on the item's abilities, its powers must typically be discovered via trial and error.

⬜ At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *dreadhawk visor's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the *dreadhawk visor*.

Ubiquity

Dreadhawk visors are exceedingly rare outside the context of mountainous environments in which the beasts that are their namesake dwell.

Within those mountains and their neighboring tribes, however, the *visors* are commonplace, given to nearly all warriors that they might better navigate the darkness.

Table 26: Dreadhawk Visor Flavors

Difficulty Band	Prefix	Darkvision	Morale Bonuses	Luck Bonuses
✖ Low	Lesser	30'	+1 **attack** rolls and **Perception**	-
✖ Moderate	Lesser	60'	+3 **attack** rolls and **Perception**	-
✖ Advanced	Greater	90'	+3 **attack** rolls; +4 **Perception**	+3 **attack** rolls, **damage** rolls, **Strength** checks, and **Strength**-based **skill** checks
✖ Elite	Greater	120'	+3 **attack** rolls; +7 **Perception**	+6 **attack** rolls, **damage** rolls, **Strength** checks, and **Strength**-based **skill** checks

Notoriety

It's impossible to miss these headpieces. Anyone wearing one automatically gets noticed; those familiar with *dreadhawk visors* will recognize the item immediately with no skill checks necessary.

Mountainous tribes and those hailing from mountain regions will have a chance to recognize the item's origins. Those who have seen a dreadhawk, the creature from which the *visor's* structure comes, will at least note that aspect of the headdress.

If it's obvious that the wearer does not hail from mountainous regions, those who do may have questions for someone with a *dreadhawk visor*.

> 📖 In game terms, owning a *dreadhawk visor* could be a lightning rod for subsequent Quests or plotlines involving mountainous regions in your gaming world.

Quirks of Ownership

As the item is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a *dreadhawk visor* has no other quirks or impacts.

History & Background

The first tribes to encounter dreadhawks found them lurking in the vile chasms under dark mountains. For a long time, the birds were viewed with awe and respect, owing to their combat prowess and their ability to dwell in such horrid conditions.

Though primitive, these tribes were rich in arcane knowledge; a few generations on from the initial discovery, they were able to slay what they once revered as pets of the gods themselves. With this power came a fear, that they had stepped too far into the realm of the divine.

To combat this fear, the Elders decreed that the tribe would honor the gods, and each slain dreadhawk that might be of their ilk. The fearful visage of each slain creature would therefore be transformed into a headdress, worn by tribespeople into the very darkness from which the hawks originate.

Although some headdresses have been lost to the ravages of time and to slain warriors wandering afield, nearly all *dreadhawk visors* remain within the control of the tribes who created and first used them.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, suffering no circumstance penalty so long as the check is conducted in a geographical area that is mountainous, for the *dreadhawk visor* is somewhat location-bound.

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *dreadhawk visor*, or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *dreadhawk visor* into your gaming sessions beyond simply "the tribesman drops a nifty-looking headpiece", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *dreadhawk visor*.

Paladins & Clerics

These classes might consider it apt to honor fallen foes and enemies. Alternately, they may view it as necessary to don these items as a tribal means of navigating the darkness of mountainous adventures.

Rogues

Rogues would likely prefer to remain more anonymous than a *dreadhawk visor* allows; however, the capabilities granted in the darkness are undeniable.

Bards may don these items ironically, pretending as though they are parts of a costume rather than a mechanism for combat bonuses.

Martial Characters

Barbarians in particular may see benefit in these items, despite of or perhaps because of their ostentatious nature.

Arcane Classes

Although likely interested in the abilities granted by *dreadhawk visors*, most wizards would shy away from the attention these items would attract.

Some arcanists who cultivate a mystique or dramatic appearance would embrace these aspects of the headdress, however.

Monks, Rangers, and Druids

Druids, perhaps more than any other class, would see honor in using the repurposed headpiece of a slain animal. Monks may have little use for these devices.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Headdress Mystique

The party learns of an erratic thespian whose performances are enhanced by the use of a garish headpiece resembling a formidable giant gird.

Rumor tells of the man's thievery, but nobody has yet been able to determine his hiding place at night. Some speculate as to peculiar abilities granted by what is assumed to be an entertainment piece.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve a *dreadhawk visor* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

In particular, one might seek to return *dreadhawk visors* to their place and tribe of origin; perhaps this is a persistent theme in your campaign world, with an open bounty reward for any such pieces returned.

The God's Own Hunters in the Dark

The PCs encounter a tribe of mountainous people who have formed an attachment to local beasts who dwell in the inky black of the cavernous reaches to the north. They have lost a good number of *dreadhawk visors* to a rival tribe from the tundra, who has taken the artifacts into the wilderness.

They offer a reward for every *visor* returned to their tribe, no questions asked. And if some of their rival tribes' warriors should fall in defense of the stolen items, well, that's none of their business.

This scenario forms the basis for the **Quest** below.

Quests

Another, more thorough, means of introducing the *dreadhawk visor* is via the following **Quest**.

📖 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Honoring the Warriors in the Dark

🔀 **Summary:** The PCs are offered a bounty for every *dreadhawk visor* returned to a local tribe, from whom a number of the headdresses were recently stolen.

🎖️ **Rewards:** ❎ 2,000 gp / ❎ 5,000 gp / ❎ 12,000 gp / ❎ 20,000 gp (promised); up to ✴️ **2 Reward Stars**; *dreadhawk visor*

📍 **Locations:** Any mountainous.

👤 **Key NPCs:** Any.

▶️ **Kickoff:** Random Encounter.

❓ **Description:**

The party encounters a tribe whose members dwell on the outside and outer caves of a mountainous region. As part of their society, they dessicate and repurpose slain dreadhawks from inside the dark bowels of their mountain.

FlexTable 24: *Dreadhawk Visor Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	In the caverns of the northern mountains dwell a giant moth with the ability to see in the dark.	✅ **True.** Doesn't have much to do with the powers of the *visor* itself, however.
18-33	31-50	26-40	41-50	13	Giant hawks that live in the deep dark of the mountains are rumored to be pets of the gods themselves. Fearful of wrath, tribes turned slain hawks into magical artifacts.	✅ **True.** Accurate from an historical perspective, but not very descriptive of the *visors'* abilities.
34-50	51-70	41-65	51-55	14	Magical headpieces, forged of dead moths, grant the ability to see in darkness, and other powers besides.	✅ **True.** This is 100% accurate, but still a bit vague as to what other abilities are being granted.
51-67	71-85	66-75	56-60	16	Warriors who don magic masks of the mountain tribes gain increased vision and strength.	✅ **True.**
68-84	86-93	76-90	61-80	13	Magic masks from the mountains grant the ability to suck a victim's soul out of their chest via a dessicated proboscis.	❌ **False.** Not at all accurate.
85-00	94-00	91-00	81-00	14	Evil tribesmen in the north ritualistically kill innocent warriors from rival tribes with the assistance of magic demon masks.	❌ **False.** Well, actually, this may be true, but it has nothing to do with *dreadhawk visors* or the tribes who created them.

These headpieces are ceremonial, but also quite useful and powerful magical artifacts.

The tribe once owned many dozen of these items, though they are shy as to divulging precisely how many. Recently, though, a rival tribe of the plains to the south raided the mountain clan's armory, and made off with more than a dozen *dreadhawk visors*.

The ask is simple: retrieve as many *visors* as possible, and return with them for a reward.

As the artifacts were stolen, and as the thieves were of the rival tribe, the mountain clan is not too particular about the manner in which their beloved items are recovered; indeed, one of their number suggests placing an additional bounty on the warriors suspected of the theft, but that approach is deemed too gruesome and ignoble.

🔽 The party may ignore the plea. The **Quest** remains active, however, and the PCs may re-engage at any time.

🔽 If the party pursues the rival tribe, they find it to be a medium-sized gang, a few hundred strong, with several dozen of their number warriors. They are Lawful Evil in nature, and isolationist as well; any outsiders approaching their ranks will be attacked immediately.

As a result, the PCs will find negotiations or even investigation or research difficult and pointless; the only means of recovering *visors* from these people is to kill whomever who wears one.

Once in the domain known to be controlled by the plains tribe, once per hour, 🎲 **2d6** of them will attempt to attack the party in an ambush as they roam. For each group of attackers, 🎲 **1d4** of them will be wearing the pilfered *visors*.

Returning to the mountain tribes at any time, with any number of *dreadhawk visors*, results in the listed award, per returned *visor*. The party is given one *visor* as a gift upon the first time they return with any number of *visors*, both as an additional token of thanks as well as to increase the likelihood that the PCs will continue to work in their interests.

This **Quest** remains active in perpetuity; the PCs may return with any number of *dreadhawk visors* at any time.

Dreadhawk Visor Wearer

CR 1; XP 200

LN; Medium Humanoid (Half-Elf)

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Druid 1	Druid 6	Druid 10	Druid 14
SIZE / ALN	Medium LN Half-Elf	Medium LN Half-Elf	Medium LN Half-Elf	Medium LN Half-Elf
HP	10	43	69	92
ARMOR CLASS	13	14	15	16
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 16 (+3) DEX 13 (+1) CON 14 (+2) INT 9 (+1) WIS 15 (+4) CHA 9 (-1)	STR 16 (+3) DEX 13 (+1) CON 14 (+2) INT 9 (+2) WIS 17 (+6) CHA 9 (-1)	STR 16 (+3) DEX 13 (+1) CON 14 (+2) INT 9 (+3) WIS 19 (+8) CHA 9 (-1)	STR 16 (+3) DEX 13 (+1) CON 15 (+2) INT 9 (+4) WIS 20 (+10) CHA 9 (-1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 14 +2 Herbalism Kit	Passive Perception 16 +3 Herbalism Kit	Passive Perception 18 +4 Herbalism Kit	Passive Perception 20 +5 Herbalism Kit
LANGUAGES	Common, Druidic, Dwarvish, Elvish			
ATTACKS	**Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3) **Melee** Spear +5 (1d6+3) **Ranged** Spear (Thrown) 20 ft.': +5 (1d6+3); 60 ft.': +5 (1d6+3)	**Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Melee** *+1 Spear* +7 (1d6+4) **Ranged** *+1 Spear* (Thrown) 20 ft.': +7 (1d6+4); 60 ft.': +7 (1d6+4)	**Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Melee** *+2 Spear* +9 (1d6+5) **Ranged** *+2 Spear* (Thrown) 20 ft.': +9 (1d6+5); 60 ft.': +9 (1d6+5)	**Melee** Dagger +8 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+3); 60 ft.': +8 (1d4+3) **Melee** *+3 Spear* +11 (1d6+6) **Ranged** *+3 Spear* (Thrown) 20 ft.': +11 (1d6+6); 60 ft.': +11 (1d6+6)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Cantrips, Druidic, Ritual Casting, Spellcasting, Spellcasting Focus	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land
SPELLCASTING	Save DC 12; Spell Atk +4 **1st:** *charm person; fog cloud*	Save DC 14; Spell Atk +6 **3rd:** *dispel magic; sleet storm; water breathing* **2nd:** *flame blade; gust of wind; hold person* **1st:** *charm person; fog cloud; jump; longstrider*	Save DC 16; Spell Atk +8 **5th:** *greater restoration; wall of stone* **4th:** *blight; dominate beast; ice storm* **3rd:** *dispel magic; sleet storm; water breathing* **2nd:** *flame blade; gust of wind; hold person* **1st:** *charm person; fog cloud; jump; longstrider*	Save DC 18; Spell Atk +10 **7th:** *mirage arcane* **6th:** *sunbeam* **5th:** *greater restoration; wall of stone* **4th:** *blight; dominate beast; ice storm* **3rd:** *dispel magic; sleet storm; water breathing* **2nd:** *flame blade; gust of wind; hold person* **1st:** *charm person; fog cloud; jump; longstrider*
EQUIPMENT	Spear; dagger; hide armor	+1 Spear; dagger; +1 hide armor	+2 Spear; dagger; +2 hide armor	+3 Spear; dagger; +3 hide armor

SPECIAL ABILITIES

Ability Score Increase Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 18. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 7. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce

your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Dunnari Promise Choker

Dunnari Promise Choker (neck)

Value:
❌ 2-50 gp / ❌ 2,500 gp / ❌ 20,000 gp / ❌ 60,000 gp

Weight 1 lb.; **Materials** leather, gemstones;
Nature ❌ mundane / ❌❌❌ magical;
Aura ❌ none / ❌❌❌ moderate transmutation; **Slot** neck

CL: ❌ n/a / ❌ 6th / ❌ 10th / ❌ 14th

Effect Summary:

❌ no magical / mechanical effect

❌ +1 **insight** bonus to AC

❌ +2 **insight** bonus to AC; **+1 Charisma**

❌ +4 **insight** bonus to AC; **+2 Charisma**

Description

Largely a ceremonial item, the choker is a cultural device commonly used to signify the betrothal of one to another. The device itself is unisex, though typically the styling used for a particular item will reflect the gender and personality of the wearer and/or their intended. Cheap iterations are simple wound leather echoes of the traditional expensive versions reserved historically for those of high rank or extreme wealth.

Of late, and extremely rarely in the past, promise chokers have been imbued with magic to additional effect beyond simple social signalling. Protection charms, wards, and detection spells are common in such uses. The newly wealthy may also grant their garments illusory effects to enhance certain cosmetic aspects of the wearer... though such applications are often viewed upon with disfavor by the entrenched nobility.

Effect

The predominance of dunnari promise chokers were constructed simply as well-crafted, beautiful ornamentation, with no built-in abilities as such. The social connotation of being promised to another is the central focus of these items; indeed, the basic concept is easily executed even on the most stringent of budgets. A simple loop of rope, adorned with a flower, still serves as a straightforward, although mundane, veraion of these devices.

Of course, such approaches lack mechanical benefit in terms of gameplay. More advanced versions offer a slight bonus to **AC**, and ❌ **Advanced** and ❌ **Elite** iterations offer a boost to **Charisma** as well.

These bonuses are automatic, cannot be suppressed, and function at all times when the device is worn about the neck. Looping a *dunnari promise choker* about any other part of the body may serve as a means of carrying the item, but it will not enable these magical effects.

Higher-end versions with these powers were crafted by the wealthy, only in the past generation or so, and are oft frowned upon as too "noveau riche" by those with established legacies and power.

Synergy & Sets

None. *Dunnari promise chokers* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Dunnari promise chokers are for sale in many clothing and jewelry shops, and even in flower shops as well.

Since the core concept is so easy to execute, flavors of the ❌ Low version of these devices are for sale in virtually any establishment with a mercantile connection to love, marriage, or ceremony.

Even churches offer them as a token of binding, though typically these iterations will feature imagery of the faith prominently.

More advanced versions with powers are always described by sellers, as this is the only conceivable way that someone would part with more than a hundred gold or so for a piece of ornamentation.

Mundane *chokers* may show up in lovelorn places, torn and cast off by those who have broken with their betrothed for any number of reasons. Under bridges, on tavern floors, or in alleys behind brothels, one might find a handful of *chokers* discarded by those who have lost faith.

Ubiquity

Dunnari promise chokers are quite common in Aquilae, most notably among the young, who will wear them for up to a few years between when they fall in love and when they

Table 27: Dunnari Promise Choker Flavors

Difficulty Band	Prefix	AC Insight Bonus	Charisma Bonus
✉ Low	Lesser	-	-
✉ Moderate	Lesser	+1	-
✉ Advanced	Greater	+2	+1
✉ Elite	Greater	+4	+2

actually marry in ceremony.

Even after marrying, some sentimental sorts will keep wearing their *promise choker*.

Some couples will wear the items together; in other scenarios, only one of the two of a pair will don one. Neither custom is "correct" or even truly preferred, and both approaches are widely accepted.

It's not uncommon for someone to wear a *choker* for a duration, and then take it off, if they break up with their intended. It is considered the worst sort of bad luck to reuse a *choker* once this occurs, however; used magical iterations often therefore sell for a fraction of their full value.

The only case in which re-using a *dunnari promise choker* is acceptable is if one is passed down from one's parents or other guardian; as the custom goes back centuries, there are *chokers* which have served as symbols of devotion for a dozen generations in some cases.

Notoriety

There is zero social stigma to wearing a *dunnari promise choker*, other than the expectation that it implies a social signal of one's involvement.

Quirks of Ownership

As the item is a non-sentient, and in many costs non-magical, item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than implying social circumstances, a *dunnari promise choker* has no other quirks or impacts.

History & Background

Rumors differ as to the origins of the very first dunnari promise choker.

One version claims that it was "forged" from the hand of a delicate maiden, sitting in a field; as she idly played with wildflowers, her hands twined stems to form a decoration which she later gave to her lower at the time. The couple's friends took notice, thought the custom adorable, and many others soon followed suit.

Another, perhaps darker, tale, describes a prince, promised at a young age to a much older and decrepit noblewoman for political reasons. Aghast, the young lad fashioned the first *choker*, affixing it to himself as a symbol of what he considered to be enslavement. His parents were horrified

at the reaction, but decided to pay it no mind, assuming that as he matured, he would appreciate the role politics has in a nobleman's life.

Unfortunately for the parents, the boy had attached the *choker* too tightly. As he grew in the following two years, he stuck to his perspective, never taking the device off. He was never a thin lad to begin with, and as he went through a growth spurt, the *choker* eventually grew into his neck, and ended up suffocating him in his sleep a few months before he came of age and would have married the noblewoman.

It would seem that any moral involved in this version of the item's origin is in stark contrast to the intended symbolism of the jewelry. Despite the horrific and deadly nature of the tale, however, it took root, and to this day, there is a certain dark humor to the use of *dunnari promise chokers*.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *dunnari promise choker* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *dunnari promise choker*, or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- 🟧 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.
- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *dunnari promise choker* into your gaming sessions beyond simply "the shopkeep says she has the best *dunnari promise chokers*", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *dunnari promise choker*.

Paladins & Clerics

Faith-based classes would likely have a strong respect for these items, used as they are in ceremony to join souls. As a result, they might easily be persuaded to retrieve lost *dunnari promise chokers*, or to deliver them to farway fiances.

Rogues

Rogues might pilfer a magical iteration of these devices. However, as almost every single *dunnari promise choker* is individually crafted and special, it can be difficult to fence them, even more advanced versions that confer benefits.

Martial Characters

Charisma and a slight AC bonus are worthwhile benefits to most martial classes; however, at higher levels, there is likely to be a much better option for the neck slot.

Arcane Classes

Sorcerers and those whose powers rely on **Charisma** are likely to derive a great deal of use from these devices.

Monks, Rangers, and Druids

To the extent to which these classes have no better neck-slotted offering, an advanced *dunnari promise choker* may be a useful item.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

To Thee, My Beloved

The PCs are asked to deliver a *dunnari promise choker* to the intended fiancee of a middling merchant prince.

This forms the basis of the **Quest** described below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in ***my*** museum".

A Collector, or group thereof, asks the PCs to retrieve a high-level *dunnari promise choker* from a current user, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

A Symbol of Our Love

The party is asked to retrieve a lost *dunnari promise choker*. Distraught over is loss, the couple in question has begun to evaluate their pairing; one of the couple's parents have begun to fear that without the return of this particular *choker*, the marriage is likely in jeopardy.

Quests

Another, more thorough, means of introducing a *dunnari promise choker* is via the following **Quest**.

> 📖 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Though Ye Be Afar

🔗 **Summary:** The PCs are tasked with delivering a *dunnari promise choker* to someone's intended lover, far away.

🏅 **Rewards:** ✖ 150 gp / ✖ 500 gp / ✖ 1,500 gp / ✖ 5,000 gp (promised); up to ✳ **2 Reward Stars**.

📍 **Locations:** Any; taverns or alcohol-based locations work best.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

In an inn, tavern, or other alcohol-fueled circumstance, the PCs find a somewhat well-dressed but disheveled man in his early 20s. His every aspect screams that he is depressed, and his anguished, loud sighs fill the room. Unless the PCs leave, it's almost inevitable that they will speak with him.

It turns out, he is in love, which explains much of his demeanor immediately. He's the son of a merchant of middling success, and on a trip last year to a somewhat faraway city, he fell in love with a woman over the course of

FlexTable 25: *Dunnari Promise Choker Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Across the land, custom dictates that marriages must first involve a binding ring or other band.	✅ **True.** Lacks much information about the *choker* itself.
18-33	31-50	26-40	41-50	13	Most couples go through a period of commitment before marriage, during which they wear a token of their decision.	✅ **True.** Again, accurate in terms of what happens socially, but does not describe the *choker* well.
34-50	51-70	41-65	51-55	14	A promise choker is a symbol of emotional commitment... and certain versions may even imbue the wearer with additional powers.	✅ **True.** This is 100% accurate, but still a bit vague as to what abilities are being granted.
51-67	71-85	66-75	56-60	16	The betrothed of the wealthy may become more beautiful and impervious by virtue of a symbolic token they don to represent their commitment.	✅ **True.** This is very close to a complete description of advanced forms of the *dunnari promise choker*.
68-84	86-93	76-90	61-80	13	Although socially a positive, some promise chokers are cursed to reverse the emotions of the wearer.	❌ **False.** Could be a rumor spread by a wronged lover.
85-00	94-00	91-00	81-00	14	Those who wear a promise choker as a symbol of being engaged, and then cheat, will be strangled by the device.	❌ **False.** This likely stems from the darker version of the item's origin story, and perhaps from the dark wishes of those emotionally wronged.

a long weekend. Desperate to see her again, he has tried and schemed to concoct an excuse to visit her city, but has been unable to do so.

Finally, his emotion has reached its climax: he wants to propose to her, or at least to commit to her, and has purchased a *dunnari promise choker*, which he shows the PCs. He had it crafted specifically for his beloved.

Desperate, he asks the PCs to deliver the choker, and to ask for her commitment on his behalf. He's certain that if he is connected in this semi-formal manner, custom will dictate to his father to take another trip, and in so doing, cement his connection to his intended.

As this scheme is his own, and not of his father's intent, he has but little to offer, but every penny remaining of his savings is the party's if they but aid his lovelorn quest.

🔁 Ruthless PCs may take the *choker* and ignore the Quest. That's cold, even for evil PCs, but if it's in keeping with their character, it may be worth ✳ **1 Reward Star**. at the GM's discretion, and of couse they keep the *choker*.

🔁 Good-aligned PCs will have little choice but to do as the man requests, and make the delivery. The delivery itself is not challenging, but getting there is: it's a city several days' journey away. Once in town, they have no problem finding the cited address: it is a barracks. It turns out that the woman they are seeking is the daughter of a wealthy noble, and she had given this man the address

of a barracks out of fear for others finding her, or of him loving her only for her money.

The PCs soon meet with her, and it turns out that she, too, has felt similarly. She takes the choker gladly, tearfully, and puts it on with relish. The princess thanks the PCs, and gives them a sum **ten times** what her newly-betrothed had promised them.

This **Quest** terminates only when the delivery is made; the two lovers are meant to be, and will wait in this condition until they are committed to each other formally.

Dunnari Promise Choker Wearer

CR 1; **XP** 200

LN; Medium Humanoid (Elf)

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Medium LN Elf (High)	Medium LN Elf (High)	Medium LN Elf (High)	Medium LN Elf (High)
HP	7	26	44	57
Armor Class	13	13	15	17
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 7 (-2) DEX 14 (+4) CON 9 (-1) INT 16 (+5) WIS 13 (+1) CHA 16 (+3)	STR 7 (-2) DEX 14 (+5) CON 9 (-1) INT 16 (+6) WIS 13 (+1) CHA 18 (+4)	STR 7 (-2) DEX 16 (+7) CON 9 (-1) INT 16 (+7) WIS 13 (+1) CHA 20 (+5)	STR 7 (-2) DEX 18 (+9) CON 9 (-1) INT 16 (+8) WIS 13 (+1) CHA 20 (+5)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 15 Armor - Disadvantage on Stealth +4 Thieves' Tools	Passive Perception 17 Armor - Disadvantage on Stealth +6 Thieves' Tools	Passive Perception 19 Armor - Disadvantage on Stealth +8 Thieves' Tools	Passive Perception 21 Armor - Disadvantage on Stealth +10 Thieves' Tools
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Ranged** Sling) --> 30 ft.': -6 (1d4+2); 120 ft.': -6 (1d4+2)	**Melee** *+1 Dagger* +6 (1d4+3) **Ranged** *+1 Dagger* (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Ranged** Sling) --> 30 ft.': -5 (1d4+2); 120 ft.': -5 (1d4+2)	**Melee** *+2 Dagger* +9 (1d4+5) **Ranged** *+2 Dagger* (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Ranged** Sling) --> 30 ft.': -3 (1d4+3); 120 ft.': -3 (1d4+3)	**Melee** *+3 Dagger* +12 (1d4+7) **Ranged** *+3 Dagger* (Thrown) 20 ft.': +12 (1d4+7); 60 ft.': +12 (1d4+7) **Ranged** Sling) --> 30 ft.': -1 (1d4+4); 120 ft.': -1 (1d4+4)
Special	-	-	-	-

	Low	Moderate	Advanced	Elite
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longbow, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Expertise, Sneak Attack, Thieves' Cant	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Dagger; sling; sling bullets (20x); padded armor	*+1 Dagger;* sling; sling bullets (20x); leather armor	*+2 Dagger;* sling; sling bullets (20x); *+1 leather armor*	*+3 Dagger;* sling; sling bullets (20x); *+2 leather armor*

Special Abilities

Ability Score Increase Your Dexterity score increases by 2.

Ability Score Increase Your Intelligence score increases by 1.

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 4.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves

on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Dunnari Royal Headpiece

📖 Dunnari Royal Headpiece (headband)

Value:
❌ 1,500 gp / ❌ 3,500 gp / ❌ 5,500 gp / ❌ 10,500 gp

Weight 2 lbs.; **Materials** leather, gemstones; **Nature** ❌ mundane, ❌❌❌ magical; **Aura** ❌❌❌ moderate transmutation; **Slot** headband

CL: ❌ 4th / ❌ 8th / ❌ 10th / ❌ 14th

Effect Summary:

❌ none

❌ +1 competence bonus to **Charisma (Persuasion)** checks

❌ +4 competence bonus to **Charisma (Persuasion)** checks

❌ +8 competence bonus to **Charisma (Persuasion)** checks

Description

A somewhat simple leather headwrap, this crownlike device denotes royal status within the faction.

The gem centered above the forehead of the wearer, as well as the swatch of colored leather underneath, denote the rank of the bearer.

Effect

Although politically very significant, and although most are indeed magical, *dunnari royal headpieces* are primarily signifiers of rank, and not repositories of magical energies.

Those wearing ❌ **Low**-tier *headpieces* benefit simply from the explicit and passive communication of their rank. These mundane devices may be important and well-crafted, even beautiful, and coveted; however, they lack magical abilities.

All other versions of the *headpiece* grant a competence bonus as listed to ⚠️ **Charisma (Persuasion)** skill checks made while wearing the device. This bonus is automatic, requiring no trigger, and cannot be supressed. Those affected by this benefit view the wearer as a source of leadership, inspiration, and wisdom; their words are interpreted as orders, even if worded as mere suggestions.

All iterations of dunnari royal headpieces may have a variety of jewels embedded in the center, and/or about the sides of the device. The value and construction costs listed should be interepreted as representative of a median device; some may be lower, and others may be much higher, in value, owing to differences in the gemstones used.

Regardless of inherent value, however, the items all share the same profile from a game mechanics perspective.

Synergy & Sets

None. *Dunnari royal headpieces* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

These items are ceremonial, political, and are as much a token of station within **Druidic, Elven**, and **Ranger** ranks as uniforms or formal rank insignia.

Upon elevation or promotion to a worthy rank, each noble, merchant, warrior, or other citizen typically has a a *dunnari royal headpiece* commissioned for them specifically. Upon its completion, it is placed atop the recipient's head in a ceremony; even during a war or other circumstance in which ritual is often challenging, time is made.

Recipients usually wear the *headpiece* at all times, removing it to sleep or bathe as circumstances dictate.

Upon death, exile, or other fell incident, an owner's *headpiece* is taken back into the armory, and is either passed down to an heir (if the original recipient died) or, in less favorable circumstances, melted down to form a bust, a grim reminder of the betrayal.

Additionally, great bounties are often paid for recovery of these artifacts from the hands of those who took them from battles or fights. Turning one in voluntarily may also garner a cash reward or the sizeable gratitude of those to whom it is returned.

As a result, it is rare to find a *headpiece* that is not actively owned and worn by its recipient. They might be pilfered from bedstands in the night, or retrieved from enemies following battle, but in the eyes of the leadership who commissioned and bestowed the item, ownership remains with the slain or slumbering.

Table 28: Dunnari Royal Headpiece Flavors

Difficulty Band	Prefix	Charisma (Persuasion) Bonus
✉ Low	Lesser	-
✉ Moderate	Lesser	+1
✉ Advanced	Greater	+4
✉ Elite	Greater	+8

Ubiquity

Dunnari royal headpieces are exceedingly rare outside of "legitimate" circles in which they are created and given. With certain extremely rare exceptions, all headpieces found "in the wild" are likely in transit, either being ferried to the battlefront as a gift to a worthy warrior, or en route back to the **Enclave** for a somber return.

Those exceptional cases are typically in recognition for a major debt owed the recipient by the **Enclave**—saving the life of a **Council Elder**, for instance.

Even in those circumstances where one from outside the **Enclave's** elite owns a *headpiece* legitimately, they typically shy away from wearing them in public outside of ceremony or official visits.

Notoriety

They are designed to be noteworthy, and as such, even those unaccustomed to seeing them will take interest upon seeing one worn.

For those familiar with their use and customs surrounding them, a PC wearing one in public will face one of two outcomes: favorably, the onlooker will assume the wearer is a noble or has rendered some great favor unto the **Druid Enclave** community.

Unfavorably, they will assume the device was stolen or otherwise come by illegally.

📖 In game terms, owning a *dunnari royal headpiece* could be a lightning rod for subsequent Quests or plotlines involving the **Druid Enclave**—indeed, coming across one could be a fascinating means of introdcution to the setting.

Quirks of Ownership

As the *headpiece* is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a *dunnari royal headpiece* has no other quirks or impacts.

History & Background

The first *dunnari royal headpieces* were means of showcasing wealth to others in elite meetings, and were often little more than bands of silve embedded with the most prominent gemstones owned by the wearer's house.

As time wore on, and the **Druid Enclave** gained in power, notoriety, and wealth, elites began to commission special versions.

The renderings grew ever more ornate, and inevitably, some with greater means began to imbue them with a modicum of magical power. Not too much, lest the items be deemed a weapon, but just a little edge, judged to be in line with the rank that the owner possessed.

Culturally, there is an unspoken set of rules that guide which ranks and which personalities are considered "appropriate" to wear which versions. A sergeant-at-arms in the militia, for example, should never wear an ✉ *Elite Dunnari Royal Headpiece*, even if she was the most powerful warrior in a thousand years.

These societal norms change from year to year. One year, for example following a great and successful battle, the military will be in vogue, and those of lower rank allowed to wear more powerful *headpieces*. The next year, perhaps following a very profitable season, merchants will be granted largesse.

In some extreme cases, these fluxes occasionally get to the point where someone granted a *headpiece* last year must turn it in, in order to receive a greater or lesser iteration.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, with no penalty, so long as the History of which the checker is aware is somewhat proximate to the **Druid Enclave**, as the *dunnari royal headpiece* is somewhat location-bound.

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *dunnari royal headpiece*, or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *dunnari royal headpiece* into your gaming sessions beyond simply "the ranger drops a nifty-looking headband", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *dunnari royal headpiece*.

Paladins & Clerics

These classes, typically steeped in ritual and symbolism, would likely wish to help return stolen *headpieces* to their rightful owners or leadership.

Rogues

Of course, Rogues are obvious choices to pilfer a *dunnari royal headpiece*, but consider a more interesting angle: for example, a Bard might steal one, only to return it and claim that she recovered it from a thief, simply to gain favor with the owner and gain access to his influence.

Martial Characters

Charisma (Persuasion) is not often a strong suit of these classes, and a stolen headband that might not even be magical may seem a bit pointless for these types.

That said, they are solid candidates to receive a *dunnari royal headpiece* for battlefield prowess.

Arcane Classes

Some arcanists, particularly those relying upon Charisma to fuel their powers, might greatly benefit from the influence a magical iteration of a *dunnari royal headpiece* provides.

Monks, Rangers, and Druids

Druids, of course, might feel a moral or collective obligation to return stolen *headpieces* if they become aware of the tradition. Monks, Rangers, and Druids alike might also benefit from the boons of magical versions, but only inasmuch as their talents already lean that way.

General Hooks

These hooks are not linked directly to any particular race,

class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Create and Pilfer

In this scenario, the PCs are tasked with stealing a *dunnari royal headpiece* right after it has been created.

This forms the basis of the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve a *dunnari royal headpiece* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Danger in Transit

As *headpieces* are typically forged, then delivered to the recipient or their leadership, there tends to be ample opportunity in between these two events for thieves to intercept the item.

The PCs may be involved in two different ways during this stage of the item's development: they might be commissioned by the **Druid Enclave**, or the forgers themselves, to defend a caravan or courier.

Alternately, they may be contracted by a third party to steal the *dunnari royal headpiece* while it is in transit.

Quests

Another, more thorough, means of introducing a *dunnari royal headpiece* is via the following **Quest**.

📖 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 **Quest: Fresh from the Forge**

🔗 **Summary:** The PCs are asked to steal a *dunnari royal headpiece* right after it has been forged.

🎖 **Rewards:** ❎ 500 gp / ❎ 1,500 gp / ❎ 5,500 gp / ❎ 13,500 gp (promised); up to 🌟 **2 Reward Stars**; *dunnari royal headpiece*

📍 **Locations:** Any.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

A shady-looking underword broker—perhaps one the PCs are already familiar with—approaches the party and asks them if they are interested in an opportunity.

The underworld broker tells them that a *dunnari royal headpiece* is being forged at a blacksmith not too far from here. To defend against possible thieves, guards have been

FlexTable 26: Dunnari Royal Headpiece Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Druid society grants a decorative headpiece to those deserving of respect.	✅ **True.** Lacks much information about the *headpiece* itself.
18-33	31-50	26-40	41-50	14	Rangers, merchants, nobles, elders, and warriors may all receive a *dunnari royal headpiece*, which signifies their rank and influence. These items are forged individually for the worthy person.	✅ **True.** Again, accurate in terms of what happens socially, but does not describe the *headpiece's* abilities well.
34-50	51-70	41-65	51-55	15	Circlets denoting rank and respect may also possess magical properties.	✅ **True.** This is 100% accurate, but still a bit vague as to what abilities are being granted.
51-67	71-85	66-75	56-60	16	Those gifted with advanced forms of *royal headpieces* gain even more influence in interpersonal conversations.	✅ **True.** This is very close to a complete description of advanced forms of the *dunnari royal headpiece*.
68-84	86-93	76-90	61-80	11	Politicos lording their power over others may soon lose their minds to the diadems which grant them influence.	❌ **False.** There is no magical disadvantage to wearing a *headpiece*.
85-00	94-00	91-00	81-00	13	Royal headpieces are actually mind-control devices, jeweled and gifted to **Druid** leaders by an ancient race underground who seek to control the **Enclave**.	❌ **False.** This is entirely untrue.

stationed, but only two.

The contract is simple: steal the *headpiece* after construction is complete. The PCs must return the item to the broker, who will verify its authenticity; if legit, the party will benefit from the cash reward described above.

This mission is being financed by an unknown third party, who mainly wishes to deny the *dunnari royal headpiece* from its intended recipient out of spite and revenge. The headpiece itself would actually be something of a lightning rod, and an obvious admission of guilt, should the authorities discover it in the third party's possession.

As a result, the PCs are welcome to keep the pilfered item once it has been verified by the broker.

🔽 If the party ignores the opportunity, or has moral objections to the task, it will be carried out by someone else, and this **Quest** will terminate in a week.

🔽 A Good-minded party might consider defending the blacksmith themselves, or informing the smith or the guards as to the intent of the broker. Although damaging to any relationship the party has to the broker and the criminal element of the city, they will be rewarded by ✳ **2 Reward Stars**. Taking this approach cannot gain them the *headpiece*, however. The GM should also consider making the party defend against waves of thieves or brigands.

🔽 If the party agrees, they have a few options, the challenge and skill of which is left to the GM. Note that

any of these approaches implies certain things about the PCs' character and alignment; as always, the GM is encouraged to only grant ✳ **Reward Star** rewards in cases where the action matches the character.

They can stake out the blacksmith, waiting until the item is forged, and then slay the guards. This will grant them the *headpiece* and the listed reward if they return it to the broker, and ✳ **1 Reward Star.**

Alternately, they can attempt to stealth in and take the completed item from its box in the warehouse adjoining the blacksmith. This requires a ⚠ **Stealth** check for each participating PC, of DC appropriate to the level of difficulty of the PCs: ❌ 16 / ❌ 20 / ❌ 22 / ❌ 25. Failure by any character means the guards have detected them; the PCs must either flee empty-handed, or defeat the guards. Successfully stealthing into the warehouse and pilfering the item grants the PCs the money reward, the headpiece, and ✳ **2 Reward Stars.**

Finally, the PCs can intercept the item in transit. This requires a ⚠ **Tracking / Survival** check for one participating PC: ❌ 14 / ❌ 16 / ❌ 18 / ❌ 21. Once the caravan is located, the party must take out a number of guards to secure the item. The reward is the money, headpiece, and ✳ **1 Reward Star.**

Dunnari Royal Headpiece Wearer

CR 1; **XP** 200

TN; Medium Humanoid (Elf)

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Druid 1	Druid 6	Druid 10	Druid 14
Size / Aln	Medium TN Elf (High)	Medium TN Elf (High)	Medium TN Elf (High)	Medium TN Elf (High)
HP	7	20	31	48
Armor Class	12	14	16	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 9 (-1) DEX 13 (+1) CON 9 (-1) INT 14 (+4) WIS 15 (+4) CHA 13 (+1)	STR 9 (-1) DEX 15 (+2) CON 9 (-1) INT 14 (+5) WIS 15 (+5) CHA 13 (+1)	STR 9 (-1) DEX 17 (+3) CON 9 (-1) INT 14 (+6) WIS 15 (+6) CHA 13 (+1)	STR 9 (-1) DEX 19 (+4) CON 9 (-1) INT 14 (+7) WIS 15 (+7) CHA 13 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14 +2 Herbalism Kit	Passive Perception 15 +2 Herbalism Kit	Passive Perception 16 +4 Herbalism Kit	Passive Perception 17 +5 Herbalism Kit
Languages	Common, Druidic, Dwarvish, Elvish			
Attacks	**Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Melee** Spear +3 (1d6+1) **Ranged** Spear (Thrown) 20 ft.': +3 (1d6+1); 60 ft.': +3 (1d6+1)	**Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+1); 60 ft.': +5 (1d4+2) **Melee** *+1 Spear* +6 (1d6+3) **Ranged** *+1 Spear* (Thrown) 20 ft.': +6 (1d6+3); 60 ft.': +6 (1d6+3)	**Melee** Dagger +7 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3) **Melee** *+2 Spear* +9 (1d6+5) **Ranged** *+2 Spear* (Thrown) 20 ft.': +9 (1d6+5); 60 ft.': +9 (1d6+5)	**Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4) **Melee** *+3 Spear* +12 (1d6+7) **Ranged** *+3 Spear* (Thrown) 20 ft.': +12 (1d6+7); 60 ft.': +12 (1d6+7)
Special	-	-	-	-
Proficiencies	Club, Dagger, Dart, Javelin, Longbow, Longsword, Mace, Quarterstaff, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear			

	⊠ **Low**	⊠ **Moderate**	⊠ **Advanced**	⊠ **Elite**
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Cantrips, Druidic, Ritual Casting, Spellcasting, Spellcasting Focus	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land
SPELL-CASTING	**Save DC 12; Spell Atk +4** **1st:** *faerie fire; fog cloud*	**Save DC 13; Spell Atk +5** **3rd:** *conjure animals; plant growth; wind wall* **2nd:** *flaming sphere; gust of wind; spike growth* **1st:** *faerie fire; fog cloud; healing word; thunderwave*	**Save DC 14; Spell Atk +6** **5th:** *antilife shell; tree stride* **4th:** *blight; conjure woodland beings; dominate beast* **3rd:** *conjure animals; plant growth; wind wall* **2nd:** *flaming sphere; gust of wind; spike growth* **1st:** *faerie fire; fog cloud; healing word; thunderwave*	**Save DC 15; Spell Atk +7** **7th:** *mirage arcane* **6th:** *conjure fey* **5th:** *antilife shell; tree stride* **4th:** *blight; conjure woodland beings; dominate beast* **3rd:** *conjure animals; plant growth; wind wall* **2nd:** *flaming sphere; gust of wind; spike growth* **1st:** *faerie fire; fog cloud; healing word; thunderwave*
EQUIPMENT	Dagger; spear; leather armor	Dagger; *+1 spear*; studded leather armor	Dagger; *+2 spear*, *+1 studded leather armor*	Dagger; *+3 spear*, *+2 studded leather armor*

SPECIAL ABILITIES

Ability Score Increase Your Dexterity score increases by 2.

Ability Score Increase Your Intelligence score increases by 1.

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Circle Spells Your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the land where you became a druid. Choose that land-arctic, coast, desert, forest, grassland, mountain, swamp, or Underdark-and consult the associated list of spells. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 15. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and

disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 7. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't w ear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Dunnari Royal Leather

🔳 Dunnari Royal Leather (armor)

Value:
❌ 1,200 gp / ❌ 4,200 gp / ❌ 18,000 gp / ❌ 35,000 gp

Weight 15 lbs.; **Materials** leather; **Nature** magical; **Aura** moderate transmutation (polymorph); **Slot** armor (light)

CL: ❌ 4th / ❌ 10th / ❌ 12th / ❌ 16th

Effect Summary:

❌ **+2** armor bonus; **+6 max dex bonus**; 0 **armor check penalty**; 10% **arcane spell fail chance**; **+1 competence** bonus to **Perception** checks

❌ **+3** armor bonus; **+5 max dex bonus**; -1 **armor check penalty**; 15% **arcane spell fail chance**; **+3 competence** bonus to **Perception** checks

❌ **+3** armor bonus; **+2 insight** bonus to AC; **+5 max dex bonus**; -1 **armor check penalty**; 15% **arcane spell fail chance**; **+1 insight** bonus to **Dexterity**; **+5 competence** bonus to **Perception** checks

❌ **+3** armor bonus; **+4 insight** bonus to AC; **+5 max dex bonus**; -1 **armor check penalty**; 15% **arcane spell fail chance**; **+2 insight** bonus to **Dexterity**; **+8 competence** bonus to **Perception** checks

Description

These sets of lightweight, flexible leather armor are the standard worn by militants in the Dunnari kingdom. Speed, stealth, and skill are the tennets of their martial style, and this armor supports this approach well.

Ordinary versions of this armor are adroned simply, with filligree or embroidery in the leather. Whorls and runes and gems can embellish more expensive suits, granting bonuses to Dexterity and skill. The most advanced versions provide arcane shielding and even divine protection.

Effect

Dunnari royal leather behaves much like normal leather armor. All versions incorporate a passive competence bonus to ⚠ **Perception** skill checks as noted.

In addition, ❌ **Advanced** and ❌ **Elite** iterations grant an **insight bonus** to AC which stacks with the armor bonus granted. Wearers of these versions also benefit from an **insight bonus** to **Dextrity** as listed.

All effects of *dunnari royal leather* are automatic, require no activation or trigger, and cannot be suppressed while the armor is worn.

Synergy & Sets

None. *Dunnari royal leather* suits are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

These armors are normally worn exclusively by military or militia in the charge of the **Druid Enclave**. Thus they will almost always be discovered on the body of a slain militant in this context.

Nearly every suit of *dunnari royal leather* is actively in use; the **Enclave** is not in the habit of producing suits in excess of the demand currently implied by the forces actively conscripted.

Dunnari royal leather may in extremely rare situations be discovered unused in a vault or armory; these have typically been stolen, taken from the murdred bodies of warriors, or commissioned on the black market from blacksmiths and wizards of corruptible nature.

Ubiquity

Dunnari royal leather is standard issue for advanced or sufficiently ranked units in the **Druid Enclave** militia. Surrounding areas may also see their use, almost always in the defense of the **Enclave**.

Outside this context, it is extremely rare to see the armor.

Notoriety

Those with any exposure to, travel near, or hailing from the area surrounding the **Druid Enclave** will immediately recognize the armor on sight. They will assume the wearer is part of the armed forces; if circumstances (other garb, behavior or demeanor) suggest otherwise, they may even inform local law enforcement, security, or military

Table 29: Dunnari Royal Leather Flavors

Difficulty Band	Prefix	Armor Bonus to AC	Insight Bonus to AC	Max Dex Bonus	Armor Check Penalty	Arcane Spell Fail	Dex Bonus	Perception Bonus
Low	Lesser	+2	-	+6	-	10%	-	+1
Moderate	Lesser	+3	-	+5	-1	15%	-	+3
Advanced	Greater	+3	+2	+5	-1	15%	+1	+5
Elite	Greater	+3	+4	+5	-1	15%	+2	+8

authorities, particularly if they are somewhat near the **Enclave**.

> In game terms, owning a suit of *dunnari royal leather* could be a lightning rod for subsequent **Quests** or plotlines involving the **Druid Enclave**.

Quirks of Ownership

As the armor is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a suit of *dunnari royal leather* has no other quirks or impacts.

History & Background

These suits were first commissioned hundreds of years ago by the **Elders** of the **Druid Enclave** following a major battlefield victory that granted them huge spoils of war.

While successful, the **Enclave's** forces had suffered massive casualties. The best and brightest engineering minds worked together to form a lightweight, protective, and flexible armor that granted other useful benefits, both on the battlefield and en route to and from it.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, with no penalty if the checker has some connection to the **Druid Enclave** or its surrounding environment.

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate

Context and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a suit of *dunnari royal leather,* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce *dunnari royal leather* into your gaming sessions beyond simply "the orc chieftain drops some nifty-looking leather armor", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of *dunnari royal leather*.

Paladins & Clerics

Typically adorned in heavier armors to which they have access, these classes might nevertheless don this equipment if they are gifted it in recognition of deeds committed to aid the **Enclave**.

These classes would also be most likely to undertake a mission to retrieve stolen armor and return it to legitimate authority.

Rogues

Not only would Rogues of any flavor do best at thieving these suits, but they would also gain the most benefit from them, owing to the *leather's* light weight and bonuses aligned with traditionally Rogue-ish talents.

Martial Characters

Barbarians favoring light armor might consider these suits, but Fighters and other more traditionally heavily-armored warriors would likely seek other adornment.

Arcane Classes

Wizards have never been given this armor, which is good given that few can wear it effectively.

Arcanists of nearly every stripe would be more likely to sell *dunnari royal leather* than to wear or return it.

Monks, Rangers, and Druids

Druids and Rangers of course would literally wear this armor as a symbol of honor, particularly if granted them by authority. Less Good- or Lawfully-aligned characters might still seek these armors out however they might, given the enormous utility granted by them.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Theft of Valor

The PCs are commissioned by an authority—perhaps the **Druid Enclave** itself—to seek out set of *dunnari royal leather* claimed rightfully from the battlefield by the victors of the conflict, and return it.

This Quest is quite flexible and can take any number of shapes in service to your gaming world. It's also potentially an interesting conundrum, given that right and wrong are somewhat flexible in the description: yes, the armor was taken, but if the rightful wearer was slain, were not all his possessions then forefeit in the fight?

Creatively-minded PCs of any alignment might find justification in taking any action they desire.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve a suit of *dunnari royal leather* from its current owner, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

My Only Token

The PCs are commissioned to recover armor stolen, not from a warrior on the field of battle, but from an elderly residence.

This forms the basis of the **Quest** below.

Quests

Another, more thorough, means of introducing *dunnari royal leather* is via the following **Quest**.

📖 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: My Only Token

🔗 **Summary:** The PCs are asked to recover a set of treasured armor from a thief.

🎖 **Rewards:** ✖ 750 gp / ✖ 2,500 gp / ✖ 8,500 gp / ✖ 13,000 gp (promised); up to ✺ **2 Reward Stars**; *dunnari royal leather*

📍 **Locations:** Any.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

A widower greets the party in a comfortable social setting—a church or a tavern, perhaps. After striking up conversation, the PCs notice that although charismatic and somewhat jovial, his eyes harbor a great sadness.

If the party inquires at all about this, the man will sigh and reveal his story: his wife, a great Ranger in the Druid Enclave militia, was slain in battle decades ago. He has never remarried, preferring to remain dedicated to his deceased wife in heart and mind.

Times have been tough, over the years, and the man has been forced to sell much of the couple's possessions. The only item of value the widower could not make himself give up is his wife's old armor: a suit of *dunnari royal leather*. Though bittersweet to look at, glimpsing it in its display case in their home has always given the man a fond thought and a smile, hearkening back to their youthful days spent adventuring together.

A week ago, the armor was stolen as the man slept. He got a good look at the thief, and can point him out.

The widower does not have much left of value with which to reward the party. Losing the armor, though, has underscored to him how vulnerable he feels with it still in his possession. He admits that he, and the spirit of his dead wife, would feel better if the armor were being actively worn by younger, more capable warriors still in their adventuring prime.

He promises that if the party returns the armor, he'll let them have it, if they in turn promise to wear it in her memory.

📞 If the PCs ignore the Quest, it will persist; they may even glimpse someone wearing the pilfered armor as an additional reminder.

The PCs will have no trouble locating the thief, as she is well-known and has taken to wearing the stolen armor, which is

FlexTable 27: *Dunnari Royal Leather Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Military forces in the Druid Enclave wear specialized leather armor to help protect them.	✅ **True.** Lacks much information about the *leather* itself.
18-33	31-50	26-40	41-50	12	Druidic leather armor is magical, and grants additional protection in combat for Enclave forces.	✅ **True.** A bit closer to the truth here with the description, but still incomplete.
34-50	51-70	41-65	51-55	13	Those stealing *dunnari royal leather,* even in combat, are sure to be pursued.	✅ **True.** This is 100% accurate, but still a bit vague as to what abilities are being granted.
51-67	71-85	66-75	56-60	16	Those wearing magical militiary leather armor benefit from increased protection, are more nimble, and notice more than other forces might in traditional leather armor.	✅ **True.** This is very close to a complete description of advanced forms of the *dunnari royal leather.*
68-84	86-93	76-90	61-80	12	Ever wonder what makes the Druidic military so great? Likely their special leather armor, forged by the Drow in the bowels of mountains through ritual sacrifice.	❌ **False.** This sounds like complete gibberish, but makes for a dark tale.
85-00	94-00	91-00	81-00	14	Those who steal a suit of *dunnari royal leather* are cursed with a dozen years of bad luck.	❌ **False.** There is no curse; this rumor was likely started by those who wished to discourage thieves.

quite recognizable. Asking around, even without any skill checks, will soon establish the thief's whereabouts.

🔽 The PCs can take the direct approach, and attack the thief. Success means they recover the armor, which will unfortunately suffer a few cuts and scratches as a result. The widower will weep openly at what he cannot help but feel is a desecration, though he will hardly blame the party for their role in the wounds to the leather. He will stand good by his offer, and reward them with the money described, and the *dunnari royal leather* armor. Additionally, the party will benefit of ✴ **1 Reward Star.**

🔽 Alternately, the party can approach the thief, and tell the widower's tale. A successful ⚠ **Charisma (Persuasion)** or **Intimidate** check (DC ✖ 16 / ✖ 18 / ✖ 21 / ❌ 24) added to the story, along with pointing out the obvious noticeability of the pilfered armor, will convince her to hand it over without bloodshed. Relieved that the armor has come to no harm, the widower will make good on the same reward as described above—but the party also benefits from of ✴ **2 Reward Stars.**

This **Quest** terminates only if the PCs return the armor; the old man will stand by his offer until the end of his days should the PCs change their mind.

Dunnari Royal Leather Wearer

CR 1; **XP** 200

NG; Medium Humanoid (Elf)

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Druid 1	Druid 6	Druid 10	Druid 14
SIZE / ALN	Medium NG Elf (High)	Medium NG Elf (High)	Medium NG Elf (High)	Medium NG Elf (High)
HP	8	24	43	69
ARMOR CLASS	13	15	17	19
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 15 (+2) DEX 13 (+1) CON 10 (+0) INT 10 (+2) WIS 16 (+5) CHA 12 (+1)	STR 15 (+2) DEX 15 (+2) CON 10 (+0) INT 10 (+3) WIS 16 (+6) CHA 12 (+1)	STR 15 (+2) DEX 17 (+3) CON 10 (+0) INT 10 (+4) WIS 16 (+7) CHA 12 (+1)	STR 15 (+2) DEX 19 (+4) CON 10 (+0) INT 10 (+5) WIS 16 (+8) CHA 12 (+1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 15; +2 Herbalism Kit	Passive Perception 16; +3 Herbalism Kit	Passive Perception 17; +4 Herbalism Kit	Passive Perception 18; +5 Herbalism Kit
LANGUAGES	Common, Druidic, Dwarvish, Elvish			
ATTACKS	**Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Melee** Spear +4 (1d6+2) **Ranged** Spear (Thrown) 20 ft.': +4 (1d6+2); 60 ft.': +4 (1d6+2) **Ranged** Longbow) --> 150 ft.': +3 (1d8+1); 600 ft.': +3 (1d8+1)	**Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Melee** +1 Spear +6 (1d6+3) **Ranged** +1 Spear (Thrown) 20 ft.': +6 (1d6+3); 60 ft.': +5 (1d6+3) **Ranged** Longbow) --> 150 ft.': +5 (1d8+2); 600 ft.': +5 (1d8+2)	**Melee** Dagger +7 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3) **Melee** +2 Spear +9 (1d6+5) **Ranged** +2 Spear (Thrown) 20 ft.': +9 (1d6+5); 60 ft.': +9 (1d6+5) **Ranged** Longbow) --> 150 ft.': +7 (1d8+3); 600 ft.': +7 (1d8+3)	**Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4) **Melee** +3 Spear +12 (1d6+7) **Ranged** +3 Spear (Thrown) 20 ft.': +12 (1d6+7); 60 ft.': +12 (1d6+7) **Ranged** Longbow) --> 150 ft.': +9 (1d8+4); 600 ft.': +9 (1d8+4)
SPECIAL	-	-	-	-

☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
PROFICIENCIES Club, Dagger, Dart, Javelin, Longbow, Longsword, Mace, Quarterstaff, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	**Moderate**	**Advanced**	**Elite**
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Cantrips, Druidic, Ritual Casting, Spellcasting, Spellcasting Focus	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land
SPELL-CASTING	**Save DC 10; Spell Atk +2** **1st:** *charm person; cure wounds*	**Save DC 11; Spell Atk +3** **3rd:** *daylight; dispel magic; water breathing* **2nd:** *enhance ability; hold person; gust of wind* **1st:** *charm person; cure wounds; jump; thunderwave*	**Save DC 12; Spell Atk +4** **5th:** *greater restoration; mass cure wounds* **4th:** *confusion; hallucinatory terrain; polymorph* **3rd:** *daylight; dispel magic; water breathing* **2nd:** *enhance ability; hold person; gust of wind* **1st:** *charm person; cure wounds; jump; thunderwave*	**Save DC 13; Spell Atk +5** **7th:** *reverse gravity* **6th:** *heal* **5th:** *greater restoration; mass cure wounds* **4th:** *confusion; hallucinatory terrain; polymorph* **3rd:** *daylight; dispel magic; water breathing* **2nd:** *enhance ability; hold person; gust of wind* **1st:** *charm person; cure wounds; jump; thunderwave*
EQUIPMENT	Dagger; spear; studded leather armor; longbow; arrows (20x)	Dagger; *+1 spear; +1 studded leather armor;* longbow; arrows (20x)	Dagger; *+2 spear; +2 studded leather armor;* longbow; arrows (20x)	Dagger; *+3 spear; +3 studded leather armor;* longbow; arrows (20x)

SPECIAL ABILITIES

Ability Score Increase Your Dexterity score increases by 2.

Ability Score Increase Your Intelligence score increases by 1.

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 16. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or

long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 7. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't w ear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Dunnari Swiftguard Helm

📖 Dunnari Swiftguard Helm (head)

Value:
❌ 1,200 gp / ❌ 3,400 gp / ❌ 6,800 gp / ❌ 13,500 gp

Weight 8 lbs.; **Materials** leather; steel; **Nature** magical;
Aura moderate transmutation; **Slot** head

CL: ❌ 4th / ❌ 8th / ❌ 12th / ❌ 14th

Effect Summary:

❌ **10' enhancement** bonus to base speed for 1 hour/day
total duration

❌ **10' enhancement** bonus to base speed for 4 hours/day
total duration; *spider climb* 3x/day

❌ **10' enhancement** bonus to base speed for 8 hours/day
total duration; *spider climb* 5x/day; *haste* 3x/day

❌ **10' enhancement** bonus to base speed for 12 hours/
day total duration; *spider climb* 5x/day; *haste* 5x/day;
expeditious retreat 3x/day

Description

These well-crafted leather helmets do little in the way of
actual protection; they instead grant speed and combat
initiative bonuses to the wearer.

Effect

All versions of *dunnari swiftguard helms* grant a temporary
enhancement bonus to base speed as described.

This boost can be turned on and off as a standard or bonus
action at any time. The activation is physical, typically a
press of part of the *helm*, toggles between on and off states.

Advanced versions also grant the power to effect spell-like
abilities a certain number of times per day, as described.
Each of these abilities requires a standard action to activate,
and is physical, requiring the user to touch part of the *helm*.

Activation counts for spell-like abilities is tracked per *helm*,
not per user; someone who dons the *helm* and expends uses
of its abilities may transfer the item to another wearer, but
the uses per day do not reset when she does so.

Synergy & Sets

None. *Dunnari swiftguard helms* are standalone items, and
do not gain further benefit or effects from use alongside any
other specific equipment.

Discovery

These items are typically encountered worn by couriers,
usually in service to the **Druid Enclave**, though **Enclave**
couriers often freelance and render their services elsewhere.

It is quite rare to see these items for sale, not because
they're not valuable, and not because their sale is illegal...
but rather, because any time one is made available, it sells
rather quickly.

This has often led to very inflated prices, particularly in

urban environments.

The activation triggers are typically somewhat obvious
portions of the helm, sometimes stylized with iconography
describing the buttons' purpose. Trial and error tends to
work well to figure it out for an un-knolwedgable new user.

📖 At the GM's discretion, such knowledge can simply be
assumed to be automatic. This can streamline gameplay
considerably and allow the wielder to immediately gain
the benefit of the *dunnari swiftguard helm's* capabilities.

Gaming groups wishing to use this option may assume
the knowledge comes magically with picking up the
item. Alternately, and for a bit of greater immersion
and roleplaying opportunity, instructions for using the
weapon might be discovered written down nearby, or
attached via twine to the *dunnari swiftguard helm*.

Ubiquity

Swiftguard helms are uncommon, but they're frequently seen
in the region of the **Druid Enclave**.

Within the **Enclave**, it's actually more rare to see a courier
without one of these items than to see a courier wearing
one.

Notoriety

There's little social stigma or negative consequence
to wearing a *dunnari swiftguard helm*, other than the
assumption from knowledgable onlookers that the wearer is,
or could be asked to be, a courier.

As nearly all of these devices came about from the **Druid**

Table 30: Dunnari Swiftguard Helm Flavors

Difficulty Band	Prefix	Base Speed Bonus	Spell-Like Abilities
Low	Lesser	+10' for up to **1 hour**/day	-
Moderate	Lesser	+10' for up to **4 hour**/day	*spider climb* 3x/day
Advanced	Greater	+10' for up to **8 hour**/day	*spider climb* 5x/day; *haste* 3x/day
Elite	Greater	+10' for up to **12 hour**/day	*spider climb* 5x/day; *haste* 5x/day; *expeditious retreat* 3x/day

Enclave and its surrounding area, however, wearing one far afield of that region might prompt some questions as to the wearer's connection.

In game terms, owning a *dunnari swiftguard helm* could be a lightning rod for subsequent **Quests** or plotlines involving the **Druid Enclave**.

Quirks of Ownership

As the helmet is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a *dunnari swiftguard helm* has no other quirks or impacts.

History & Background

Though typically used today by couriers wishing to better their travel performance, the first *dunnari swiftguard helms* were military in nature, which may help explain their somewhat grim appearance.

Druid Enclave leadership designed and commissioned the helms with a thought to form a new type of military unit, one that was fast-moving and nimble. More than a picket, less than a phalanx, this concept was extremely useful in many situations... but woefully under-equipped when cornered.

For military purposes, the tactics of the swiftguard soon faded into a more traditional role. Their namesake *helms* found successful civilian use, however, as a boost to the able-bodied courier.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma**

(Persuasion) in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, with no penalty so long as the checker has some knowledge of the **Druid Enclave** region.

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *dunnari swiftguard helm,* or as a means of introducing a plot hook into the **Quests** listed herein.

- **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *dunnari swiftguard helm* into your gaming sessions beyond simply "the half-elf thief drops a nifty-looking hat", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *dunnari swiftguard helm*.

Paladins & Clerics

Speed is always useful, and the military appearance of these devices make them even more interesting for these classes.

Rogues

A bit foreboding in appearance for most purposes, these *helms* might nevertheless help effect a successful getaway.

The capabilities of more advanced versions might make the act requiring a getaway easier to accomplish in the first place!

Martial Characters

Fighters, Barbarians, and other traditionally melee-focused classes would benefit from the extra speed, particularly in cases where they wish to close ranks more rapidly.

The other effects may be useful in situations where their more-skilled, more-nimble compatriots have talents that they themselves may lack.

Arcane Classes

Speed is useful when keeping one's distance from true combat, that's for sure... but ultimately, these *helms* may be too unseemly and huge for most arcanists' use.

Monks, Rangers, and Druids

These classes perhaps more than any other operate with speed as a virtue; it's fitting therefore that many Monks, Rangers, and Druids greatly benefit from a *dunnari swiftguard helm*.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Beat the Rush

The PCs are tasked with getting to a certain location before another party. This can take many, many forms: get to an oasis before an evil necromancer poisons the water, for example.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve the *dunnary swiftguard helm* from a current wearer, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Get the Message

The framing for this one is simple: the PCs are asked to deliver something. To help them out, they're loaned a *dunnari swiftguard helm*.

This forms the basis of the **Quest** below.

Quests

Another, more thorough, means of introducing the *dunnari swiftguard helm* is via the following **Quest**.

📖 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Swift Deliverance

🔗 **Summary:** A valuable message, and crucial equipment, is entrusted to the PCs.

🎖 **Rewards:** ✖ 1,000 gp / ✖ 3,500 gp / ✖ 9,000 gp / ✖ 14,000 gp (promised); up to 🌟 **1 Reward Star**; *dunnari swiftguard helm*

📍 **Locations:** Any.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

Someone contracts the PCs to deliver a wooden case. Who the contractor is depends upon your party and their connections, but it works most naturally if it is somehow related to one or more Factions with which the PCs have an established connection.

The contractor explains that this case is very valuable, but only to the recipient, and it needs to get there as quickly as possible.

What the case contains is left to the GM to establish. It could be a gag, a prank pulled on the recipient in retribution for the most recent similar such prank that the recipient pulled on the contractor, with a cycle of jest dating back decades. It could be platinum bars or jewels, worth a fortune. It could be a magical weapon or wondrous item of some sort.

To aid the party in their journey, the contractor produces *dunnari swiftguard helms*, one for each party member; these are to be used to gain speed, but must be turned in to the recipient upon delivery.

The contractor promises that, upon delivery, the recipient will pay them the gold reward described above. He further promises that if they get to their destination in record time, the party will be allowed to keep one of the *dunnari swiftguard helms*.

Where the destination is, and the time to beat to get there, is left to the GM, as a function of the geography in your gaming world, as well as the caliber of *helm* the party receives. It should be a distance and duration impossible to achieve without use of the *helms*, but quite manageable with them.

Along the way, the party may fall victim to random encounters as you would typically expect during inter-city transportation.

↳ If the party ignores the **Quest**, they may return at any time to pick up the job.

↳ If the party takes the job and the hats, busts open the case (it is locked, but requires no skill to break), and decides to keep everything, they will be set upon a week later by a group of hired thugs, seeking to retrieve the

FlexTable 28: *Dunnari Swiftguard Helm Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Headgear issued by Druid military grant speed bonuses.	✅ **True.** This is a great description of all iterations.
18-33	31-50	26-40	41-50	12	Originally designed for military purposes, the *swiftguard helm* is now used mostly by couriers.	✅ **True.** But doesn't speak to the capabilities of the *helm* itself.
34-50	51-70	41-65	51-55	13	Couriers around the Druid Enclave typically wear magical helmets that can let them escape quickly and scale walls.	✅ **True.** This refers to the spell-like abilities of advanced iterations.
51-67	71-85	66-75	56-60	16	Those using a dunnari swiftguard helm benefit from increased speed and possibly other movement-related magical abilities.	✅ **True.** This is very close to a complete description of advanced forms of the *dunnari swiftguard helm*.
68-84	86-93	76-90	61-80	12	Magical couriers can transform into spiders and hawks to more swiftly get to their destinations.	❌ **False.** This may stem from misinterpreted descriptions of the spell-like abilities of advanced versions of the *helm*.
85-00	94-00	91-00	81-00	14	Couriers sometimes wear special helms to help them deliver more quickly; failing to deliver on time, however, places an automatic curse on them as a punishment.	❌ **False.** There is no curse; this rumor was likely started by disgruntled couriers who failed in their mission and wanted an explanation that shifted the blame from themselves.

items.

If the party survives, they will have proven that they are more danger than the return of the items is worth, and will benefit from the full set of *dunnari swiftguard helms*.

↳ If the party takes the job and pursues it with good faith—whether they open the case or not—they will be paid in full upon delivery.

If the case remains sealed upon delivery, the recipient will make good on the promise of one dunnari swiftguard helm; if the case has been opened, the offer is off the table. Successful delivery of a sealed case is also worth ✴ **1 Reward Star**.

This **Quest** terminates only when the delivery is made, or the PCs slay the thugs hired to retrieve the stolen case.

Dunnari Swiftguard Helm Wearer

CR 1; **XP** 200

CG; Medium Humanoid (Half-Elf)

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Ranger 1	Ranger 6	Ranger 10	Ranger 14
SIZE / ALN	Medium CG Half-Elf	Medium CG Half-Elf	Medium CG Half-Elf	Medium CG Half-Elf
HP	11	34	59	106
ARMOR CLASS	16	19	22	24
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 10 (+2) DEX 17 (+5) CON 12 (+1) INT 8 (-1) WIS 15 (+2) CHA 12 (+1)	STR 10 (+3) DEX 19 (+7) CON 12 (+1) INT 8 (-1) WIS 15 (+2) CHA 12 (+1)	STR 10 (+4) DEX 20 (+9) CON 13 (+1) INT 8 (-1) WIS 15 (+2) CHA 12 (+1)	STR 10 (+5) DEX 20 (+10) CON 15 (+2) INT 8 (-1) WIS 15 (+2) CHA 12 (+1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 12	Passive Perception 12	Passive Perception 12	Passive Perception 12
LANGUAGES	Common, Dwarvish, Elvish, Gnomish			
ATTACKS	**Melee** Javelin +5 (1d6+3) **Ranged** Javelin (Thrown) 30 ft.': +5 (1d6+3); 90 ft.': +5 (1d6+3) Range 30, Long 90 **Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3) **Ranged** Shortbow) --> 30 ft.': +5 (1d6+3); 120 ft.': +5 (1d6+3)	**Melee** Javelin +7/+7 (1d6+4) **Ranged** Javelin (Thrown) 30 ft.': +7/+7 (1d6+4); 90 ft.': +7/+7 (1d6+4) Range 30, Long 90 **Melee** Dagger +7/+7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+4); 60 ft.': +7/+7 (1d4+4) **Ranged** Shortbow) --> 30 ft.': +9/+9 (1d6+4); 120 ft.': +9/+9 (1d6+4)	**Melee** Javelin +9/+9 (1d6+5) **Ranged** Javelin (Thrown) 30 ft.': +9/+9 (1d6+5); 90 ft.': +9/+9 (1d6+5) Range 30, Long 90 **Melee** Dagger +9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5) **Ranged** Shortbow) --> 30 ft.': +11/+11 (1d6+5); 120 ft.': +11/+11 (1d6+5)	**Melee** Javelin +10/+10 (1d6+5) **Ranged** Javelin (Thrown) 30 ft.': +10/+10 (1d6+5); 90 ft.': +10/+10 (1d6+5) Range 30, Long 90 **Melee** Dagger +10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5) **Ranged** Shortbow) --> 30 ft.': +12/+12 (1d6+5); 120 ft.': +12/+12 (1d6+5)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Favored Enemy, Natural Explorer, Giants, Forest	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Colossus Slayer, Extra Attack, Favored Enemy, Fighting Style, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Giants, Plants, Desert, Forest	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Colossus Slayer, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Giants, Plants, Coast, Desert, Forest	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Colossus Slayer, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Vanish, Whirlwind Attack, Archery, Giants, Humanoids, Plants, Coast, Desert, Forest
SPELL-CASTING	-	**Save DC 13; Spell Atk +5** **2nd:** *barskin; pass without trace* **1st:** *cure wounds; detect magic; jump; longstrider*	**Save DC 14; Spell Atk +6** **3rd:** *plant growth; speak with plants* **2nd:** *barkskin; pass without trace; silence* **1st:** *cure wounds; detect magic; jump; longstrider*	**Save DC 15; Spell Atk +7** **4th:** *stoneskin* **3rd:** *plant growth; speak with plants; water walk* **2nd:** *barkskin; pass without trace; silence* **1st:** *cure wounds; detect magic; jump; longstrider*
EQUIPMENT	Javelins (4x); leather armor; shield; shortbow; arrows (20x); dagger	Javelins (4x); studded leather armor; *+1 shield*; shortbow; arrows (20x); dagger	Javelins (4x); *+1 studded leather armor; +2 shield*; shortbow; arrows (20x); dagger	Javelins (4x); *+2 studded leather armor; +3 shield*; shortbow; arrows (20x); dagger

SPECIAL ABILITIES

Ability Score Increase Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Colossus Slayer Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Defensive Tactics At 7th level, you gain one of the following features of your choice.

Escape the Horde Opportunity attacks against you are made with disadvantage.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid

(such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Hunter's Prey At 3rd level, you gain one of the following features of your choice.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through

nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Whirlwind Attack You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Archery You gain a +2 bonus to attack rolls you make with ranged weapons.

Giants Advantage on Wisdom (Survival) checks to track Giants, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Headdress of the Fern Priestess

Headdress of the Fern Priestess (head)

Value:
☒ 2,800 gp / ☒ 32,000 gp /
☒ 72,500 gp / ☒ 144,500 gp

Weight 6 lbs.; **Materials** wood, plant; **Nature** magical;
Aura moderate transmutation, transmutation (polymorph),
conjuration (creation); **Slot** head

CL: ☒ 4th / ☒ 8th/ ☒ 12th / ☒ 16th

Effect Summary:

☒ *detect animals or plants* at will; *entangle* 3x/day

☒ *detect animals or plants* at will; *detect poison* at will;
entangle 5x/day; *plant growth* 2x/day

☒ *detect animals or plants* at will; *detect poison* at will;
detect aberrations at will; *entangle* 5x/day; *plant growth*
5x/day; *plant shape* 1x/day

☒ *detect animals or plants* at will; *detect poison* at will;
detect aberrations at will; *detect undead* at will; *entangle*
5x/day; *plant growth* 5x/day; *plant shape* 4x/day;
animate plants 1x/day; *control plants* 1x/day

Description

A beautiful, flowing, otherworldly helmet, this seems like a
portable forest, living and breathing amidst the head of the
wearer.

Effect

Headdresses of the fern priestess are formidable artifacts
which grant a host of powers to the wearer.

Foremost among these is the ability to detect as per a
spell-like effect at will. All flavors allow *detect animals or
plants* at will; advanced versions offer additional abilities as
described. These detection effects are automatic, perpetual,
and cannot be suppressed while the *headdress* is worn.

Other spell-like abilities are also possible, but must be
activated intentionally by the wearer. Each ability has a
separate mental command trigger, and requires a standard
action to initiate.

Maximum counts for each spell-like ability's use reset 24
hours after they are first used, and are *headdress*-dependent,
not wearer-dependent; thus someone who expends uses of
the item's abilities and gives it to another does not reset the
counts by the transition.

Synergy & Sets

None. *Headdresses of the fern priestess* are standalone
items, and do not gain further benefit or effects from use
alongside any other specific equipment.

Discovery

Headdresses of the fern priestess will almost always be
discovered in active, ceremonial use in a jungle or forest
culture. In rare circumstances, swamp- or plains-based
cultures will possess one.

It is exceptionally rare to find a *headdress* "on its own" in a
treasure hoard, and they are virtually never found for sale in
a shop.

The activation triggers are not documented anywhere on the
headdress; this knowledge must either be passed down from
a former owner or the item's crafter, or discovered through
research and experimentation.

At the GM's discretion, such knowledge can simply be
assumed to be automatic. This can streamline gameplay
considerably and allow the wielder to immediately
gain the benefit of the *headdress of the fern priestess'*
capabilities.

Gaming groups wishing to use this option may assume
the knowledge comes magically with picking up the
item. Alternately, and for a bit of greater immersion
and roleplaying opportunity, instructions for using the
weapon might be discovered written down nearby, or
attached via twine to the *headdress*.

Ubiquity

Headdresses of the fern priestess are exceedingly rare. Even
within tribal cultures of the environments described, they
number a maximum of one per society, and many tribes lack
them altogether.

Table 31: Headdress of the Fern Priestess Flavors

Difficulty Band	Prefix	At-Will *Detect* Abilities	Spell-Like Abilities
☒ Low	Lesser	*detect animals or plants*	*entangle* 3x/day
☒ Moderate	Lesser	*detect animals or plants; detect poison*	*entangle* 5x/day; *plant growth* 2x/day;
☒ Advanced	Greater	*detect animals or plants; detect poison; detect aberrations*	*entangle* 5x/day; *plant growth* 5x/day; *plant shape* 1x/day
☒ Elite	Greater	*detect animals or plants; detect poison; detect aberrations; detect undead*	*entangle* 5x/day; *plant growth* 5x/day; *plant shape* 4x/day; *animate plants* 1x/day; *control plants* 1x/day

Notoriety

As the artifact is intended both as a ceremonial focus as well as a font of magical power, it is next to impossible to wear one without it being noticed.

Those unused to the device will still take interest, perhaps even going so far as to approach the wearer and inquire as to the nature of the device.

Someone from a culture where these devices are used will instantly notice, even from afar, and will almost certainly approach the wearer.

📖 In game terms, owning a *headdress of the fern priestess* could be a lightning rod for subsequent **Quests** or plotlines involving tribes who use them.

Quirks of Ownership

As the headpiece is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a *headdress of the fern priestess* has no other quirks or impacts.

History & Background

The eponymous priestess was the daughter of a tribal chieftain of the forest realms of Aquilae. Gifted with a natural talent for natural magic, she devoted all her energies to cultivating her powers, and to teaching others in her tribe. Her crowning achievement—pun intended—was the *headdress of the fern priestess*, which she fashioned and meant to be her coronation headpiece upon her assumption to the throne when her father passed the mantle on.

It was not meant to be, however: her tribe was vanquished by another one, a few short years before she would have come of age to become queen. She and her kinsmen were exiled, slain, or enslaved; the priestess herself was claimed for the son of the enemy chieftain; their forced union was intended to grant some legitimacy to the conquest.

The rival tribe—her new tribe, such as it was—viewed magic skeptically, and as a fundamentally evil force; that she with such natural power was allowed to live was something of a shock to most. Some chalked it up to her beauty; others whispered that the rival chieftain was fearful of the priestess' powers and did not wish to offend forces he did not understand.

No matter the real reason, the priestess was not one to take such matters lying down. She kept the *headdress*, claiming it to be used for meditation. One night, she snuck out with it, and used it to escape into the forest.

The priestess was never heard from, or seen, again. Folk say that, lacking a tribe, and having ever been one with the forest and its magic, she was simply absorbed back into it, becoming one with the forces she had so loved.

Legend says that she dwells there still, crafting additional *headdresses* and leaving them in the forest for worthy tribespeople to come across for the benefit for their people.

(More practically-minded folk assume that new headdresses are crafted in secret and revealed with splendor and ceremony as a means of imbuing the item with social and spiritual power.)

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *headdress of the fern priestess* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *headdress of the fern priestess*, or as a means of introducing a plot hook into the **Quests** listed herein.

- ⬜ **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🔶 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- ⬜ **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *headdress* into your gaming sessions beyond simply "the dryad drops a nifty-looking leaf helmet", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these… but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *headdress of the fern priestess.*

Paladins & Clerics

These classes might wish to recover a *headdress* and restore it to its tribe of origin.

Rogues

There's much to be interested in here, but ultimately, too much pomp and fuss for too little benefit for a Rogue. Performing Bards may find a great deal to like, however.

Martial Characters

It would take a very particular sort of Fighter or Barbarian to value the ceremonial properties of a *headdress*; using it routinely in melee combat seems a bit far-fetched.

A unique use of a headdress might be by a performing warrior in a gladiator scenario.

Arcane Classes

The powers granted by a *headdress of the fern priestess* seem very much in line with some flavors of arcanist. Those with an eye toward performance and grandiose use of their powers will greatly value a *headdress*, particularly in the wild.

Monks, Rangers, and Druids

These classes moreso than any other will likely value

a *headdress* for their own use and for its abilities as an augmentation of their own approach to combat and adventuring.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Stolen Visage

A *headdress* has been stolen from the local tribe; find it and return it.

Along the way, the PCs may make use of its power to find a safe path back to the commissioning tribe.

This straightforward framing can take a great many forms, and the challenge may be structured to last several gaming sessions just on its own, depending on the distance to the rival tribe, the approach to getting it back, and the challenges faced on the return journey, which would presumably be more vicious than those faced on the approach because the party would have use of the *headdress* coming back.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve the *headdress of the fern priestess* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Powers of the Wood

The PCs must pass through a particularly vile and unwelcoming area of deep and dark forest in order to continue their journey.

To increase their odds of survival, they ask the loan of a *headdress* from a local tribe; they agree, but with a steep price asked in return.

This **Quest** works best if set in the context of a larger journey or objective; on its own, it suffers from a lack of intrinsic motivation for the party other than wanting to battle jungle monsters.

This scenario forms the basis of the **Quest** below.

Quests

Another, more thorough, means of introducing the *headdress of the fern priestess* is via the following **Quest**.

📖 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: The Forest Deeps

🔀 **Summary:** In order to traverse a challenging section of forest, the PCs must borrow a powerful artifact from a

FlexTable 29: Headdress of the Fern Priestess Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Long ago, a priestess of great power fashioned a magic headpiece out of plants.	✅ **True.** This does not describe anything about the *headdress'* power, though.
18-33	31-50	26-40	41-50	12	A princess formed a magic headdress out of ferns, and used it to escape slavery hundreds of years ago in the forests near here.	✅ **True.** But doesn't speak to the capabilities of the *headdress* itself.
34-50	51-70	41-65	51-55	13	A tribal priestess forged a magic helm of great power that granted the ability to detect plants, animals, and more.	✅ **True.** This refers to the basic capabilities of all *headdresses*.
51-67	71-85	66-75	56-60	16	A magic helm sits in the forest, lost to time, but granting the wearer power over plants and animals.	✅ **True.** This hints at some of the spell-like abilities of the more advanced versions.
68-84	86-93	76-90	61-80	12	Wizards and smiths have labored long to reproduce the work of a tribal priestess, but their reproductions steal life rather than control it.	❌ **False.** So far as is known, nobody has tried unsuccessfully to reproduce the designs of the priestess.
85-00	94-00	91-00	81-00	14	Fern priestesses long ago sacrificed people to give new life to plants, which would then obey their commands.	❌ **False.** While advanced versions of the headdress do grant power over plants, no sacrifice is required to use this ability.

neary tribe, and meet the steep price asked in return.

🎖 **Rewards:** safer passage through the forest; up to ✴ 2 **Reward Stars**; *headdress of the fern priestess*

📍 **Locations:** Any forest or jungle.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

As part of a larger journey, the PCs must pass through a particularly deadly section of forest or jungle. In order to better their chances of successfully traversing this region, the party has heard rumor of a ceremonial headdress with significant powers.

Their goal, then, becomes borrowing the *headdress* to assist in the journey.

Dealing with the tribe who owns the headdress is fairly straighforward, though depending on the scope of your gaming world, it may grow to become its own set of challenges.

The end result is simple: the tribe agrees that the party may borrow their artifact... so long as they return it, and give fully half of any treasure gained to the tribe as payment of their loan.

Further terms: Treasure that cannot be split (magic items) must be given in their entirety to the tribe. If there are multiple such treasures, the quantity may be shared (e.g., two magic swords means the tribe gets one). The tribe gets first pick of each type or category of item.

Lacking a larger objective, you may still undertake this Quest: simply place a favorable reward on the other side of the deadly forest. Perhaps rumor speaks of a damsel in distress, or a magic sword, or an ancient and lost ritual that would give power to the group's arcanist.

↩ If the party ignores the opportunity, they may well find the forest or jungle too difficult, and may return at any time to take the tribe up on the bargain, with the same terms.

↩ If the party agrees, but then tries to keep the headdress, either after their intended journey or abandoning it altogether, the tribe will notice, and will hunt them down. A few weeks on, the tribe will send out assassins, rangers, and other investigators and warriors to locate the PCs. They may gain the use of the *headdress* temporarily, but they will incur the wrath of the tribe and may even perish from ambushes and assassins.

↪ Taking the *headdress*, using it to navigate the forest or jungle, and returning as promised to fully divvy up half of the secured treasure in an honest and forthright manner gains the party the respect of the tribe.

They may return at any time to borrow the *headdress*, so long as they return with half of treasure gained through its use and so long as their actions do not run counter to those of the tribe itself.

Finally, they will gain ✴ **2 Reward Stars**.

Returning as promised, but with only a portion of the treasure gained—perhaps having buried the remainder, or left it elsewhere—will gain the party ✴ **1 Reward Star**, and of course the extra, lied-about, treasure.

The tribe will not necessarily detect the lie, though they will sense something is amiss, and will not promise further loans of the *headdress*.

Headdress of the Fern Priestess Wearer

CR 1; **XP** 200

NG; Medium Humanoid (Half-Elf)

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Druid 1	Druid 6	Druid 10	Druid 14
SIZE / ALN	Medium NG Half-Elf	Medium NG Half-Elf	Medium NG Half-Elf	Medium NG Half-Elf
HP	7	30	46	64
ARMOR CLASS	12	13	15	17
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 9 (-1) DEX 13 (+1) CON 8 (-1) INT 10 (+2) WIS 18 (+6) CHA 17 (+3)	STR 9 (-1) DEX 13 (+1) CON 8 (-1) INT 10 (+3) WIS 20 (+8) CHA 17 (+3)	STR 9 (-1) DEX 15 (+2) CON 8 (-1) INT 10 (+4) WIS 20 (+9) CHA 17 (+3)	STR 9 (-1) DEX 17 (+3) CON 8 (-1) INT 10 (+5) WIS 20 (+10) CHA 17 (+3)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 14 +2 Herbalism Kit	Passive Perception 15 +3 Herbalism Kit	Passive Perception 15 +4 Herbalism Kit	Passive Perception 15 +5 Herbalism Kit
LANGUAGES	Common, Druidic, Dwarvish, Elvish			
ATTACKS	**Melee** Spear +3 (1d6+1) **Ranged** Spear (Thrown) 20 ft.': +3 (1d6+1); 60 ft.': +3 (1d6+1) **Melee** Scimitar +3 (1d6+1)	**Melee** *+1 Spear* +5 (1d6+2) **Ranged** *+1 Spear* (Thrown) 20 ft.': +4 (1d6+2); 60 ft.': +4 (1d6+2) **Melee** Scimitar +4 (1d6+1)	**Melee** *+2 Spear* +8 (1d6+4) **Ranged** *+2 Spear* (Thrown) 20 ft.': +8 (1d6+2); 60 ft.': +8 (1d6+4) **Melee** Scimitar +6 (1d6+2)	**Melee** *+3 Spear* +11 (1d6+6) **Ranged** *+3 Spear* (Thrown) 20 ft.': +11 (1d6+6); 60 ft.': +11 (1d6+6) **Melee** Scimitar +8 (1d6+3)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear			

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Cantrips, Druidic, Ritual Casting, Spellcasting, Spellcasting Focus	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land
SPELL-CASTING	Save DC 14; Spell Atk +6 **1st:** *entangle; jump*	Save DC 16; Spell Atk +8 **3rd:** *meld into stone; sleet storm; wind wall* **2nd:** *flame blade; hold person; moonbeam* **1st:** *entangle; jump; speak with animals; thunderwave*	Save DC 17; Spell Atk +9 **5th:** *geas; insect plague* **4th:** *confusion; giant insect; polymorph* **3rd:** *meld into stone; sleet storm; wind wall* **2nd:** *flame blade; hold person; moonbeam* **1st:** *entangle; jump; speak with animals; thunderwave*	Save DC 18; Spell Atk +10 **7th:** *reverse gravity* **6th:** *wall of thorns* **5th:** *geas; insect plague* **4th:** *confusion; giant insect; polymorph* **3rd:** *meld into stone; sleet storm; wind wall* **2nd:** *flame blade; hold person; moonbeam* **1st:** *entangle; jump; speak with animals; thunderwave*
EQUIPMENT	Spear; scimitar; leather armor	*+1 Spear;* scimitar; studded leather armor	*+2 Spear;* scimitar; *+1 studded leather armor*	*+3 Spear;* scimitar; *+2 studded leather armor*

SPECIAL ABILITIES

Ability Score Increase Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 18. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 7. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires

hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't w ear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Hoodded Armorcoat

📖 Hooded Armorcoat (armor)

Value:
❌ 1,700 gp / ❌ 6,450 gp / ❌ 18,500 gp / ❌ 41,500 gp

Weight 22 lbs.; **Materials** leather, steel; **Nature** magical;
Aura moderate transmutation; **Slot** armor (light)

CL: ❌ 4th / ❌ 8th / ❌ 12th/ ❌ 16th

Effect Summary:

❌ +4 **armor bonus**; +3 **max dex bonus**; -2 **armor check penalty**; 20% **arcane spell fail chance**; max speed 20'/15'; **+1 competence** bonus to **Stealth** and **Sleight of Hand** checks; *longstrider* 2x/day

❌ +4 **armor bonus**; **+1 insight** bonus to AC; +3 **max dex bonus**; -2 **armor check penalty**; 20% **arcane spell fail chance**; max speed 25'/20'; **+3 competence** bonus to **Stealth** and **Sleight of Hand** checks; *longstrider* 3x/day; *spider climb* 2x/day

❌ +4 **armor bonus**; **+2 insight** bonus to AC; +3 **max dex bonus**; -2 **armor check penalty**; 20% **arcane spell fail chance**; max speed 25'/20'; **+5 competence** bonus to **Stealth** and **Sleight of Hand** checks; *longstrider* 5x/day; *spider climb* 3x/day; *haste* 2x/day

❌ +4 **armor bonus**; **+4 insight** bonus to AC; +3 **max dex bonus**; -2 **armor check penalty**; 20% **arcane spell fail chance**; max speed 30'/20'; **+7 competence** bonus to **Stealth** and **Sleight of Hand** checks; *longstrider* 5x/day; *spider climb* 5x/day; *haste* 3x/day; *air walk* 1x/day

of *longstrider* can give the armor to someone else, but that person will only have one remaining use of the ability.

Description

A combination trenchcoat, hooded cloak, and leather armor, these coats are prized by rogues and nimble fighters.

They grant movement abilities as well as Rogue-related skill bonuses.

Effect

Hooded armorcoats function largely as enhanced armored coats, and derive much of their core statistics from these items.

All versions incorporate an armor bonus and passive, ongoing **competence bonuses** to ⚠ **Stealth** and **Sleight of Hand** skill checks while the armor is worn. In addition, all versions but ❌ **Low** grant an **insight bonus** to AC as described. These passive effects cannot be surpressed, and require no activation.

All iterations also allow the wearer to activate movement-related spell-like abilities a certain number of times per day, as described. The activation for each is separate, requires a standard action, and is physical, typically pressing or pulling a seemingly innocuous component of the garment such as an eyelet or buckle.

The usage frequency of each spell-like ability resets 24 hours after the first such ability is expended, and is armor-dependent, not wearer-dependent. This means that someone wearing a ❌ *Low Hooded Armorcoat* and expending a use

Synergy & Sets

None. *Hooded armorcoats* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Hooded armorcoats may be found for sale at shops or even blacksmiths. They're also often discovered on the bodies of thieves, rogues, couriers, and others who tend to lurk in the shadows of society, figuratively or literally.

The activation triggers for a given *coat's* spell-like abilities is not obvious, but some poking around and experimenting will swiftly reveal which parts of the armor do what.

💭 At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *hooded armorcoat's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the *hooded armorcoat*.

Table 32: Hooded Armorcoat Flavors

Difficulty Band	Prefix	Armor Bonus	Insight Bonus to AC	Max Dex Bonus	Armor Check Penalty	Arcane Spell Fail	Max Speed	Skill Bonus	Spell-Like Abilities
☒ Low	Lesser	+4	-	+3	-2	20%	20'/15'	+1	*longstrider* 2x/day
☒ Moderate	Lesser	+4	+1	+3	-2	20%	25'/20'	+3	*longstrider* 3x/day; *spider climb* 2x/day
☒ Advanced	Greater	+4	+2	+3	-2	20%	25'/20'	+5	*longstrider* 5x/day; *spider climb* 3x/day; *haste* 2x/day
☒ Elite	Greater	+4	+4	+3	-2	20%	30'/20'	+7	*longstrider* 5x/day; *spider climb* 5x/day; *haste* 3x/day; *air walk* 1x/day

Ubiquity

Hooded armorcoats are somewhat common, particularly in high-magic or affluent areas.

As wealth rises, so too typically does crime without deterrents; *hooded armorcoats* are prime tools in such endeavors so the richer the city, the greater the chance that these items will be found.

Notoriety

For those unfamiliar with the item, hooded armorcoats will be interpreted as a stylish coat, particularly well-made, and little more.

As the very intent of this item is in part to help avoid suspicion, it's challenging to verify that this sort of coat is actually magical, let alone a *hooded armorcoat*, even if the observer is aware of the items' existence.

Those confirming the ownership of this specific item will likely annotate their internal consideration of the wearer's character, as few legitimate professions outside of courier merit such an item.

Quirks of Ownership

As the armor is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than being recognized as a possible rogue and thief, a *hooded armorcoat* has no other quirks or impacts.

History & Background

These items were actually created by mistake.

A successful thief found himself addicted to the challenge, the risk, the thrill, of stealing, and attempted ever more difficult heists. To fuel the high, he had to keep raising the bar; nothing less would do to feed the addiction.

This made it increasingly hard to steal, for two reasons. First, as the thief was sure if he ever was caught, he would be executed, he grew more and more afraid and paranoid about guards and fighting, as his skills were not in the combat area.

Second, he was running out of valid targets. There were only so much jewels, so much gold, and so many rare artifacts one could take without arousing too much suspicion.

Frantic, and more than a little manic, the thief found an underworld wizard—unreliable, and rumored to be a drunk, but she could keep her mouth shut about a private commission for a magic item whose use would quite obviously not be legal.

The thief asked the wizard to build him a suit of leather armor, one that would grant him protection and invisibility. He offered a fairly large sum for the work, and left her to it.

In the intervening week in which she worked, the wizard grew resentful of the fee, and spent much of her advance payment on high-end booze, which she drank immediately. Inebriated and with a sense of loathing, she scaled back the design, and incorporated some things that had not even been asked for.

At the end of the day, the thief got something he could use, that was quite innovative and valuable... but it wasn't quite what he had had in mind.

Tragically, he didn't realize this upon receipt of the armor. Determined and with renewed confidence granted him by what he thought the armor could do, he engaged in his most brilliant heist ever—only to be captured when he could not figure out how to turn invisible as he had asked.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to

either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *hooded armorcoat* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *hooded armorcoat,* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *hooded armorcoat* into your gaming sessions beyond simply "the assassin drops some nifty-looking leather armor", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *hooded armorcoat*.

Paladins & Clerics

These classes would most likely recognize that this armor has few legitimate uses, and would want to claim it, perhaps to turn into authorities.

They would look with suspicion upon anyone else who wore a *hooded armorcoat*.

Rogues

They'd love a *hooded armorcoat*, perhaps obviously. They might even do atrocious things to get their hands on one.

Martial Characters

Most martial classes would have much more formidable options for their armor, but depending on the style of the Fighter or Barbarian involved, they might yet benefit from its bonuses, particularly at lower levels if heavy magical armor has not yet made itself available to them.

Arcane Classes

Leather armor doesn't typically mix well with arcanists, but they would certainly be interested in someone else in the party making use of a *hooded armorcoat*.

Monks, Rangers, and Druids

To the extent to which such characters are prone to sneaking about, a *hooded armorcoat* may be a great alignment of ability and style.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

The Great Heist

The PCs become aware of a major opportunity to conduct a robbery. However, the risk is steep; in order to be successful, they might first consider obtaining a *hooded armorcoat*, which might grant them the edge they need.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve a hooded armorcoat from its current wearer, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Risk / Reward

A shady character offers the party a deal: he will give them a *hooded armorcoat* if they will use it to steal something of great value.

This hook is immensely flexible: what is being stolen? Does it have material value, or is it only contextual, like blackmail material or an unwanted contract? If it has inherent value, do the PCs get to split that value with the contractor?

A version of what is possible with this approach forms the basis of the **Quest** below.

Quests

Another, more thorough, means of introducing the *hooded armorcoat* is via the following **Quest**.

📄 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

FlexTable 30: *Hooded Armorcoat Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	A magical cloak provides protection, but only for thieves.	☑ **Partially True.** The "robe" does provide protection, and it is primarily used by thieves, but it's not as though the armor's abilities fail or activate based on the wearer's class.
18-33	31-50	26-40	41-50	12	Armored coats sometimes allow thieves and ruffians enhanced abilities in their trade.	☑ **True.** Somewhat vague as to exactly what bonuses, but accurate so far as it goes.
34-50	51-70	41-65	51-55	13	Forged by master thieves, a magical coat grants magical movement to the wearer.	☑ **True.** This refers to the spell-like abilities of the *hooded armorcoat*.
51-67	71-85	66-75	56-60	16	A dozen years ago, a master thief commissioned a protective coat from a drunken mage that ended up being his doom.	☑ **True.** This is historically accurate, though it does nothing to describe the *armorcoat's* properties.
68-84	86-93	76-90	61-80	12	Thieves may be snared by a magical coat that purports to aid their abilities, but instead will call the authorities to their location.	❌ **False.** Perhaps a rumor started to prevent colleagues from looking too closely at a legitimate *armorcoat?*
85-00	94-00	91-00	81-00	14	A wizard got revenge on a master thief by forging an armored coat that paralyzed him.	☑ **Partially True.** A wizard did semi-intentionally mis-craft a magical armored coat for a master thief, but it did not paralyze him so much as simply failed to make him invisible.

🏆 Quest: Risk / Reward

Summary: Someone offers to give the PCs a *hooded armorcoat* if they use it to perform a robbery.

Rewards: ✉ 3,000 gp / ✉ 8,500 gp / ✉ 15,000 gp / ❌ 20,000 gp (promised); up to ✹ **2 Reward Stars**; *hooded armorcoat*

Locations: Any.

Key NPCs: Any.

Kickoff: Random Encounter.

Description:

Someone shady, but reputable within the underworld community, contacts the PCs about a possible joint undertaking. He seems quite straightforward about the job, and mentions that he has other folks whom he could use to do it, so they'd better decide quickly.

He wants the PCs to steal something from a wealthy merchant. Upon the item's return, he promises a cash payment to the party, and offers that they may keep a *hooded armorcoat* they may use for the heist, which he feels will greatly increase their chances of success.

He warns that if they are discovered mid-heist, then they may still keep the *hooded armorcoat*, but they forfeit any cash reward.

Feel free to adapt the target, the environment, the level of skill and challenge, and other factors of this scenario in service to your gaming world.

If the PCs ignore the Quest, perhaps in consideration of their moral leanings, it goes off anyway. Although this Quest is terminated as a result, they may encounter the thief wearing the *hooded armorcoat* in a subsequent context. Or, perhaps they were followed to the meeting with the shady contractor by the town militia, who accosts the party afterwards and charges them with helping to foil the heist.

If the PCs undertake the robbery, they will have to break into the merchant's house and steal a map tube. The exact execution remains to the GM and your gaming context, but it should involve challenges in which the hooded armorcoat's abilities prove beneficial, for example, ⚠ **Stealth** and **Sleight of Hand** skill checks.

Success means they retrieve the item without being detected. In such a case, upon return of the map case, he will let them keep the *hooded armorcoat*, as well as paying out the reward in gold. Finally, the party benefits from ✹ **2 Reward Stars**.

If they undertake the robbery, but are discovered mid-heist, but are able to escape, the shady contractor will make good on his word, letting them keep the *hooded armorcoat*, but keeping any gold to himself. It's also

worth ✦ **1 Reward Star** to the PCs.

↳ Optionally, the party can open the map case to see what's inside. It turns out to be a contract which appears to bind someone to the merchant for a period of 10 years. Although no relation to the shady contractor, it is the son of a poor farmer from the outskirts of the city; that farmer begged the shady contractor's help in freeing his son from indentured servitude to the merchant.

The shady contractor will notice if the seal is breached, and will renege on paying out any gold if it is. They may keep the *armorcoat*, and their endeavors also grant ✦ **2 Reward Stars** if they went undiscovered, ✦ **1 Reward Star** if they were discovered.

Hooded Armorcoat Wearer

CR 1; XP 200

CN; Medium Humanoid (Elf)

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
SIZE / ALN	Medium CN Elf (High)	Medium CN Elf (High)	Medium CN Elf (High)	Medium CN Elf (High)
HP	9	43	84	123
ARMOR CLASS	17	18	19	20
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 10 (+0) DEX 20 (+7) CON 13 (+1) INT 14 (+4) WIS 6 (-2) CHA 13 (+1)	STR 10 (+0) DEX 20 (+8) CON 15 (+2) INT 14 (+5) WIS 6 (-2) CHA 13 (+1)	STR 10 (+0) DEX 20 (+9) CON 17 (+3) INT 14 (+6) WIS 6 (-2) CHA 13 (+2)	STR 10 (+0) DEX 20 (+10) CON 19 (+4) INT 14 (+7) WIS 6 (-2) CHA 13 (+2)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 12 +4 Thieves' Tools	Passive Perception 14 +6 Thieves' Tools	Passive Perception 16 +8 Thieves' Tools	Passive Perception 18 +10 Thieves' Tools
LANGUAGES	Common, Dwarvish, Elvish			
ATTACKS	**Melee** Dagger +7 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+5); 60 ft.': +7 (1d4+5) **Melee** Rapier +7 (1d8+5) **Ranged** Crossbow, Light) --> 80 ft.': +7 (1d8+5); 320 ft.': +7 (1d8+5)	**Melee** Dagger +8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+5); 60 ft.': +8 (1d4+5) **Melee** *+1 Rapier* +9 (1d8+6) **Ranged** Crossbow, Light) --> 80 ft.': +8 (1d8+5); 320 ft.': +8 (1d8+5)	**Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Melee** *+2 Rapier* +11 (1d8+7) **Ranged** Crossbow, Light) --> 80 ft.': +9 (1d8+5); 320 ft.': +9 (1d8+5)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *+3 Rapier* +13 (1d8+8) **Ranged** Crossbow, Light) --> 80 ft.': +10 (1d8+5); 320 ft.': +10 (1d8+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longbow, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
SPECIAL QUALITIES Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Expertise, Sneak Attack, Thieves' Cant	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
SPELL-CASTING -	-	-	-
EQUIPMENT Dagger; rapier; studded leather armor; light crossbow; crossbow bolts (20x)	Dagger; *+1 rapier; +1 studded leather armor;* light crossbow; crossbow bolts (20x)	Dagger; *+2 rapier; +2 studded leather armor;* light crossbow; crossbow bolts (20x)	Dagger; *+3 rapier; +3 studded leather armor;* light crossbow; crossbow bolts (20x)

SPECIAL ABILITIES

Ability Score Increase Your Dexterity score increases by 2.

Ability Score Increase Your Intelligence score increases by 1.

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Leatherweb Corset

📖 Leatherweb Corset (belt)

Value:
❌ 1,800 gp / ❌ 17,500 gp / ❌ 62,000 gp / ❌ 118,000 gp

Weight 5 lbs.; **Materials** leather; **Nature** magical; **Aura** moderate evocation; **Slot** belt

CL: ❌ 6th / ❌ 10th / ❌ 14th / ❌ 18th

Effect Summary:

❌ automatically provides material components for Druid, Ranger, or Bard spells requiring material components up to 1 gp

❌ automatically provides material components for Druid, Ranger, or Bard spells requiring material components up to 5 gp; **+1 DC competence bonus** to Druid, Ranger, or Bard spells cast by wearer

❌ automatically provides material components for Druid, Ranger, or Bard spells requiring material components up to 15 gp; **+2 DC competence bonus** to Druid, Ranger, or Bard spells cast by wearer; count **+1 caster level** for Druid, Ranger, or Bard Evocation spells

❌ automatically provides material components for Druid, Ranger, or Bard spells requiring material components up to 50 gp; **+3 DC competence bonus** to Druid, Ranger, or Bard spells cast by wearer; count **+2 caster level** for Druid, Ranger, or Bard Evocation spells

Description

Worn atop padded armor or simple clothing of any sort, these corsets (male versions are available as girdles) can be used to grant bonuses to Druidic, Ranger, or Bardic magic, and typically conceal material components for spellcasting or reagents for alchemical purposes.

Masculine versions of these items may be referred to as *leatherweb girdles*.

Effect

All versions of *leatherweb corsets* have myriad pockets, from which the wearer may draw any amount of material components to be used for their Druid, Ranger, and/or Bardic spells that require them. Each *corset* has a limit of the total gp value of material components per spell, as listed. Using the corset in this manner does not affect the speed or other requirements or attributes of the spell(s) being cast, but it does require that the wearer physically be capable of reaching into the *corset's* pockets.

All but the lowliest iterations grant more power to all Druidic, Ranger, or Bardic spells cast by the wearer, effecting a **competence bonus** as described.

Finally, ❌ **Advanced** and ❌ **Elite** versions grant even more power to the wearer, who benefits from a **competence bonus** to their effective **Caster Level** while casting Druidic, Ranger, or Bardic spells from the **Evocation** school.

These effects are all passive and automatic, and cannot be suppressed while the item is worn. The exception is the material components; the wearer may choose to ignore the

corset's abilities and use their own material components on a spell-by-spell basis if desired.

Synergy & Sets

None. *Leatherweb corsets* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

These items may on occasion be discovered for sale, but are instead typically found in use by those most suited to benefit from the abilities granted.

Once a Ranger, Bard, or Druid gains possession of a *leatherweb corset*, it tends to remain with them until they die or are otherwise forced to give it up.

The powers of a *leatherweb corset* are not immediately apparent to a new owner; unless they are described or experimented with, the wearer may be ignorant of the new power granted them.

⬜ At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *leatherweb corset's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the *leatherweb corset*.

Table 33: Leatherweb Corset Flavors

Difficulty Band	Prefix	Material Components Provisioned	Spell DC Bonus	Caster Level Bonus
✉ Low	Lesser	Druid, Ranger, or Bard; up to 1 gp	-	-
✉ Moderate	Lesser	Druid, Ranger, or Bard; up to 5 gp	+1	-
✉ Advanced	Greater	Druid, Ranger, or Bard; up to 15 gp	+2	+1 Evocation
✉ Elite	Greater	Druid, Ranger, or Bard; up to 50 gp	+3	+2 Evocation

Ubiquity

Leatherweb corsets are exceedingly rare.

Owing to their power and versatility, they are not produced in great quantities; indeed, in all but the most high-magic areas, the art of crafting these artifacts has been all but lost.

Those already in possession of a leatherweb corset usually go to great lengths to protect them, and to try to hide their true nature.

Notoriety

These artifacts are quite innocuous in appearance, and indeed, can easily be mistaken for a simple belt or girdle. Leather webbing with pockets is hardly rare, so it's commonplace to see many folk walking about with devices that appear similar to a *leatherweb corset*.

Among those familiar with the device, it's not unseen for some of meager means to fashion fake *leatherweb corsets*: simply stuff a few material components in the pockets of a well-fashioned leather girdle, and you're all set! This is usually done in a boastful manner, and to add to the faker's presumed mystique and appearance of magical prowess.

If somehow word of a true *leatherweb corset* gets out, then the wearer is certain to be the target of attention, if not outright thievery, from Rangers, Bards, and Druids alike.

Quirks of Ownership

As the *corset* is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a *leatherweb corset* has no other quirks or impacts.

History & Background

These items were first crafted by the more magically-focused elites of the **Druid Enclave** in response to increased attacks from raiding bands of giants.

After a particularly brutal defense, the **Enclave** was for a time cut off from resupply and its surrounding environs. The *leatherweb corset* was intended first as a means of continuing the defense while lacking essential magical ingredients; more advanced forms were reserved for their most powerful magician-soldiers, to further bolster their prowess.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, with no penalty so long as the checker has some connection to the regions around the **Druid Enclave**, as the *leatherweb corset* is a somewhat location-connected item.

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *leatherweb corset*, or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *leatherweb corset* into your gaming sessions beyond simply "the orc magus drops a nifty-looking girdle", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *leatherweb corset*.

Paladins & Clerics

These classes would likely have little use for a *leatherweb corset* themselves, but would easily recognize the tactical advantages of such an item. If their party contains a Ranger, Druid, or Bard, then a Paladin or a Cleric might go out of their way to help obtain a *corset* for their use.

Rogues

Definitely not useful inherently to a Rogue, but to a Bard, a *leatherweb corset* would be a significant advantage.

Martial Characters

Aside from looking slightly nifty, and from keeping it out of the hands of enemy Bards, Druids, and Rangers, martial classes have zero interest in such items as a *leatherweb corset*.

Arcane Classes

Arcanists have no use for this sort of item, though clever wizards may examine it to see how it was crafted out of professional respect if nothing else.

Monks, Rangers, and Druids

Monks would have no use for this item. *Leatherweb corsets* were, however, made specifically to aid the powers of Rangers and Druids.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Into the Woods

As part of a Faction challenge, a Druid or Ranger in the party must venture into a section of forest known to contain Plant, Animal, Fey, and related monsters.

This is intentionally vague, as it could flexibly apply to any number of Factions who employ skills related to staying alive in the woods. The particular purpose could be anything: escort an innocent through the woods; seek and find a particular kind of nut, leaf, or flower; collect a certain number of hides of a kind of creature found there; etc.

To aid them in their journey, the PC in question should obtain (or is loaned, or sold, or even promised) a *leatherweb corset*.

This hook plays best in circumstances where the PC in question has a strong connection to the Faction making the request, or the party is personally invested in the quest itself. It could be that the innocent to be guided is a relative of one of the PCs; or that in order to curry favor with the Faction, the party must perform this task.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve a *leatherweb corset* from its current owner, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Serve the Forest

The party is asked to deliver a *leatherweb corset* to a needful Druid, located deep in the dangerous part of the forest nearby.

This hook forms the basis of the Quest below.

Quests

Another, more thorough, means of introducing the *leatherweb corset* is via the following **Quest**.

> 📖 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Serve the Forest

🔗 **Summary:** The PCs are tasked with delivering a leatherweb corset to a Druid in a deep and dangerous part of the forest.

🎁 **Rewards:** ✖ 3,000 gp / ✖ 8,000 gp / ✖ 15,000 gp / ✖ 24,000 gp (promised); up to 🌟 **2 Reward Stars**; *leatherweb corset*

📍 **Locations:** Any forest.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

Perhaps in connection with an appropriate Faction, the PCs are asked to venture into a particularly dark and dangerous part of a nearby forest. Their mission is to deliver a magical artifact known as a *leatherweb corset*.

The quest-giver explains the *corset's* function, and if there is someone of an appropriate class in the party, they may freely make use of it on the journey. Once to their destination, however, they should give it to its intended recipient: an old Druid, once a formidable member of the **Enclave**, but now a somewhat crazed loner, a hermit who has committed himself to the forest itself.

↩ If the party ignores the Quest, they may come back to it

FlexTable 31: Leatherweb Corset Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	A certain kind of magical leather girdle only works for Druids, Rangers, and Bards.	✅ **True.** Only these classes can obtain benefit from the *leatherweb corset*.
18-33	31-50	26-40	41-50	12	Rangers, Druids, and Bards can eschew spell ingredients to a certain limit while wearing a special magical corset.	✅ **True.** This is only one of the powers of the *corset*, but accurate.
34-50	51-70	41-65	51-55	13	Certain girdles were crafted by the Druid Enclave long ago in response to supply shortages; the resulting item enhances magical powers of Bards, Rangers, and Druids.	✅ **True.** This is accurate, both from a historical as well as capability perspective.
51-67	71-85	66-75	56-60	16	Druid elders crafted a magical corset that allows wearers of certain magical classes to eschew some materials and enhance the power of their spells.	✅ **True.** This is as close a complete description here of the *leatherweb corset*.
68-84	86-93	76-90	61-80	12	Giant raiders once gifted Druid Elders a girdle purported to enhance their magic... but instead it led to blight and famine in the Enclave.	❌ **False.** Giant raiders were related to the origins of the item, but not at all in the way described.
85-00	94-00	91-00	81-00	14	Magic girdles intended for use by Bards, Druids, and Rangers will instead constrict and injure wearers outside these classes.	❌ **False.** Other classes will derive no benefit from the device, but will not suffer injury.

at any time. At the DM's discretion, however, someone else may be tasked with the delivery, and after a week, the Quest will terminate.

↳ If the party accepts the Quest, taking the *leatherweb corset*, but then ignores the execution of their task in favor of trying to keep the item, they will be hunted down by Rangers and Druids.

If they are defeated by this gang, the PCs will be allowed to live, but the corset will be stripped from them, they will each be robbed of a random magical item in their possession.

If they are successful in fending off the gang, the party may keep the *corset*, but there is no material or experience reward outside of that gained from fighting the Rangers and Druids.

It goes without saying, too, that regardless of whether they defeat the gang or are themselves defeated, the party will definitely lose favor with the Faction or group who asked them to perform this duty.

↳ If the PCs take the job, enter the forest, but are overwhelmed by the monsters there, they may return the corset at any time to the Faction who commissioned the deed. They will be respected for their honesty, if not their combat prowess, and will receive 1/4 of the promised gold reward, rounded down.

At the GM's discretion, they may also receive ✳ **1 Reward Star** depending on how far they got.

↳ The "best path" here is for the PCs to fight their way to the hermit Druid... only to discover that he has died, not a few weeks ago. His possessions have been stripped from him. Returning to the quest-giver, the PCs will sadly be thanked for their efforts, will be given the gold reward, and will be allowed to keep the *leatherweb corset*. They will also receive ✳ **2 Reward Stars**.

Leatherweb Corset Wearer

CR 1; XP 200

NE; Medium Humanoid (Human)

	⊠ **Low**	⊠ **Moderate**	⊠ **Advanced**	⊠ **Elite**
CHALLENGE	CR 1￼XP 200	CR 6￼XP 2,300	CR 10￼XP 5,900	CR 14￼XP 11,500
CLASS / HD	Bard 1	Bard 6	Bard 10	Bard 14
SIZE / ALN	Medium NE Human	Medium NE Human	Medium NE Human	Medium NE Human
HP	10	44	70	101
ARMOR CLASS	13	14	16	17
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 10 (+0)￼DEX 15 (+4)￼CON 15 (+2)￼INT 8 (-1)￼WIS 9 (-1)￼CHA 18 (+6)	STR 10 (+0)￼DEX 17 (+6)￼CON 15 (+2)￼INT 8 (-1)￼WIS 9 (-1)￼CHA 18 (+7)	STR 10 (+0)￼DEX 19 (+8)￼CON 15 (+2)￼INT 8 (-1)￼WIS 9 (-1)￼CHA 18 (+8)	STR 10 (+0)￼DEX 19 (+9)￼CON 15 (+2)￼INT 8 (-1)￼WIS 9 (-1)￼CHA 20 (+10)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 9￼Armor - Disadvantage on Stealth￼+2 Horn, Lute, Lyre	Passive Perception 12￼+3 Horn, Lute, Lyre	Passive Perception 17￼+4 Horn, Lute, Lyre	Passive Perception 19￼+5 Horn, Lute, Lyre
LANGUAGES	Common, Elvish			
ATTACKS	**Melee** Dagger +4 (1d4+2)￼**Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)￼**Melee** Rapier +4 (1d8+2)￼**Ranged** Shortbow) --> 30 ft.': +4 (1d6+2); 120 ft.': +4 (1d6+2)	**Melee** Dagger +6 (1d4+3)￼**Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3)￼**Melee** +1 Rapier +7 (1d8+4)￼**Ranged** Shortbow) --> 30 ft.': +6 (1d6+3); 120 ft.': +6 (1d6+3)	**Melee** Dagger +8 (1d4+4)￼**Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4)￼**Melee** +2 Rapier +10 (1d8+6)￼**Ranged** Shortbow) --> 30 ft.': +8 (1d6+4); 120 ft.': +8 (1d6+4)	**Melee** Dagger +9 (1d4+4)￼**Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4)￼**Melee** +3 Rapier +12 (1d8+7)￼**Ranged** Shortbow) --> 30 ft.': +9 (1d6+4); 120 ft.': +9 (1d6+4)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	⊠ **Low**	⊠ **Moderate**	⊠ **Advanced**	⊠ **Elite**
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Languages, Bardic Inspiration, Cantrips, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Peerless Skill, Song of Rest, Spellcasting
SPELL-CASTING	**Save DC 14; Spell Atk +6** **1st:** *charm person; disguise self*	**Save DC 15; Spell Atk +7** **3rd:** *fear; major image; hypnotic pattern* **2nd:** *calm emotions; enthrall; invisibility* **1st:** *charm person; disguise self; heroism; sleep*	**Save DC 16; Spell Atk +8** **5th:** *dominate person; hold monster* **4th:** *compulsion; dimension door* **3rd:** *fear; major image; hypnotic pattern* **2nd:** *calm emotions; enthrall; invisibility* **1st:** *charm person; disguise self; heroism; sleep*	**Save DC 18; Spell Atk +10** **7th:** *forgecage* **6th:** *mass suggestion* **5th:** *dominate person; hold monster* **4th:** *compulsion; dimension door* **3rd:** *fear; major image; hypnotic pattern* **2nd:** *calm emotions; enthrall; invisibility* **1st:** *charm person; disguise self; heroism; sleep*
EQUIPMENT	Dagger; rapier; padded armor; shortbow; arrows (20x)	Dagger; *+1 rapier;* leather armor; shortbow; arrows (20x)	Dagger; *+2 rapier;* studded leather armor; shortbow; arrows (20x)	Dagger; *+3 rapier; +1 studded leather armor;* shortbow; arrows (20x)

SPECIAL ABILITIES

Ability Score Increase Your ability scores each increase by 1.

Bardic Inspiration You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d10. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 5. You regain any expended uses when you finish a long rest.

College of Lore Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at selfimportant figures of authority.

Countercharm At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Font of Inspiration Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Jack of All Trades Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Magical Secrets By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you and are included in the number in the Spells Known column of the Bard table. You learn two additional spells from any class at 14th level and again at 18th level.

Peerless Skill Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do

so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

Song of Rest Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d10 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

Lychwing Crest

Lychwing Crest (headband)

Value:
⊠ 2,100 gp / ⊠ 24,500 gp / ⊠ 31,000 gp / ⊠ 62,000 gp

Weight 6 lbs.; **Materials** wood, bone; **Nature** magical;
Aura strong necromancy, conjuration (summoning); **Slot** headband

CL: ⊠ 6th / ⊠ 10th / ⊠ 14th / ⊠ 18th

Effect Summary:

⊠ evil creatures summoned by wearer default to an **Attitude** of **Friendly** (each summoned creature may attempt a **Wisdo**m save at **DC 16** to overcome); wearer automatically speaks any languages spoken by summoned creatures

⊠ evil creatures summoned by wearer default to an **Attitude** of **Friendly** (each summoned creature may attempt a **Wisdo**m save at **DC 18** to overcome); wearer automatically speaks any languages spoken by summoned creatures; evil creatures summoned by wearer benefit from **+4 enhancement** bonus to **Strength** and **Constitution**

⊠ evil creatures summoned by wearer default to an **Attitude** of **Friendly** (each summoned creature may attempt a **Wisdo**m save at **DC 20** to overcome); wearer automatically speaks any languages spoken by summoned creatures; evil creatures summoned by wearer benefit from **+4 enhancement** bonus to **Strength** and **Constitution;** when summoning more than one creature, summon one extra creature

⊠ evil creatures summoned by wearer default to an **Attitude** of **Friendly** (each summoned creature may attempt a **Wisdo**m save at **DC 22** to overcome); wearer automatically speaks any languages spoken by summoned creatures; evil creatures summoned by wearer benefit from **+4 enhancement** bonus to **Strength** and **Constitution;** when summoning more than one creature, summon one extra creature; may summon skeletons instead of living creatures

Description

These nefarious, darkly-magicked items appear to be a pair of skeletal, evil, dragon wings grafted onto the temples of the wearer.

They grant communion bonuses with evil summoned creatures, and enhancements to such summoned creatures..

Effect

Lychwing crests all allow the wearer a default **Attitude** of **Friendly** for evil creatures they summon. This ability has no effect for any summoned creature who would otherwise have an **Attitude** of **Friendly** or better toward the wearer; in other words, it does not override or degrade similar effects that are equivalent or better. Each summoned creature may attempt a **Wisdo**m save to resist this effect, with DC as noted; success means they revert to whatever Attitude toward the caster would normally apply.

Secondly, *lychwing crests* grant the wearer the ability to communicate with any of their summoned creatures, regardless of alignment. This effect requires that the summoned creature speaks or understands at least one language; the wearer receives no beneift for summoned creatures with no language. The *lychwing crest* does not grant the wearer the ability to speak or understand languages in general; it allows communication only between the wearer and any creatures the wearer summons while wearing the *crest*. Removing the **crest** causes this effect to dissipate; similarly, any creatures summoned prior to donning the *crest* receive no benefit from this effect.

All versions except ⊠ *Low Lychwing Crests* grant enhancement bonuses to **Strength** and **Constitution** for all evil creatures summoned by the wearer. These bonuses are automatic for each evil summoned creature; there is no save to resist the effect. Note the secondary effect of these bonuses on attack, damage, hit points, and related properties of the summoned creatures.

Finally, the two most powerful iterations grant the wearer additional power and options when they summon creatures. ⊠ *Advanced Lychwing Crests* allow the wearer to summon one extra creature each time they summon more than one creature as the result of a single spell or effect. For example, if the wearer summons 2 creatures, the *lychwing crest* allows them the option of summoning 3 instead. This aspect of the *crest's* power has no effect when summoning a single creature.

⊠ *Elite Lychwing Crests* receive the above benefit, but in addition, whenever the wearer summons one or more creatures of any kind, s/he may instead choose to summon Skeleton versions of those creatures, as with the **Skeleton Summoner** feat.

Table 34: Lychwing Crest Flavors

Difficulty Band	Prefix	Summoned Evil Creature Attitude	Summoned Attitude Save	Summoned Evil Creature Bonuses	Summoned Evil Creatures
✉ Low	Lesser	**Friendly**	**Wis 16**	**+4 Str; +4 Con**	-
✉ Moderate	Lesser	**Friendly**	**Wis 18**	**+4 Str; +4 Con**	-
✉ Advanced	Greater	**Friendly**	**Wis 20**	**+4 Str; +4 Con**	+1
✖ Elite	Greater	**Friendly**	**Wis 22**	**+4 Str; +4 Con**	+1; may be Skeletons

The options to summon additional creatures, and/or to make them skeletons, are mental commands by the wearer made at the time of casting a summoning spell.

All other effects and abilities are passive, require no activation, and cannot be surpressed while the *crest* is worn.

Synergy & Sets

None. *Lychwing crests* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Lychwing crests are often handed down from one evil summoner to another, continuing a chain of powers that might go back several generations.

They may on very rare occasion be purchased in a magical items shop, but then, only available via special conversation or connection with the owner. Likely the item is stored in a back room, or attic; the fear would be the shopkeeper would have a negative stigma due to the connection with necromantic and evil magic.

Encountered in the wild, so to speak, *lychwing crests* are almost always atop the heads of conquered summoners; anyone who possesses one of these items is loathe to leave it in a vault owing to its enormous benefits when needed.

Versions of the *crest* which have activateable abilities "tell" their wearers of these options as they cast summoning spells; no foreknowledge is required to make use of or understand them, though it will likely come as a surprise when first used.

At the GM's discretion, full knowledge of the *crest's* abilities and nature can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *lychwing crest's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the *crest*.

Ubiquity

Lychwing crests are very rare. Only a handful were produced

originally, and these scattered quickly to the corners of the Realm.

Those few that have been crafted over the centuries are in the hands of powerful necromancers and summoners, who are quite resistant to sharing the information that they exist, let alone sharing the item itself.

Notoriety

Lychwing crests look somewhat vile, but can easily be mistaken or chalked up to a fancy headdress. The items do look ceremonial, in a dark sort of manner.

It's almost impossible to tell via mundane means that a *lychwing crest* is anything other than a particularly brooding and dark form of headdress, a costume perhaps for a play or festival.

Those aware of their existence will immediately recognize them, however. Necromancers, summoners, or evil magic-users of any ilk who know of these items will stop at nothing to get their hands on a *lychwing crest* if they know where to find one... and woe betide the person who already wears it!

Quirks of Ownership

As the headdress is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a *lychwing crest* has no other quirks or impacts.

History & Background

First forged in the dark swamps of the Realm with the assistance of evil Fey, lychwing crests were formed from the mind of a horrid witch and necromancer. Hungry for power and hating of all people, he bent his will to the task of crafting an item that would grant him power over his summoned creations. Although formidable in both magical power and intellect, this witch had become drunk on his own power in isolation from other sentients; he had come to believe that when he summoned a creature, he did not summon it to his location but rather that he created it out of nothing.

Successful in his pursuit of crafting an item beneficial to his aims, he then set forth on what he saw as his purpose: bringing death to those living, via the new life he called forth.

His ravages across the Realm were legion, and his decades

of conquest and destruction the stuff of grim legend. Eventually, the odds caught up with him, and one of his summoned creations turned on him, having shrugged off the power of his artifact.

In the aftermath, many sought the *lychwing crest* fabled to be the source of the witch's power. Some must have found it, and even replicated the design, for a few dozen have been found over the generations, always in the hands of a misguided and power-hungry summoner.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *lychwing crest* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *lychwing crest*, or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *lychwing crest* into your gaming sessions beyond simply "the necromancer drops a nifty-looking headdress", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *lychwing crest*.

Paladins & Clerics

These classes, barring Clerics of evil faith, would likely be inclined to locate *lychwing crests* with an eye toward destroying them.

Rogues

Rogues have no direct use for these items, but would be essential in stealing them away from those who are already in possession of them.

Martial Characters

Fighters, Barbarians, and the like have no use for a *lychwing crest*, and would unfortunately find it difficult to fence such a powerful and stigmatized artifact.

Arcane Classes

These classes are the target audience of a *lychwing crest*, particularly those who have a focus in summoning evil creatures.

Such is the power of these artifacts that even those not attuned to summoning might shift their focus if they have access to it.

Monks, Rangers, and Druids

It's possible for Druids to summon monsters, so they might well have an interest in *lychwing crests*.

Monks and Rangers, however, would likely only be interested in a greater context of story.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Building an Army

A nearby necromancer has been producing more and more horrible creations, either from raising the dead or from summoning. Either way, he has been raiding villages for months, showing up with many monsters and laying waste to all life he encounters.

This scenario forms the basis of the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve a

FlexTable 32: Lychwing Crest Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	A magical tiara grants power to summoners.	✅ **True.** Very limited in description, however.
18-33	31-50	26-40	41-50	12	First forged by a mad, power-hungry necromancer witch, a formidable circlet grants summoners of evil creatures the ability to speak with their summoned creatures, and to make those creatures more powerful.	✅ **True.** Very nearly complete description of the *crest's* powers.
34-50	51-70	41-65	51-55	13	Forged by a mad witch, there is a crest that grants the wearer's summoned creatures enhanced strength and durability.	✅ **True.** This is one of the features of advanced versions of the *lychwing crest*.
51-67	71-85	66-75	56-60	16	Evil creatures summoned by a magical tiara will look to the caster favorably, benefit from enhanced strength, and the caster may even bring forth more of them as a result of the artifact's power.	✅ **True.** This is as close a complete description here of the *lychwing crest*.
68-84	86-93	76-90	61-80	12	Evil headdresses grant summoners power, but at the possible expense of the caster's soul.	❌ **False.** As with most "at the expense of your soul" rumors, this one has no basis in reality.
85-00	94-00	91-00	81-00	14	Morally-corrupt summoners may wield horrible circlets that grant their summoned creatures the power of fire and resistance to all forms of corporeal attack.	❌ **False.** These characteristics are far beyond the capabilities of the *lychwing crest*.

lychwing crest from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Fueling the Ritual

Rumor tells of a cult nearby where sacrifice is commonplace, and a key component to their rituals. Dozens of creatures are slain in service to their faith each month.

Although the cult doesn't seem to interfere much in the day-to-day lives of the townsfolk, villagers are growing concerned over the practice, why the cult feels it is necessary, and they're also worried as to what the cult's practitioners will resort to when they inevitably run out of goats and the like.

It turns out that the cult's sacrifices are being fueled by a particularly gruesome application of a *lychwing crest:* their summoner priest is using his to call forth creatures to be slain.

Quests

Another, more thorough, means of introducing the *lychwing crest* is via the following **Quest**.

📖 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Building an Army

🔗 **Summary:** The PCs are tasked with defeating a necromancer who has been raiding villages and slaying every living thing he discovers.

⚔ **Rewards:** ⊠ 2,500 gp / ⊠ 6,000 gp / ⊠ 11,000 gp / ⊠ 20,000 gp (promised); up to ✴ **3 Reward Stars**; *lychwing crest*

📍 **Locations:** Any.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

Villagers approach the PCs, describing a horrid practice whereby a raiding necromancer has been going from farm to farm, village to village, in the countryside in this area.

In his raids, he brings with him a formidable array of monsters—more of them, and each one more powerful, more compliant, than one might expect from even a formidable summoner might.

Disturbing in the extreme is the necromancer's behavior as he churns through an area: any living thing is a target for his wrath, and that of his minions. If they are aware of anything alive, it is slain; very few have escaped after being noticed. Worse still, the vile summoner seems hardly dispassionate about the practice: he wears a gleeful, spittle-drenched grin

as he goes about his grim business.

Fearful of a similar event in their town, the villagers have pooled their money and offer it, everything they have, to the PCs if they can seek out the necromancer and stop him.

Mechanically, the details of finding the necromancer, confronting him, and slaying him are all flexible, in service to your gaming world and campaign setting. The PCs can visit the bloodied, smoking remains of the town most recently destroyed; tracks lead away from the area.

The pursuit should at minimum involve some Survival and/or Tracking checks to locate the necromancer's lair. Approaching undetected, the party might try to slay him in his sleep.

Alternately, a head-on fight will be quite difficult, though not impossible.

It is not possible to talk the necromancer out of his power-lust-fueled rampages; he is beyond all reason and can only be stopped if the PCs kill him.

- If the PCs ignore the plea, consider a negative consequence if any of them is Good, and certainly if there is a Paladin amongst them. The appeal to good intentions here is fairly clear, and although the strength of the necromancer is unknown, seeking him out at least seems a minimum activity.

- If the PCs agree, discover the necromancer, and either are overwhelmed by him in combat or decide not to slay him, they can return to the village and benefit empty-handed, but still receive ✴ **1 Reward Star** for their efforts. The village will not pay as nothing has been prevented.

- If the PCs agree, discover the necromancer, and slay him successfully, upon their return to the village they will receive the full cash award promised, plus ✴ **3 Reward Stars**. In addition, they may keep the *lychwing crest* recovered from the necromancer's corpse, whether they share that detail with the town or not.

Lychwing Crest Wearer

CR 1; XP 200

CE; Medium Humanoid (Half-Orc)

	⊠ **Low**	⊠ **Moderate**	⊠ **Advanced**	⊠ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Wizard 1	Wizard 6	Wizard 10	Wizard 14
SIZE / ALN	Medium CE Half-Orc	Medium CE Half-Orc	Medium CE Half-Orc	Medium CE Half-Orc
HP	6	23	37	63
ARMOR CLASS	12	12	13	13
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 15 (+2) DEX 9 (-1) CON 11 (+0) INT 20 (+7) WIS 9 (+1) CHA 13 (+1)	STR 17 (+3) DEX 9 (-1) CON 11 (+0) INT 20 (+8) WIS 9 (+2) CHA 13 (+1)	STR 17 (+3) DEX 11 (+0) CON 11 (+0) INT 20 (+9) WIS 9 (+3) CHA 13 (+1)	STR 17 (+3) DEX 11 (+0) CON 13 (+1) INT 20 (+10) WIS 9 (+4) CHA 13 (+1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 9	Passive Perception 9	Passive Perception 9	Passive Perception 9
LANGUAGES	Common, Orc			
ATTACKS	**Ranged** Crossbow, Light) --> 80 ft.': -5 (1d8-1); 320 ft.': -5 (1d8-1) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Ranged** +1 Crossbow, Light) --> 80 ft.': -3 (1d8); 320 ft.': -3 (1d8) **Melee** +1 Dagger +7 (1d4+4) **Ranged** +1 Dagger (Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4)	**Ranged** +2 Crossbow, Light) --> 80 ft.': +0 (1d8+2); 320 ft.': +0 (1d8+2) **Melee** +2 Dagger +9 (1d4+5) **Ranged** +2 Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5)	**Ranged** +3 Crossbow, Light) --> 80 ft.': +2 (1d8+3); 320 ft.': +2 (1d8+3) **Melee** +3 Dagger +11 (1d4+6) **Ranged** +3 Dagger (Thrown) 20 ft.': +11 (1d4+6); 60 ft.': +11 (1d4+6)
SPECIAL	-	-	-	-
PROFICIENCIES	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Arcane Recovery, Cantrips, Preparing and Casting Spells, Ritual Casting, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting
SPELL-CASTING	Save DC 15; Spell Atk +7 **1st:** *charm person; fog cloud*	Save DC 16; Spell Atk +8 **3rd:** *fly; lightning bolt; sleet storm* **2nd:** *acid arrow; hold person; invisibility* **1st:** *charm person; fog cloud; mage armor; magic missile*	Save DC 17; Spell Atk +9 **5th:** *cloudkill; dream* **4th:** *greater invisibility; ice storm* **3rd:** *fly; lightning bolt; sleet storm* **2nd:** *acid arrow; hold person; invisibility* **1st:** *charm person; fog cloud; mage armor; magic missile*	Save DC 18; Spell Atk +10 **7th:** *teleport* **6th:** *irresistible dance* **5th:** *cloudkill; dream* **4th:** *greater invisibility; ice storm* **3rd:** *fly; lightning bolt; sleet storm* **2nd:** *acid arrow; hold person; invisibility* **1st:** *charm person; fog cloud; mage armor; magic missile*
EQUIPMENT	Light crossbow; crossbow bolts (20x); dagger	*+1 Light crossbow;* crossbow bolts (20x); *+1 dagger*	*+2 Light crossbow;* crossbow bolts (20x); *+2 dagger*	*+3 Light crossbow;* crossbow bolts (20x); *+3 dagger*

SPECIAL ABILITIES

Ability Score Increase Your Strength score increases by 2, and your Constitution score increases by 1.

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Arcane Tradition When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation. The school of Evocation is detailed at the end of the class description; see the Player's Handbook for information on the other schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Preparing and Casting Spells The Wizard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to 19. The spells must be of a level for which you have spell slots. For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell magic missile, you can

cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Lyrehelm

Lyrehelm (headband)

Value:
❌ 1,700 gp / ❌ 6,200 gp / ❌ 18,500 gp / ❌ 43,000 gp

Weight 4 lbs.; **Materials** wood, leather, gemstones;
Nature magical; **Aura** moderate divination, transmutation,
enchantment (compulsion) [mind-affecting, emotion] **Slot**
headband

CL: ❌ 4th / ❌ 8th / ❌ 12th / ❌ 16th

Effect Summary:

❌ *comprehend languages* for up to 4 hrs/day; **+1 competence** bonus to **Perform** checks

❌ *comprehend languages* for up to 5 hrs/day; **+2 competence** bonus to **Perform** checks; **+1 competence** bonus on **Charisma (Persuasion)** and **Wisdom (Insight)** checks; *calm emotions* 5x/day

❌ *comprehend languages* for up to 6 hrs/day; **+4 competence** bonus to **Perform** checks; **+3 competence** bonus on **Charisma (Persuasion)** and **Wisdom (Insight)** checks; *calm emotions* 5x/day; *glibness* 3x/day

❌ *comprehend languages* for up to 6 hrs/day; **+6 competence** bonus to **Perform** checks; **+5 competence** bonus on **Charisma (Persuasion)** and **Wisdom (Insight)** checks; *calm emotions* 5x/day; *glibness* 5x/day

Description

A simple, elegantly-wrought curved band of leather, adorned with jesteresque accents, these items are prized by Bards and entertainers of more mundane nature.

While often found in a mixture of purple, green, and gold, all manner of color combinations are possible.

These items, when worn, grant the bearer advantages in performance and conversation skills.

Effect

All flavors of *lyrehelm* grant the ability to *comprehend languages*, per the spell, for a total number of hours each day. The wearer activates this ability with a thought, and deactivates it with a similar thought; whenever the wearer thinks something along the lines of "I wish I could understand what is being said", the effect activates.

Secondly, *lyrehelms* grant passive competence bonuses to certain skills. All flavors grant bonuses to all forms of ⚠ **Perform** skill checks as described. Advanced versions may also grant bonuses to **Charisma (Persuasion)** and **Wisdom (Insight)**. These bonuses are automatic, require no activation or trigger, and cannot be surpressed while the device is worn.

Finally, advanced versions of the *lyrehelm* allow the wearer to initiative spell-like abilities a certain number of times per day, as described. The activations of these abilities are mental commands, requiring a standard action to execute.

The *comprehend languages* duration, and the spell-like effect frequencies, reset 24 hours after each is first used in a

given day. Each is item-dependent, not wearer-dependent; if someone wears a "fresh" ❌ *Low Lyrehelm* and uses *comprehend languages* for a single hour, for example, and gives it to someone else, that person will still only have 3 hours of remaining *comprehend languages* use.

Synergy & Sets

None. *Lyrehelms* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Most *lyrehelms* are worn by bards or other performers.

Even when not in active use, rare is the owner who trusts such an artifact to a vault or lockbox; far easier to bear it and not use it, or to hide it underneath a larger or bulkier headpiece.

Activations of spell-like abilities are mentally-triggered; each roughly takes the form of thinking about a certain spell effect, so it's actually quite straightforward to use so long as the capabilities are known.

It's rare to have any instructions or other inkling of the artifact's capabilities written down anywhere, or inscribed on the item.

🖳 At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *lyrehelm's* capabilities.

Table 35: Lyrehelm Flavors

Difficulty Band	Prefix	Comprehend Languages Duration	Perform Skill Bonus	Charisma (Persuasion) & Wisdom (Insight) Skill Bonus	Spell-Like Abilities
⊠ Low	Lesser	4 hrs/day	+1	-	-
⊠ Moderate	Lesser	5 hrs/day	+2	+1	*calm emotions* 5x/day
⊠ Advanced	Greater	6 hrs/day	+4	+3	*calm emotions* 5x/day; *glibness* 3x/day
⊠ Elite	Greater	6 hrs/day	+6	+5	*calm emotions* 5x/day; *glibness* 5x/day

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the *lyrehelm*.

Ubiquity

Lyrehelms are rare, but not exceptionally so, less so among the bardic elite.

Well-known bards often make prominent the presence of their *lyrehelms;* the absolute best performers go out of their way to make it understood that they do not use the devices, and that their natal talents are such that enhancement is not required.

Notoriety

Although some take the form of elaborate headdresses, *lyrehelms* are not always very conspicuous. As such it can be quite difficult to identify one worn by someone else, even if the observer is aware of the device's existence.

If someone identifies or suspects a *lyrehelm* in use, it's typically not noteworthy; although the item's powers are very useful, they're not volatile or overwhelming enough that they give a threatening sensation to others.

Quirks of Ownership

As the headpiece is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a *lyrehelm* has no other quirks or impacts.

History & Background

The first lyrehelms were forged, predictably, by a vain and power-hungry bard, in service to an increasingly-demanding prince who tired easily of repetitive routines and acts.

Although the chief palace bard was quite skilled and renowned, rumors began to swirl that he was soon to be replaced. The prince's history echoed this likelihood: no palace bard had lasted more than a year; the current one had been in residence half again that duration.

So although ambitious by nature, the palace bard's main objective was merely self-preservation. Behind the scenes, he spoke with a palace magician; for a guaranteed cut of the bard's pay going forward, the mage agreed to craft an innocuous headpiece that would greatly enhance the bard's natural gifts.

Sadly, the arrangement was doomed: buoyed by the agreement, the palace bard began to perform with greater confidence. The prince, bored of the same routines and abilities, resented this new quality, which he interpreted as haughty self-satisfaction.

One day before the mage's commission was completed, the prince had the bard exiled from the palace. Thus, in a way, the very first *lyrehelm* brought about the doom of its owner.

All was not sad, however. The prince, quite used to entertainment of some form, soon granted the title of Court Bard to another, whom the savvy mage approached immediately. The mage explained that the use of the *lyrehelm* was a time-honored arrangement; he made the same deal he had had with the ill-fated former bard.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *lyrehelm* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *lyrehelm*, or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *lyrehelm* into your gaming sessions beyond simply "the ponce drops a nifty-looking headband", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *lyrehelm*.

Paladins & Clerics

Influence and social power are not uncommon weapons in the arsenal of these classes. Although use of a *lyrehelm* is more stereotypically in the domain of bards and other performers, one might reasonably argue that Paladins and Clerics oft act in this capacity in many adventuring parties.

Rogues

Socially-inclined rogues can find great sport in these artifacts, either as a means of finding entry where none seems possible, or as a tool to talk one's self out of a tight situation when a plan goes awry.

Martial Characters

In parties lacking a dedicated full Paladin or socially-affable Cleric, more battle-worthy classes might find themselves in the role of social leader: Fighters and even charismatic Barbarians might well benefit from a *lyrehelm* to aid their role.

Arcane Classes

Arcanists whose talents rely upon Charisma are most likely to be inclined to the use of a *lyrehelm*.

Monks, Rangers, and Druids

It's not unheard of for these classes to possess talent in social circles, although in truth they are likely the least served by a *lyrehelm's* powers.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Slippery as an Eel

The PCs are at a social event. It later turns out that someone wearing a *lyrehelm* stole something of great value at the event.

This scenario forms the basis for the Quest below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve a *lyrehelm* from its current user, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Find a Way In

The PCs, or more accurately the Rogue of the party, are commissioned to steal something. To aid their task, they are loaned or given a *lyrehelm*, as the item in question will be on display (perhaps worn?) at a grand ball, and having enhanced social prowess is a surefire means of getting close enough to snatch it.

Quests

Another, more thorough, means of introducing the *lyrehelm* is via the following **Quest**.

📖 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Behind Our Backs

🔀 **Summary:** At a social function, the PCs are unaware that a thief commits a robbery. The party sets forth to discover what happened, and how.

🎖 **Rewards:** ✖ 3,000 gp / ✖ 8,000 gp / ✖ 16,000 gp / ✖ 28,000 gp (promised); up to ✴ **2 Reward Stars**; *lyrehelm;* other magical item(s) or valuable treasure

📍 **Locations:** Any urban.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Social function or event (this can be as flexibly innocuous as spending an evening in a tavern, however).

❓ **Description:**

FlexTable 33: *Lyrehelm Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	There exists a magical headband that gives bards extra power.	✅ **True.** Very limited in description, however.
18-33	31-50	26-40	41-50	12	Long ago, a court bard commissioned a magic item to save him from disfavor from the prince he served.	✅ **True.** This is a great summary of the item's backstory.
34-50	51-70	41-65	51-55	13	A desperate palace bard had a mage forge him a headband that would enhance his social powers.	✅ **True.** This hints at the item's capabilities.
51-67	71-85	66-75	56-60	16	Bardic headbands can grant social powers to the wearer, and allow them to cast socially-enhancing spells.	✅ **True.** This is as close a complete description here of a *lyrehelm*.
68-84	86-93	76-90	61-80	12	Though forged to grant bards skill, cursed headbands instead steal life force through song.	❌ **False.** This is not what a *lyrehelm* does.
85-00	94-00	91-00	81-00	14	Beware powerful bards wearing magical headbands, for theirs is the power to turn onlookers to stone with but a strum of their strings.	❌ **False.** This sounds like a completely different magical artifact!

Whether they realize it or plan it or not, the PCs attend a social function with at least a dozen people present. Though at the time they notice nothing untoward, it later turns out that an item of extreme value was stolen during the event.

How the PCs get involved, and why they care, is a function of your game world and campaign. It could be that the PCs are falsely accused of stealing it themselves; their alibi turns out to be airtight, and by way of apology, the accuser offers the party a job finding the real thief.

It could be that the PCs are friends with the person from whom the valuable has been stolen: to set their friend right, they seek the truth and justice besides.

Finally, it could simply be that the valuable item was stolen from one of the PCs themselves. In this last scenario, ignore the monetary reward, but perhaps up the ante by having multiple treasured items stolen—the mage's protective ring, the monk's cloak of concealment, and the paladin's most powerful potions.

🔲 If the PCs ignore the threat, nothing further comes of it. The culprit is still out there, however, and the wronged party still interested in justice; the group may return to the Quest at any time.

🔲 If the PCs engage fully, they have little difficulty locating the thief; despite her pickpocketing skills, she is a poor fence, and her blundering attempts to resell the stolen item(s) results in widespread knowledge of her whereabouts and description.

When confronted, the thief admits that she is actually a singer by trade, but having fallen on hard times, she discovered a magic headband that gives her social powers. She's used these newfound enhancements to

turn to a life of semi-successful crime. She offers the return of any items stolen, as well as the *lyrehelm*, so long as the PCs keep her identity secret.

Merely finding the thief and confronting her is worth 🌟 **1 Reward Star.**

🔲 If the party slays the thief, either following a verbal confrontation or as the result of a fight-first, ask-questions-later approach, they recover the stolen item(s) and will receive any promised monetary reward, and of course recover the *lyrehelm* from the body. They do not, however receive any 🌟 **Reward Stars**.

🔲 If the PCs confront the thief, and turn her in to the authorities, they receive no further benefit beyond the monetary reward (if it had been offered to begin with).

🔲 Confronting the thief, taking the items, taking the *lyrehelm*, and keeping her secret is worth an additional 🌟 **Reward Star**, for a total of **2**. This is the "best path" in terms of reward.

Lyrehelm Wearer

CR 1; **XP** 200

CN; Medium Humanoid (Half-Elf)

	⚔ **Low**	⚔ **Moderate**	⚔ **Advanced**	⚔ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Bard 1	Bard 6	Bard 10	Bard 14
SIZE / ALN	Medium CN Half-Elf	Medium CN Half-Elf	Medium CN Half-Elf	Medium CN Half-Elf
HP	8	29	50	66
ARMOR CLASS	13	14	16	18
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 10 (+0) DEX 15 (+4) CON 10 (+0) INT 15 (+2) WIS 7 (-2) CHA 19 (+6)	STR 10 (+0) DEX 17 (+6) CON 10 (+0) INT 15 (+2) WIS 7 (-2) CHA 19 (+7)	STR 10 (+0) DEX 19 (+8) CON 10 (+0) INT 15 (+2) WIS 7 (-2) CHA 19 (+8)	STR 10 (+0) DEX 20 (+10) CON 10 (+0) INT 15 (+2) WIS 7 (-2) CHA 20 (+10)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 10 Armor - Disadvantage on Stealth +2 Horn, Lute, Lyre	Passive Perception 14 +3 Horn, Lute, Lyre	Passive Perception 16 +4 Horn, Lute, Lyre	Passive Perception 18 +5 Horn, Lute, Lyre
LANGUAGES	Common, Dwarvish, Elvish			
ATTACKS	**Melee** Longsword +2 (1d8) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+2); 320 ft.': +4 (1d8+2)	**Melee** +1 Longsword +4 (1d8+1) **Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Ranged** Crossbow, Light) --> 80 ft.': +6 (1d8+3); 320 ft.': +6 (1d8+3)	**Melee** +2 Longsword +6 (1d8+2) **Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4) **Ranged** Crossbow, Light) --> 80 ft.': +8 (1d8+4); 320 ft.': +8 (1d8+4)	**Melee** +3 Longsword +8 (1d8+3) **Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Ranged** Crossbow, Light) --> 80 ft.': +10 (1d8+5); 320 ft.': +10 (1d8+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Bardic Inspiration, Cantrips, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Peerless Skill, Song of Rest, Spellcasting
SPELL-CASTING	Save DC 14; Spell Atk +6 **1st:** *charm person; disguise self*	Save DC 15; Spell Atk +7 **3rd:** *fear; hypnotic pattern; nondetection* **2nd:** *calm emotions; detect thoughts; enthrall* **1st:** *charm person; disguise self; heroism; hideous laughter*	Save DC 16; Spell Atk +8 **5th:** *dominate person; hold monster* **4th:** *compulsion; confusion; dimension door* **3rd:** *fear; hypnotic pattern; nondetection* **2nd:** *calm emotions; detect thoughts; enthrall* **1st:** *charm person; disguise self; heroism; hideous laughter*	Save DC 18; Spell Atk +10 **7th:** *teleport* **6th:** *irresistible dance* **5th:** *dominate person; hold monster* **4th:** *compulsion; confusion; dimension door* **3rd:** *fear; hypnotic pattern; nondetection* **2nd:** *calm emotions; detect thoughts; enthrall* **1st:** *charm person; disguise self; heroism; hideous laughter*
EQUIPMENT	Longsword; dagger; padded armor; light crossbow; crossbow bolts (20x)	*+1 Longsword;* dagger; leather armor; light crossbow; crossbow bolts (20x)	*+2 Longsword;* dagger; studded leather armor; light crossbow; crossbow bolts (20x)	*+3 Longsword;* dagger; *+1 studded leather armor;* light crossbow; crossbow bolts (20x)

SPECIAL ABILITIES

Ability Score Increase Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Bardic Inspiration You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d10. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 5. You regain any expended uses when you finish a long rest.

College of Lore Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at selfimportant figures of authority.

Countercharm At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Expertise At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

Font of Inspiration Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Jack of All Trades Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Peerless Skill Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roil the die for the ability check, but before the DM tells you whether you succeed or fail.

Song of Rest Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d10 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

Magekiller Helm

Magekiller Helm (head)

Value:
☒ 10,200 gp / ☒ 28,000 gp /
☒ 68,000 gp / ☒ 125,500 gp

Weight 8 lbs.; **Materials** brass, steel; **Nature** magical; **Aura** moderate transmutation; **Slot** head

CL: ☒ 4th / ☒ 8th / ☒ 12th / ☒ 16th

Effect Summary:

☒☒☒☒ **-1 Int** while worn; **-1 Int** for each ability activated while abilities are active; helm inflicts **1 hp** damage on wearer per round while any abilities are active

☒ *enhance ability (bull's strength)* 3x/day for up to **4 min** total time;
enhance ability (bear's endurance) 3x/day for up to **4 min** total time

☒ *enhance ability (bull's strength)* 5x/day for up to **8 min** total time;
enhance ability (bear's endurance) 5x/day for up to **8 min** total time;
+1 enhancement bonus on attack and damage rolls to all equipped weapons while any abilities are active

☒ *enhance ability (bull's strength)* 5x/day for up to **12 min** total time;
enhance ability (bear's endurance) 5x/day for up to **12 min** total time;
enhance ability (cat's grace) 3x/day for up to **12 min** total time;
+2 enhancement bonus on attack and damage rolls to all equipped weapons while any abilities are active

☒ *enhance ability (bull's strength)* 5x/day for up to **16 min** total time;
enhance ability (bear's endurance) 5x/day for up to **16 min** total time;
enhance ability (cat's grace) 5x/day for up to **16 min** total time;
+4 enhancement bonus on attack and damage rolls to all equipped weapons while any abilities are active

Description

These are typically full head-wrapping helms, big and cumbersome looking. The helm conceals small bits in its conical/peaked top portion which drill into the skull of the wearer, decreasing mental abilities, and draining them to bolster physical abilities.

Effect

Magekiller helms have up to three effects.

All *helms* allow the wearer to activate multiple **spell-like abilities** a certain number of times a day each. Activating or deactivating any of these abilities requires a standard or bonus action; a single such action may toggle any number of abilities on or off as the wearer defines. The limitations described apply to the device, not to the wearer, and the count for each ability resets 24 hours after its first use from a full count.

While one or more of these abilities is active, the *helm* imposes a **penalty** on the wearer as described. In addition, there is a flat **penalty** which applies so long as the artifact is worn, regardless of whether any abilities are used (or even if the wearer is even aware of the artifact's capabilities).

Finally, some more advanced versions of the artifact grant a passive **enhancement bonus** to all equipped weapons while any other, activated abilities are active. This bonus applies to any weapon that is physically touching the creature wearing the *magekiller helm*; thus it does not affect ammunition or thrown weapons.

Synergy & Sets

None. *Magekiller helms* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Magekiller helms are most often discovered on the bodies of slain adversaries.

They may also be found on occasion in magic item shops, or even in armories or blacksmith shops.

Inside each *helm* is typically inscribed a series of glyphs that attempts to describe the device's powers. Study and brief practice will grant a new owner a degree of control over the item's powers after studying these.

Table 36: Magekiller Helm Flavors

Difficulty Band	Prefix	Spell-Like Abilities	Equipped Weapon Bonus
✉ Low	Lesser	*enhance ability (bull's strength)* 3x/day for up to **4 min** total time; *enhance ability (bear's endurance)* 3x/day for up to **4 min** total time	-
✉ Moderate	Lesser	*enhance ability (bull's strength)* 5x/day for up to **8 min** total time; *enhance ability (bear's endurance)* 5x/day for up to **8 min** total time	+1
✉ Advanced	Greater	*enhance ability (bull's strength)* 5x/day for up to **12 min** total time; *enhance ability (bear's endurance)* 5x/day for up to **12 min** total time; *enhance ability (cat's grace)* 3x/day for up to **12 min** total time	+2
✉ Elite	Greater	*enhance ability (bull's strength)* 5x/day for up to **16 min** total time; *enhance ability (bear's endurance)* 5x/day for up to **16 min** total time; *enhance ability (cat's grace)* 5x/day for up to **16 min** total time	+4

📖 At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *magekiller helm's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the *helm*.

Ubiquity

Magekiller helms are fairly rare.

Notoriety

In some circles, they're considered cursed, not least because there is an actual negative impact to wearing and using the device.

The *helm* is stark and notable, but not necessarily for its true nature; it simply looks like a well-crafted and somewhat sinister helm to most passersby.

Unless an onlooker has knowingly encountered a *magekiller helm* in the past, they might approach the wearer only in the context of wanting to know where they came by such a neat-looking headpiece.

Quirks of Ownership

As the helmet is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a *magekiller helm* has no other quirks or impacts.

History & Background

These devices were first crafted as a means of torture and control of insane arcanists.

A kingdom hundreds of years ago prized those with gifts over the arcane arts. So lofty was their aspiration of controlling energies beyond the visible, that they lauded any who dabbled, no matter how successful.

As the adge goes, rewards incent behavior, no matter how perilous: it was common for the inebriated and the deluded to pretend to greatness, claiming powers that were simply not present. These cases were annoying, but hardly dangerous; after all, what commoner hasn't aspired to a meteoric rise due simply to who they are inside?

More horrifying and terrific were those with actual latent talent, who came by their gifts by virtue of insanity. Savants, the deranged, the psychopathic and sociopathic—our current society has names for many of these ilk, but none for what one such would become if intersected with true, raw, arcane powers.

In many cultures, there is no love for the insane, and no tolerance; the harsh realities of society and its demands soon swiftly whittles down their numbers so that extremely few, if any, with arcane talents remain.

In this long-lost kingdom, however, that lauded power and talent, no matter what vessel in which it came? The talented insane ranked in the dozens.

And, soon, in the hundreds: for a new policy was established, that in exchange for giving up their offspring to be placed under the tutleage and care of the kingdom, the parents of any talented youngster were to be paid handsomely in gold. This well-meaning policy swiftly turned vile: many began to dabble in drink, drugs, and ceremonies darker still while pregnant, in the hopes of spawning the means of financial

security.

Within a generation, the ranks of the protected arcane grew, and the risks to which the kingdom was subjected enlarged proprortionally. Finding no cure for insanity, yet bound by decree not to harm those with the gift, leadership was truly vexed. After years of disastrous incidents stemming from the unchecked powers of the maniacal gifted, the King turned to the only solution he could think of.

The kingdom's mages forged the first *magekiller helms*, the title a dark riff: for although the intent was to control, to suppress, and not to kill, for some, the initial versions caused so much stress and pain that they took their own lives rather than live with the agony.

Further iterations and refinements solved the problem, but sealed their doom: for in reducing the negative impact of the *helms*, the arcane forgers unwittingly granted powerful beneficial effects to those who wore them.

Produced and applied en masse, *magekiller helms* brought down an entire kingdom: one dark night, over a hundred insane wizards, under the burgeoning influence of the helms meant to control them, laid siege to the castle from the inside out.

Once the castle was destroyed and its inhabitants enslaved or slain, they proceeded to ravage the kingdom. Most were never heard from again, either perishing out of their element and unprepared for the trials of weather and simple sustenance, or slain in defense when they laid siege to other villages.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and a *magekiller helm* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *magekiller helm*, or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🟧 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *magekiller helm* into your gaming sessions beyond simply "the ogre mage drops a nifty-looking helmet", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *magekiller helm*.

Paladins & Clerics

These classes do not rely on **Intelligence** to fuel their powers, and in most cases, do not value the attribute in their own makeup. As a result, a *magekiller helm* would likely do a great deal more benefit than harm, particularly for those Paladins and Clerics relying on melee combat.

Rogues

Most Rogues do leverage **Intelligence** a great deal, so would be loathe to lose a point or more simply to gain physical prowess.

That said, assassins might not care too much, particularly in service to the fulfillment of short-term goals.

Martial Characters

These classes would likely benefit the most from a *magekiller helm*: growing in melee capability while sacrificing comparatively little in terms of the utility of their **Intelligence**.

Arcane Classes

It's unlikely that an arcanist would actively seek such a device out, which makes sense given the artifact's original purpose of penalizing, controlling, and torturing the wizardly!

That said, a melee-focused arcane class, or one relying on **Charisma** as opposed to **Intelligence** to fuel their powers, may benefit enough from the item's effects to overlook the drawbacks.

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Hundreds of years ago, a helmet was devised as a torture device for insane mages.	✅ **True.** This is a great start to the item's origins.
18-33	31-50	26-40	41-50	12	A long-ago kingdom valued arcane talent so highly, they ignored the dangers of coaxing it out of the insane.	✅ **True.** Although it doesn't tell much about the artifact itself, it still forms a good historical basis for understanding the *magekiller helm's* origins.
34-50	51-70	41-65	51-55	13	A helm once meant as a torture device now grants extraordinary physical properties to the wearer.	✅ **True.** This hints at the item's capabilities.
51-67	71-85	66-75	56-60	16	A magekiller helm grants the wearer enhanced abilities, at the cost of their own smarts.	✅ **True.** This is as close a complete description here of a *magekiller helm*.
68-84	86-93	76-90	61-80	12	Cursed helms torture the living by completely suppressing magical talent and boring into their skulls.	❌ **False.** Though the magical suppression aspect comes somewhat close to the truth.
85-00	94-00	91-00	81-00	14	Mages convicted of a crime in olden times were sometimes sentenced to wearing a stupefying helmet as punishment.	❌ **False.** It could conceivably be used this way, but not very successfully in the whole!

Monks, Rangers, and Druids

These classes rely on **Wisdom** primarily for their powers, so losing some **Intelligence** might not harm them overmuch.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Suffer Not the Deranged

A wandering loner, scary yet harmless, roams the countryside, occasionally stumbling into a local village. He's creepy as heck, and most avoid him, but one villager with latent arcane powers thinks she recognizes some abilities in this strange man.

The PCs are tasked with investigating, and at minimum, satisfying the young woman's curiosity.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve a *magekiller helm* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Help, Not Harm

A local hospital does a side business in housing and caring for the insane.

One of these is an arcanist, under control and harmless only because of the *magekiller helm* the hospital keeps on his head.

Unfortunately, the *helm* came off the man, and he has escaped and is roaming free, terrorizing local farms.

This scenario forms the basis for the **Quest** below.

Quests

Another, more thorough, means of introducing a *magekiller helm* is via the following **Quest**.

📖 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Help, Not Harm

🔗 **Summary:** The PCs are asked to hunt down an insane wizard and stop him from terrorizing the local farms.

🎖 **Rewards:** ✉ 1,000 gp / ✉ 2,000 gp / ✉ 5,000 gp / ✖ 8,000 gp (promised); up to 🌟 **3 Reward Stars**; *magekiller helm*

📍 **Locations:** Any.

👤 **Key NPCs:** None.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

A local hospital does a side business in housing and caring for the insane.

Although well-intended, this business is hardly flourishing, and is not nurtured by the wealthy in the area, and so they often find themselves strapped for resources and massively understaffed for their population of insane and dangerous.

One of their number is an insane wizard. He came into their care anonymously and mysteriously, showing up literally on their doorstop years ago wearing the helmet. All attempts to remove the helmet were rebuffed; though the man did not seem to speak Common or any other language the hospitaliers could communicate in, he shook his head and refused to take it off.

Rumors abounded as to the reason, though the prevailing theory has been that the purpose of the helm is to conceal his hideous appearance.

Unfortunately, the hospital now knows that it was there as a protective measure, meant to suppress the man's natural talents. They only came by the knowledge after he removed the helm, threw it on the floor of the hospital, and stormed out, setting roofs ablaze with flicks of his fingers as he did so.

The insane wizard is now roaming the countryside, terrorizing livestock and farms as whim takes him. He has yet to kill anyone other than a few cows and chickens, though he has injured a few stablehands.

The village authority, or the hospital administrator, begs the PCs to find the insane wizard, and ideally, to subdue him and place the helm back on his head. If they are unable to subdue him, well, then, it may be necessary to... but the authority leaves alternatives to the PCs themselves to figure out.

While they pursue justice, the PCs of course may have the *magekiller helm* the insane man wore, in the hopes that they might replace it upon his head.

Finding the man is relatively easy: the PCs need only visit any local farm, and the man will show up within a day.

If the PCs ignore the **Quest**, the man will still be about, and they may resume it at any point.

If the party kills the man, they receive the monetary reward, and **2 Reward Stars**. They may also keep the *magekiller helm* the man had worn; the hospital knows nothing of its true powers, only that it serves as a protective device to keep the powers of the insane in check, so they do not view this as a reward, so much as they don't have anything else to do with the device.

If the party subdues the man and puts the helmet back on his head, he will no longer be a threat, and indeed will follow the PCs willingly back to the hospital. This is worth the cash reward and a full **3 Reward Stars**; the drawback is that the *magekiller helm* will of course be back on the man's head.

Magekiller Helm Wearer

CR 1; XP 200

LG; Medium Humanoid (Tiefling)

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Paladin 1	Paladin 6	Paladin 10	Paladin 14
SIZE / ALN	Medium LG Tiefling	Medium LG Tiefling	Medium LG Tiefling	Medium LG Tiefling
HP	10	40	59	76
ARMOR CLASS	17	18	19	20
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 15 (+2) DEX 13 (+1) CON 10 (+0) INT 7 (-2) WIS 15 (+4) CHA 15 (+4)	STR 17 (+3) DEX 13 (+1) CON 10 (+0) INT 7 (-2) WIS 15 (+5) CHA 15 (+5)	STR 19 (+4) DEX 13 (+1) CON 10 (+0) INT 7 (-2) WIS 15 (+6) CHA 15 (+6)	STR 19 (+4) DEX 15 (+2) CON 10 (+0) INT 7 (-2) WIS 15 (+7) CHA 15 (+7)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 12 Armor - Disadvantage on Stealth
LANGUAGES	Common, Infernal			
ATTACKS	**Melee** Morningstar +4 (1d8+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** *+1 Morningstar* +7/+7 (1d8+6) **Melee** Dagger +6/+6 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3)	**Melee** *+2 Morningstar* +10/+10 (1d8+8) **Melee** Dagger +8/+8 (1d4+6) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+4); 60 ft.': +8/+8 (1d4+4)	**Melee** *+3 Morningstar* +12/+12 (1d8+9) **Melee** Dagger +9/+9 (1d4+6) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+4); 60 ft.': +9/+9 (1d4+4)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Divine Sense, Lay on Hands	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Aura of Protection, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Aura of Courage, Aura of Devotion, Aura of Protection, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Aura of Courage, Aura of Devotion, Aura of Protection, Channel Divinity, Cleansing Touch, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Improved Divine Smite, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling
Spellcasting	-	**Save DC 13; Spell Atk +5** **2nd:** *lesser restoration; zone of truth* **1st:** *bless; cure wounds; detect magic; shield of faith*	**Save DC 17; Spell Atk +6** **3rd:** *dispel magic; remove curse* **2nd:** *aid; lesser restoration; zone of truth* **1st:** *bless; cure wounds; detect magic; shield of faith*	**Save DC 15; Spell Atk +7** **4th:** *locate creature* **3rd:** *daylight; dispel magic; remove curse* **2nd:** *aid; lesser restoration; zone of truth* **1st:** *bless; cure wounds; detect magic; shield of faith*
Equipment	Morningstar; scale mail; shield; daggers (2x)	*+1 Morningstar;* chain mail; shield; daggers (2x)	*+2 Morningstar; +1 chain mail;* shield; daggers (2x)	*+3 Morningstar; +2 chain mail;* shield; daggers (2x)

Special Abilities

Ability Score Increase Your Intelligence score increases by 1, and your Charisma score increases by 2.

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 15.

Languages You can speak, read, and write Common and Infernal.

Aura of Courage Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

Aura of Devotion Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

Aura of Protection Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to 2. You must be conscious to grant this bonus.

Channel Divinity Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

Cleansing Touch Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature 2 times. You regain expended uses when you finish a long rest.

Divine Health By 3rd level, the divine magic flowing through you makes you immune to disease.

Divine Sense The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature 3 times. When you finish a long rest, you regain all expended uses.

Divine Smite Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Improved Divine Smite By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage. If you also use your Divine Smite with an attack, you add this damage to the extra damage of your Divine Smite.

Lay on Hands Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to 70. As an action, you can touch a creature and draw power from the pool to restore

a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Oath of Devotion The Oath of Devotion binds a paladin to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards. Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of their devotion. They hold angels-the perfect servants of good-as their ideals, and incorporate images of angelic wings into their helmets or coats of arms.

Sacred Weapon As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add +2 to attack rolls made with that weapon. The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Turn the Unholy As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it 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.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Mistskin Suit

📦 Mistskin Suit (body)

Value:
❎ 1,500 gp / ❎ 6,100 gp / ❎ 18,500 gp / ❌ 48,000 gp

Weight 15 lbs.; **Materials** leather; **Nature** magical; **Aura** strong transmutation, conjuration (teleportation); **Slot** body

CL: ❎ 6th / ❎ 10th / ❎ 14th / ❌ 18th

Effect Summary:

❎ **mistfloat** 1x/day for up to 5 minutes

❎ **mistfloat** 3x/day for up to 15 minutes total duration; *blink* 1x/day for up to 10 rounds

❎ **mistfloat** 5x/day for up to 30 minutes total duration; *blink* 3x/day for up to 10 rounds each; *gaseous form* 1x/day for up to 20 min

❌ **mistfloat** 5x/day for up to 30 minutes total duration; *blink* 5x/day for up to 15 rounds each; *gaseous form* 3x/day for up to 20 min each; *dimension door* 1x/day

Description

Laced with fibres of ethereal mist, these suits are a lightweight, flexible leather armor that allows the user to pass undetected under most circumstances.

On command, the wearer may enter a semi-mistlike state wherein she and all of her possessions are semi-corporeal; in practical terms this allows her to float in any direction or through most substances for a few minutes. It's imperative when doing this that she emerge into "blank" space before the effect ends, otherwise she may resubstantiate inside rock!

Effect

All flavors of *mistskin suit* grant the wearer spell-like abilities, which may be activated or deactivated via a mental command trigger that requires a standard action.

All four flavors grant some form of **mistfloating**, a spell-like ability described in detail below.

More advanced versions offer *blink*, *gaseous form*, and/or *dimension door* as options as well. All of a mistskin suit's spell-like abilities apply to the suit, its wearer, and all carried and worn gear and equipment; it does not apply to any creature(s) carried by the wearer except in cases where the carried creature is contained somehow in the wearer's belongings (e.g., the *carry companion* spell, or a *bag of holding* designed for life).

Mistfloat Effect

Each *mistskin suit* allows the wearer and all equipment carried and worn to change form into a kind of limited semi-corporealness. This is referred to as **mistfloating**, and is treated in all ways like a spell-like ability **(Sp)**.

The wearer may enter or emerge from **mistfloat** form as a standard action each, requiring a mental command trigger.

While *mistfloating*, the wearer cannot be affected by

mundane corporeal items or effects. The wearer counts as **concealed** against any magical attacks or effects, even those which affect an area or which otherwise do not need to specifically target the *mistfloating* person.

Visually, a *mistfloating* person appears as a "smudge" in the vision of onlookers: obviously something is there, but it's not obvious what it is. This takes the mechanical form of a circumstance penalty to ⚠ **Perception** and any other **Wisdom**-based observational skill checks which involve locating the *mistfloating* individual.

In full daylight, this penalty is **-4**. Dusk and other low-light conditions apply a **-8** penalty. Lantern-light and anything less bright grants a **-12** penalty.

Mistfloating creatures emanate heat in the same quantity and nature, but a different shape, as their regular selves.

Mistfloating creatures can move at their normal speed, run, and otherwise make use of movement-based abilities, excepting those that grant any effects that rely upon taking an action. All speeds traveled by *mistfloating* creatures are enhanced by 10' as a side effect.

While *mistfloating*, a creature takes up no space, cannot attack, cannot use items, and cannot cast spells. *Mistfloating* creatures do not need to breathe; any ongoing sustenance required to survive is assumed to not be necessary for the duration of the floating. Unless there is a compelling GM reason to rule otherwise, *mistfloating* creatures also cannot use spell-like abilities, even racial ones.

As a general rule, if it requires any sort of Action to effect, a

Table 37: Mistskin Suit Flavors

Difficulty Band	Prefix	Spell-Like Abilities
✉ Low	Lesser	**mistfloat** 1x/day up to **5 min**
✉ Moderate	Lesser	**mistfloat** 3x/day up to **15 min** total; *blink* 1x/day up to **10 rounds**
✉ Advanced	Greater	**mistfloat** 5x/day up to **30 min** total; *blink* 3x/day up to **10 rounds** each; *gaseous form* 1x/day up to **20 min**
✉ Elite	Greater	**mistfloat** 5x/day up to **30 min** total; *blink* 5x/day up to **15 rounds** each; *gaseous form* 3x/day up to **20 min** each; *dimension door* 1x/day

mistfloating creature cannot do it.

Finally, *mistfloating* creatures must resume their normal shape "in the clear": that is, in an area with enough open space for the creature to be physically present in their normal form. If there is not sufficient space for a creature to spring back into normal being, they suffer greatly.

A creature with zero space—trapped within rock, for example—dies instantly. Their bones and gear are melded with the substance in which they attempted to resume form; these may be excavated.

A creature with "partial space"—that is, enough room to get at least half of their body into—suffers half their maximum hit points in damage, with no saving throw allowed; furthermore, at least one appendage remains embedded painfully in the substance they could not escape from. To remove the appendage, it must be hacked off (the creature must suffer damage intended to free it in excess of one quarter of its maximum hit points), or the creature must become incorporeal for at least one round (either through mistfloating, or through another similar effect, such as *gaseous form*).

Note that water or other liquids provide space for exiting a *mistfloat*; there is no penalty or adverse effects from, say, ending a *mistfloat* in a lake, aside from the fact that the creature in question will now have to breathe somehow.

Synergy & Sets

None. *Mistskin suits* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Typically, a *mistskin suit* will be discovered on the body of a slain foe. They are prized by rogues, and will even be handed down from one to another in cases where organized guilds, families, or other factions exist to caretake neophyte rogues.

They are sometimes found at stores. In cases where a *mistskin suit* is for sale, the seller has full awareness of the *suit's* triggers and can explain them as part of the sale.

When found "in the wild", such knowledge must come through experimentation; with any luck, the new owner watched the old one make use of at least some of the *suit's* powers.

📖 At the GM's discretion, such knowledge can simply be

assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *mistskin suit's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the *mistskin suit*.

Ubiquity

Mistskin suits are uncommon, but only to the extent to which exotic weapons might be. The suits are useful, but offer no protection, and come with dangers for those unfamiliar with the risks of ending a *mistfloat* prematurely.

In large urban centers where magical items are typically for sale, they might appear next to suits of, say, *+1 studded leather* every day. Rogues and other sneaky classes make frequent use of the outfits; some thieve's guilds might even rent them out for certain jobs!

Notoriety

Mistskin suits don't necessarily conform to a single description. The outfits can be fashioned to fit any manner of dress or style, to fit on or under armor, or even to seem in the manner of clerical vestments.

The most common spotting of a *mistskin suit* is to see one clearly designed for a different setting or climate; the wearer sticks out not because they are wearing a particular magical item, but because they are wearing dress unlike those around them.

In the eventuality of someone knowingly spotting a *mistskin suit*, there will be little impact, other than for the observer to perhaps assume certain things about the wearer.

Quirks of Ownership

As the clothing is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a *mistskin suit* has no other quirks or impacts.

History & Background

Mistskin suits were intended to enable a new form of travel.

The original purpose was to replace horses in favor of an entirely magic-based form of long-distance travel. Well-meaning civic planners wanted to spur commerce between cities far disconnected by ill-repaired roads.

Mages, civic and political leaders, and trade guilds all conspired to craft the means of facilitating seamless, long-distance travel between cities. They partly succeeded, as the first *mistskin suit* was fit for purpose in the intent of incorporeal travel. However, the main drawback to the device they produced was duration: limited to minutes, not hours, the suit was impossible to conceive of as a means of travel. Added to the problem was speed: the device rendered the wearer semi-incorporeal, true, and made their movement quicker... but did not unduly boost their speed in doing so.

The last nail in the coffin was load: the suit worked for any equipment carried, but was limited to what a wearer could normally carry; for heavy or large loads, it was still no better than other mundane options.

Though the device was judged a poor substitution to the horse it was intended to replace, the first *mistskin suit* did see nearly immediate successful use: someone took it, and used it to steal the cash advance the creators had secured from the city who had commissioned it.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *mistskin suit* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *mistskin suit,* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**

If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *mistskin suit* into your gaming sessions beyond simply "the thief drops a nifty-looking tunic", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *mistskin suit*.

Paladins & Clerics

These classes may view such items as evil, or innately unsavory on a moral level. That may be true according to creed, but most non-lawful clerics will instantly recognize the potential advantage of a *mistskin suit*, particularly in convincing those of weak faith.

Rogues

Rare would be the Rogue who did not see immediate value in a *mistskin suit*. Even for those uninterested in thievery, the powers granted could make combat, escape, or passing difficult terrain infinitely easier.

Martial Characters

For much the same non-theft reasons as Rogues, Fighters and Barbarians and their ilk would see potential combat and tactical benefit in a *mistskin suit*.

Arcane Classes

If nothing else, arcanists would look upon a *mistskin suit* as a grand means of escape and safety. The main disadvantages from their perspective are the inability to cast spells while *mistfloating*, and the time (in actions) required to activate effects limits other options in the round the wearer wishes to activate or de-activate the *suit*.

Monks, Rangers, and Druids

The utility of a device such as the mistskin suit to these classes is really dictated by their approach to things like combat and navigation. Sneaky, Rogue-ish types would see the benefit without question; loners oft in need of a vareity of skills might also desire one.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the

FlexTable 35: *Mistskin Suit Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Long ago, civic planners designed a tunic intended to allow swift travel between cities.	✅ **True.** "Intended to" is a very key wording, however!
18-33	31-50	26-40	41-50	12	Mages crafted a garment that allowed the wearer to float through the air in a semi-incorporeal state.	✅ **True.** This is the main ability of a *mistskin suit*.
34-50	51-70	41-65	51-55	13	A certain shirt grants its wearer the ability to float through space, and to perform certain other magical movement abilities.	✅ **True.** This describes the item's capabilities well.
51-67	71-85	66-75	56-60	16	Beware magic tunics that grant mistlike floating ability—make sure you have enough space to resume shape when you end your floating!	✅ **True.** This helpfully hints at the consequences of failing to do so.
68-84	86-93	76-90	61-80	12	A cursed tunic designed to grant floating ability instead makes you incorporeal forever!	❌ **False.** The first part is somewhat accurate, but not the second.
85-00	94-00	91-00	81-00	14	Magical tunics can grant the ability to teleport anything, anywhere, any time.	❌ **False.** This far, far outstrips the capabilities of a *mistskin suit*.

GM sees fit as best matches the play style and existing motivations of the party.

Well-Protected

The party must obtain a particular item. Problem is, it's located in a very difficult place: one that requires tight squeezes, magic, combat, and the ability to overcome many other obstacles besides.

With a *mistskin suit*, however, one PC could simply slip through all of that, get the item, and come back with little chance of detection or danger.

This scenario forms the basis of the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve a *mistskin suit* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Eavesdropping

A meeting of vital importance is about to take place nearby. The facility is on lockdown, with guards posted everywhere... but it's possible for something gaseous or incorporeal to slide into the room.

Using a *mistskin suit* would be a perfect and relatively safe means of overhearing the proceedings. Perhaps an interested party might loan or give one to the PCs.

Quests

Another, more thorough, means of introducing the *mistskin suit* is via the following **Quest**.

📖 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Float In, Float Out

🔗 **Summary:** In order to obtain a well-guarded item, the PCs receive aid in the form of a magic garment designed to grant incorporeal powers to the wearer.

🎖 **Rewards:** ❌ 1,500 gp / ❌ 7,500 gp / ❌ 14,000 gp / ❌ 21,000 gp (promised); up to ✴ **1 Reward Star**; *mistskin suit*

📍 **Locations:** Any.

👤 **Key NPCs:** Any.

▶ **Kickoff:** The PCs are asked by a known faction to steal a well-guarded item.

❓ **Description:**

The item in question could be anything: a magical weapon or piece of armor, a wondrous artifact, a valuable jewel, a spellbook, or even something more mundane but no less useful like a contract, a title deed to property, a treasure map, a treaty, or a stack of letters that could be used (or are

actively being!) for blackmail.

Flexible is the exact nature of the item(s) in question, so that it can be made important and meaningful to the PCs. It could be something that belongs to them, in fact; something that was stolen, or a birthright that has long been denied them.

Also vague is the faction or party who contacts the PCs, and tells them of this opportunity. The best and most motivating combinations are those with which one or more PCs have a personal stake, of course, but even a relatively out-of-nowhere "help me recover my family farm" plea from a total stranger is sure to get the party moving in the right direction.

Finally, the layout of the treasure and the traps leading up to it are similarly adaptable to your gaming group. All that is essential is that they are formidable, a nearly impossible gauntlet of traps, guards, risks, environmental/terrain hazards, and logistical challenges such as 30' long tunnels straight up with no handholds.

The PCs can take a full-frontal assault approach, or they can make use of the *mistskin suit* that the quest-giver offers to loan them for the fulfillment of the deed. In this, the quest-giver has and conveys full knowledge of the *suit's* capabilities.

- If the PCs ignore the Quest, they may take it back up at any time—the item in question is sure to remain guarded so long as it is valuable.

- If the PCs take the "front door" approach, the GM must concoct a series of traps that will almost certainly defeat the party. It is suggested that even if the party ignores the semi-obvious warning signs about how lethal this approach might be, they be spared the total-party-kill scenario they may indeed deserve; perhaps a trap that simply spills them embarassingly out into the sewer.

- Giving the mistskin suit to the party's Rogue and having her mistfloat through the defenses, grab the item, and mistfloat out again seems the no-brainer approach here, and it is, but it's still worth the promised money reward and **1 Reward Star**.

- If the party recovers the item without being detected, they are allowed to keep the *mistskin suit* as an additional reward.

Mistskin Suit Wearer

CR 1; XP 200

NG; Medium Humanoid (Elf)

	⚔ Low	⚔ Moderate	⚔ Advanced	⚔ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Ranger 1	Ranger 6	Ranger 10	Ranger 14
SIZE / ALN	Medium NG Elf (High)	Medium NG Elf (High)	Medium NG Elf (High)	Medium NG Elf (High)
HP	9	29	48	67
ARMOR CLASS	13	15	16	18
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 10 (+2) DEX 15 (+4) CON 9 (-1) INT 14 (+2) WIS 16 (+3) CHA 13 (+1)	STR 10 (+3) DEX 17 (+6) CON 9 (-1) INT 14 (+2) WIS 16 (+3) CHA 13 (+1)	STR 12 (+5) DEX 17 (+7) CON 9 (-1) INT 14 (+2) WIS 16 (+3) CHA 13 (+1)	STR 12 (+6) DEX 19 (+9) CON 9 (-1) INT 14 (+2) WIS 16 (+3) CHA 13 (+1)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 15	Passive Perception 16	Passive Perception 17	Passive Perception 18
LANGUAGES	Common, Elvish, Giant, Gnomish, Halfling, Orc			
ATTACKS	**Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Melee** Flail +2 (1d8) **Ranged** Longbow) --> 150 ft.': +4 (1d8+2); 600 ft.': +4 (1d8+2)	**Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3) **Melee** +1 Flail +4/+4 (1d8+1) **Ranged** Longbow) --> 150 ft.': +6/+6 (1d8+3); 600 ft.': +6/+6 (1d8+3)	**Melee** Dagger +7 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+3); 60 ft.': +7/+7 (1d4+3) **Melee** +2 Flail +7/+7 (1d8+3) **Ranged** Longbow) --> 150 ft.': +7/+7 (1d8+3); 600 ft.': +7/+7 (1d8+3)	**Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+4); 60 ft.': +9/+9 (1d4+4) **Melee** +3 Flail +9/+9 (1d8+4) **Ranged** Longbow) --> 150 ft.': +9/+9 (1d8+4); 600 ft.': +9/+9 (1d8+4)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Favored Enemy, Natural Explorer, Beasts, Grassland	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Extra Attack, Favored Enemy, Fighting Style, Horde Breaker, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Two-Weapon Fighting, Beasts, Humanoids, Grassland, Mountain	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Two-Weapon Fighting, Beasts, Humanoids, Desert, Grassland, Mountain	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Vanish, Volley, Two-Weapon Fighting, Beasts, Humanoids, Monstrosities, Desert, Grassland, Mountain
Spell-casting	-	**Save DC 13; Spell Atk +5** **2nd:** *barkskin; find traps* **1st:** *alarm; fog cloud; jump; longstrider*	**Save DC 14; Spell Atk +6** **3rd:** *nondetection; speak with plants* **2nd:** *barkskin; find traps; lesser restoration* **1st:** *alarm; fog cloud; jump; longstrider*	**Save DC 15; Spell Atk +7** **4th:** *stoneskin* **3rd:** *nondetection; speak with plants; water walk* **2nd:** *barkskin; find traps; lesser restoration* **1st:** *alarm; fog cloud; jump; longstrider*
Equipment	Dagger; flail; leather armor; longbow; arrows (20x)	Dagger; *+1 flail;* studded leather armor; longbow; arrows (20x)	Dagger; *+2 flail; +1 studded leather armor;* longbow; arrows (20x)	Dagger; *+3 flail; +2 studded leather armor;* longbow; arrows (20x)

Special Abilities

Ability Score Increase Your Dexterity score increases by 2.

Ability Score Increase Your Intelligence score increases by 1.

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Horde Breaker Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the

threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Hunter's Prey At 3rd level, you gain one of the following features of your choice.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Steel Will You have advantage on saving throws against being frightened.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Volley You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Two-Weapon Fighting When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Beasts Advantage on Wisdom (Survival) checks to track Beasts, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Oaken Tiara

📖 Oaken Tiara (headband)

Value:
❌ 3,200 gp / ❌ 18,000 gp /
❌ 48,000 gp / ❌ 123,000 gp

Weight 5 lbs.; **Materials** wood, gemstone; **Nature** magical;
Aura strong transmutation, conjuration (teleportation); **Slot** headband

CL: ❌ 8th / ❌ 10th / ❌ 14th / ❌ 18th

Effect Summary:

❌ *tree shape* 1x/day for up to 8 hours

❌ *tree shape* 2x/day for up to 12 hours each; *plant growth* 1x/day; *tree stride* 1x/day for up to 10 hours

❌ *tree shape* 3x/day for up to 12 hours each; *plant growth* 3x/day; *tree stride* 2x/day for up to 10 hours each; *transport via plants* 1x/week

❌ *tree shape* 5x/day for up to 12 hours each; *plant growth* 5x/day; *tree stride* 3x/day for up to 10 hours each; *transport via plants* 1x/day; *liveoak* 1x/week for up to 18 days

Description

This headpiece appears to be wrought from a single piece of wood; in fact it seems a living thing, in that the tendrils of wood appear to subtly shift from viewing to viewing. In its center, above the forehead of the wearer, is an amber jewel of oval shape; it seems to pulse with a faint inner light.

Effect

These powerful natural artifacts are of the wood, and of the tree, and grant the power of spell-like abilities to those who wear them.

Each oaken tiara grants a set of spell-like abilities as described; each ability is limited to a certain maximum uses in a certain timeframe. The uses for each ability reset separately, and will reset starting from their first use.

Uses remaining in the device are item-dependent, not user-dependent; a user of a "fresh" ❌ *Moderate Oaken Tiara* who uses the item's *tree shape* ability once, and then passes the item to another, leaves that person only one remaining use of *tree shape* that day.

Synergy & Sets

None. *Oaken tiaras* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Oaken tiaras are significant magical artifacts; those who know full of their power are loathe to share their existence, let alone the items themselves.

Each spell-like ability of a given *oaken tiara* has a different, unique mental command trigger. These are not written down anywhere on the item itself, and must be discovered or passed down from owner to owner, or meticulously researched.

Most *oaken tiaras* are kept in vaults, or other lofty places of reverence in a tribe or faction or house. They are produced, worn, and used only when absolutely needed, lest thieves be given reason to enact a heist.

📓 At the GM's discretion, knowledge of the item's abilities can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *oaken tiara's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the item.

Ubiquity

Oaken tiaras are exceptionally rare, to the point where a GM might consider that only a single one uniquely exists in your gaming world.

Their power and utility, particularly to druidic and ranger-based classes, is vast, and the potential to misuse this power is similarly broad.

They are never, ever for sale; the devices trade hands only with bloodshed, natural death, treaty, or other intentional

Table 38: Oaken Tiara Flavors

Difficulty Band	Prefix	Spell-Like Ability(ies) Granted
☒ Low	Lesser	*tree shape* 1x/day, up to **8 hours**
☒ Moderate	Lesser	*tree shape* 2x/day, up to **12 hours** each; *plant growth* 1x/day; *tree stride* 1x/day for up to **10 hours**
☒ Advanced	Greater	*tree shape* 3x/day, up to **12 hours** each; *plant growth* 3x/day; *tree stride* 2x/day for up to **10 hours** each; *transport via plants* 1x/week
☒ Elite	Greater	*tree shape* 5x/day, up to **12 hours** each; *plant growth* 5x/day; *tree stride* 3x/day for up to **10 hours** each; *transport via plants* 1x/day; *liveoak* 1x/week for up to **18 days**

and weighty phenomenon that transcends mere gold.

Notoriety

Oaken tiaras are hard to miss for those familiar with their lore. Even for those unaccustomed to the devices, it's worth a second look, as the artifact is striking visually, even in its simplicity.

Walking about with an *oaken tiara* on one's head is a surefire way of getting attention... and almost certainly not the desirable kind.

> 🖥 In game terms, owning an *oaken tiara* could be a lightning rod for subsequent **Quests** or plotlines involving the 📍 **Druid Enclave** or other factions for whom such an artifact would be a centerpiece of lore and culture.

Quirks of Ownership

Although the headgear is a non-sentient magical item, and not a true artifact or relic, it nevertheless makes its presence known to those who would wear it regularly.

Wearing an *oaken tiara* for more than an **hour** at a time induces auditory hallucinations, in the form of indecipherable speech in a language that seems like the wearer can **almost**, just nearly, make it out. Although non-damaging, the wearer suffers from the **shaken** condition until s/he removes the device (-2 to attack rolls, saving throws, skill and ability checks).

At more than **three hours** at a time, the hallucinations elaborate into visuals. Again, the effect feels just barely beyond comprehension, and the wearer believes that if they just concentrate a little longer, they can figure out what is going on. Figures, nondescript and ghostly, walk about, perform rituals, and chat in a manner that seems religious... or might it simply be innocuous? Are they discussing politics, summoning a god, or bartering over the price of wheat?

These questions, and the distraction that goes along with it, induces a **fatigued** condition in addition to the **shaken** of the auditory hallucinations (cannot run or charge, -2 penalty to Strength and Dexterity).

Removing an *oaken tiara* immediately and automatically undoes any conditions that were imposed by the distraction induced by its hallucinations. For the item to be "safe" again, the wearer must abstain from wearing it for at least as long as they just wore it; otherwise, the same condition(s)

apply upon donning it again.

For example, a PC who wears the oaken tiara for four hours suffers the **shaken** and **fatigued** conditions. Removing it, he also removes these conditions. He must wait at least four hours before wearing the tiara again; otherwise, as soon as he puts it back on, he suffers **shaken** and **fatigued** again.

There is no **Constitution** or other save possible to avoid this effect, and it cannot be suppressed. There is furthermore no information or wisdom to be gained in paying attention to the hallucinations, as they make no sense and are captured echoes of mental interpretations, as perceived and stored by the remnants of semi-intelligent plantlife in the *tiara* itself, and as interpreted by the brain of the wearer in reaction to the stimulation of wearing the item. It is similar to trying to tell what song a seashell is singing when one holds it to one's ear: all one truly hears is the amplified, nonsensical roar of the bloodflow in one's own ear.

History & Background

Oaken tiaras were crafted to allow nature-based spiritual leaders become one with wildlife.

The effort backfired, however, and the production of further *tiaras* was outlawed.

Long ago, rustic tribes worshipped the trees, not as emissaries of the gods, but as gods themselves. After all, they were monstrous and massive, and reached up seemingly to the heavens. Some even bore some rudiment of obvious intellgience.

As the tribes' magic prowess grew, and understanding of life and its workings besides, many sought to grow closer to the natural elements that surrounded them and gave them life and purpose. Artifact after artifact was forged in an effort to merge man and plant in singular purpose. Many failed.

The oaken tiara was such an attempt: specifically, the design was to make it possible for the wearer to enter a tree, and see life from its perspective. Such knowledge, such ancient and lost wisdom, to be gained, in such an approach: seeing through time hundreds of years to when a sequoia was a sapling, to see time distended in the long view that not even elves could be capable of... 'twas a noble intent, for certain.

It backfired, as only human nature could effect: the chief cleric gifted with the right of first trying on the *tiara* was particularly susceptible to its hallucinatory effects, and went quite made within days. The man's distracted and manic nature was quickly noticed, and the chieftain made to remove the *oaken tiara*.

They did, and the cleric went berzerk: from his perspective, the welcome voices of a family long lost to him had been silenced at the artifact's removal; to get them back, he slew kin with sword and teeth, until he could once again don the *tiara*.

Enraged, and now filled with delerious purpose, the cleric unleashed the brutal power of the *tiara*, and destroyed nearly his entire clan.

Though as a result of this sad tale, the production of *oaken tiaras* was outlawed in all the rural tribes, the design was salvaged from the carnage of the cleric's wrath, and some attempts to reproduce the effect more safely have succeeded.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *oaken tiara* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing an *oaken tiara,* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🔷 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🟩 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🟧 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🔷 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce an *oaken tiara* into your gaming sessions beyond simply "the druid chieftain drops a nifty-looking piece of elaborate headgear", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of an *oaken tiara*.

Paladins & Clerics

These classes would likely have the most reverence for this artifact, and would seek its return to whatever tribe most currently claims its provenance.

In desperate circumstances, Paladins or Clerics might make use of the item, but only toward the ultimate aim of its rightful return.

Rogues

Even theft-oriented Rogues might shy away from stealing an artifact such as an *oaken tiara*—not necessarily out of respect or even a moral compunction, but out of fear for retribution, as such an item is impossible to lift without the absence quickly being noticed.

That said, it might be a grand test of one's skills to pull off a heist of this caliber, and although it woud be challenging to fence, *oaken tiaras* would sell for downright obscene figures if handled to the right buyer.

Martial Characters

For most Fighters and Barbarians, devices such as the *oaken tiara* do not mesh well with their repository of skills and talents.

That said, although it might be a waste of the artifact to be used merely to traverse the woods swiftly, it might be a short-term boon to the right adventuring party regardless of its class makeup.

Arcane Classes

Historically, the *oaken tiara's* use was in the wheelhouse of arcanists, to whose care the artifact has been traditionally entrusted.

Although the *tiara* might merely replicate the powers already available to mages, these are quite beneficial to nearly every arcanist who dwells anywhere near a wooded area.

Monks, Rangers, and Druids

Rangers, an, even more so, Druids, have a great affinity for *oaken tiaras*, and if they are smart, a great deal of respect as well.

Balancing the desire to possess a *tiara* for use of its synergistic powers, against the respect that should be imbued with such a powerful artifact and its role in the natural alignment of things, would be an entertaining roleplaying opportunity for any of these classes.

FlexTable 36: Oaken Tiara Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Long ago, naturalist tribes forged a magic artifact of great power over trees and the woods.	✅ **True.** Quite vague as to capabilities, however.
18-33	31-50	26-40	41-50	12	Druids crafted a formidable headpiece that allows the wearer power over plants and trees.	✅ **True.** This gets a little closer to describing the item's abilities.
34-50	51-70	41-65	51-55	13	Users of a certain wooden tiara gain an array of spell-like abilities granting power over the woods and trees.	✅ **True.** This describes the item's capabilities a bit better.
51-67	71-85	66-75	56-60	16	Beware the psychological effects of prolonged exposure to woodland artifacts: the first users of the *oaken tiara* suffered insanity and slew their kinsmen.	✅ **True.** Although "you'll go insane" is typically an indicator of a false rumor, in this case, it accurately describes the history behind the artifact.
68-84	86-93	76-90	61-80	12	Wood headpieces grant users the power to become trees for the rest of their lives... a dubious capability at best!	❌ **False.** Somewhat related to the powers of a true *oaken tiara*, but not quite accurate.
85-00	94-00	91-00	81-00	14	Those unworthy to wear an oaken tiara will immediately be turned into wood for their insolence!	❌ **False.** "Worthiness" is beyond the capabilities of an *oaken tiara* to determine.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

I See Dead People

The PCs come across a hermit witch who has been rendered nearly insane by prolonged wearing of an *oaken tiara*. The PCs must find a way of getting the artifact off of her and returning it to the tribe from whom it was stolen.

This scenario forms the basis of the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve the *oaken tiara* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Woodland Journey

As part of a larger trek or mission, the party must traverse a section of particularly deadly and challenging forest, jungle, swamp, or other natural obstacle.

To facilitate, or even make possible, their journey, they must use an *oaken tiara*. In order to obtain one, however, they must either do a significant favor for a tribe who possesses one, steal one, or slay the current owner of one.

Quests

Another, more thorough, means of introducing an *oaken tiara* is via the following **Quest**.

📖 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: The Murmur of Dead Trees

🔀 **Summary:** The PCs come across an insane hermit who has been rendered mad by wearing an *okaen tiara*.

🗡 **Rewards:** ❌ 5,000 gp / ❌ 15,000 gp / ❌ 35,000 gp / ❌ 50,000 gp (promised); up to 🌟 **3 Reward Stars**; *okan tiara*

📍 **Locations:** Any wooded, jungle, or swamp.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

This Quest has an optional introduction component: if the GM desires, the PCs become aware of a tribe of nature-oriented Druids and Rangers, from which has been lost an artifact of immense natural power.

This introductory awareness of backstory may be skipped, however, in favor of the ignorant shock and impact of simply stumbling across a device this potent.

No matter how it is set up, the true introduction is the

same: in the course of their journeys, either intentionally seeking or simply stumbling about the wilderness, the PCs come across a clearing surrounding a weathered and enormous stump. Sitting upon it cross-legged is a woman wearing ragged clothes; such is the state of her disarray that neither her age nor the true original nature of her garb can be discerned. She might have once been wearing leather armor, clerical vestments, ceremonial robes, or simply an embroidered tunic; the fabric is torn, tattered, and smudged with dozens of layers of mud and debris.

Atop her head sits an elaborate wooden crown. Even if the party has no prior knowledge of *oaken tiaras* as a magical device, the ornateness and regal bearing of the artifact seems immediately out of place with the woman, her condition, and the setting.

The woman is a witch, but not a very powerful one. She came across the *tiara* years ago; she was not the one who stole it in the first place, and in that sense is truly an innocent victim of the whole scenario. Curious, she put the *tiara* atop her head, and there it has remained ever since.

If she ever knew the identity or fate of the original thieves, the knowledge has been utterly lost to the mental ravages of the artifact.

The hapless and gibbering witch has lost all sense of time, history, and what has come before; she knows only the current moment, and that moment is confusing and tantalizing and seems nearly comprehensible until the moment slips irritatingly into the next, which mirrors the same sentiment.

She will view any attempt to talk or fight as an intrusion into her contemplative state, and will react violently and immediately when approached in any manner.

- If the PCs sense that she is insane, and leave her be, they actually receive ✴ **1 Reward Star**, as this outcome keeps a relative innocent free of further harm. The party's motives are irrelevant; they might simply fear the witch's powers, or they may act out of kindness.

- Attacking the woman outright should result in a frenzied battle; although not truly potent herself, she is well aware of the *tiara's* capabilities, and uses them to their utmost to defend herself. Once she or her attackers have been dealt any damage, she will fight to the death. If the PCs manage to escape, they will be empty-handed. If they do slay her, they may of course recover the *oaken tiara* from her body, and they additionally benefit from ✴ **1 Reward Star**.

- Attempting to talk with the woman results in the same outcome as above: she attacks immediately, and will fight to the death. However, if the party senses her mental anguish, and takes any actions whatsoever to try and aid her—spells, approaching conversation with mental illness or insanity in mind, offering potions, etc.—they benefit from an additional ✴ **1 Reward Star**. Sadly, the insanity has progressed beyond the point where the PCs are capable of truly aiding, and inevitably the woman will attack the party once she notices they are trying to interfere.

- Returning the *oaken tiara* to the tribe who lost it is worth another ✴ **1 Reward Star,** and the listed cash reward; the "best path", therefore, is to try and heal the witch,

slay her out of necessity, and then to return the *tiara*. In between obtaining the artifact and its return, the party may use the *tiara* as they wish.

- Under no circumstance will the tribe allow the PCs to keep the *tiara*, even if the party refuses the cash reward in favor of trying to retain the artifact. If the PCs obtain the *tiara* in ignorance of its theft, they will be approached by emissaries of the tribe and escorted to the elders.

Oaken Tiara Wearer

CR 1; XP 200

NG; Medium Humanoid (Elf)

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Druid 1	Druid 6	Druid 10	Druid 14
SIZE / ALN	Medium NG Elf (High)	Medium NG Elf (High)	Medium NG Elf (High)	Medium NG Elf (High)
HP	10	23	38	59
ARMOR CLASS	13	14	15	16
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 10 (+0) DEX 13 (+1) CON 9 (-1) INT 11 (+2) WIS 18 (+6) CHA 15 (+2)	STR 10 (+0) DEX 13 (+1) CON 9 (-1) INT 11 (+3) WIS 18 (+7) CHA 17 (+3)	STR 12 (+1) DEX 13 (+1) CON 9 (-1) INT 11 (+4) WIS 18 (+8) CHA 17 (+3)	STR 12 (+1) DEX 13 (+1) CON 11 (+0) INT 11 (+5) WIS 18 (+9) CHA 17 (+3)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 16 +2 Herbalism Kit	Passive Perception 17 +3 Herbalism Kit	Passive Perception 18 +4 Herbalism Kit	Passive Perception 19 +5 Herbalism Kit
LANGUAGES	Common, Druidic, Dwarvish, Elvish			
ATTACKS	**Melee** Scimitar +3 (1d6+1) **Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1)	**Melee** +1 Scimitar +5 (1d6+2) **Melee** Dagger +4 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+1); 60 ft.': +4 (1d4+1)	**Melee** +2 Scimitar +7 (1d6+3) **Melee** Dagger +5 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+1); 60 ft.': +5 (1d4+1)	**Melee** +3 Scimitar +9 (1d6+4) **Melee** Dagger +6 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+1); 60 ft.': +6 (1d4+1)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Dagger, Dart, Javelin, Longbow, Longsword, Mace, Quarterstaff, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear			

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land
Spellcasting	Save DC 14; Spell Atk +6 **1st:** *charm person; cure wounds*	Save DC 15; Spell Atk +7 **3rd:** *call lightning; sleet storm; water breathing* **2nd:** *flame blade; hold person; pass without trace* **1st:** *charm person; cure wounds; detect poison and disease; jump*	Save DC 16; Spell Atk +8 **5th:** *contagion; scrying* **4th:** *confusion; ice storm; polymorph* **3rd:** *call lightning; sleet storm; water breathing* **2nd:** *flame blade; hold person; pass without trace* **1st:** *charm person; cure wounds; detect poison and disease; jump*	Save DC 17; Spell Atk +9 **7th:** *mirage arcane* **6th:** *move earth* **5th:** *contagion; scrying* **4th:** *confusion; ice storm; polymorph* **3rd:** *call lightning; sleet storm; water breathing* **2nd:** *flame blade; hold person; pass without trace* **1st:** *charm person; cure wounds; detect poison and disease; jump*
Equipment	Scimitar; daggers (2x); studded leather armor	*+1 Scimitar;* daggers (2x); *+1 studded leather armor*	*+2 Scimitar;* daggers (2x); *+2 studded leather armor*	*+3 Scimitar;* daggers (2x); *+3 studded leather armor*

Special Abilities

Ability Score Increase Your Dexterity score increases by 2.

Ability Score Increase Your Intelligence score increases by 1.

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 8, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 17. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 7. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't w ear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Poisonous Pauldrons

📕 Poisonous Pauldrons (shoulders)

Value:
❌ 150 gp / ❌ 4,100 gp / ❌ 22,500 gp / ❌ 81,000 gp

Weight 8 lbs.; **Materials** steel, bone; **Nature** magical; **Aura** moderate necromancy [poison]; **Slot** shoulders

CL: ❌ 4th / ❌ 8th / ❌ 12th / ❌ 14th

Effect Summary:

❌ armor worn counts as having **armor spikes**; +1 **enhancement** bonus to hit and damage using spikes in either grapple or off-hand

❌ armor worn counts as having **armor spikes**; +2 **enhancement** bonus to hit and damage using spikes in either grapple or off-hand; enemies who suffer damage from spikes receive effect of *ghoul touch* (DC 15)

❌ armor worn counts as having **armor spikes**; +3 **enhancement** bonus to hit and damage using spikes in either grapple or off-hand; enemies who suffer damage from spikes receive effect of *ghoul touch* (DC 17)*;* 3x/day delivers *poison* effect on successful grapple or off-hand attack (DC 19)

❌ armor worn counts as having **armor spikes**; +4 **enhancement** bonus to hit and damage using spikes in either grapple or off-hand; enemies who suffer damage from spikes receive effect of *ghoul touch* (DC 18)*;* 3x/day delivers *poison* effect on successful grapple or off-hand attack (DC 20); 1x/day delivers *harm* effect (**140** negative energy damage) on successful grapple or off-hand attack (DC 21)

Description

Shoulder plates that attach to most any other type of armor. These are covered in barbs and coated in a poisonous slime that persists no matter what elements it is subjected to.

Effect

Wearers of all types of *poisonous pauldrons* count as having armor spikes, regardless of what kind of armor they are wearing or indeed whether they are even wearing armor at all.

Off-hand or grapple attacks made using the armor spikes granted by *poisonous pauldrons* benefit from an **enhancement bonus** to hit and for damage inflicted, as described.

Advanced *pauldrons* cause an automatic effect for any enemies damaged by the armor spikes. Even one point of damage is sufficient to receive the effect of *ghoul touch*, with a DC to resist as listed. Each time a creature receives damage from *pauldron* spikes, it must save against the *ghoul touch* effect; those who have already failed against this effect are immune from further such effects for 24 hours.

Finally, all forms of the *pauldrons* but ❌ **Low** also grant one or more effects that are limited in daily use, but may be triggered. One of these effects may be triggered prior to rolling to hit in a grapple of off-hand attack; triggering

the effect but not hitting **does** expend a use of that ability. Triggering is a mental command for the wearer, which requires no action; the player simply announces the intent before they roll to hit. If the hit is successful, the triggered effect (*poison* or *harm*) takes place; the victim may attempt a saving throw to negate the effect.

Synergy & Sets

None. *Poisonous pauldrons* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Poisonous pauldrons may be found in armories or blacksmiths skirting the edge of the black market, or in dark society.

They may, of course, also be found worn on a foe, or in a treasure pile.

The mental triggers for advanced forms of pauldrons are sometimes documented via an inscription of embroidery on the interior of the device; even so, the approach commonly used is simply to have icons, so deciphering the intent can be challenging without research or instruction by the seller.

🔲 At the GM's discretion, such knowledge of the *pauldrons*' capabilities and triggers can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *poisonous pauldron's* capabilities.

Gaming groups wishing to use this option may assume

Table 39: Poisonous Pauldrons Flavors

Difficulty Band	Prefix	Armor Spikes	Enhancement Bonus for Armor Spikes	Spike Effect	Additional Effect Trigger
Low	Lesser	Yes	+1	-	-
Moderate	Lesser	Yes	+2	*Ghoul touch* (DC 15)	-
Advanced	Greater	Yes	+3	*Ghoul touch* (DC 17)	*Poison* 3x/day (DC 20)
Elite	Greater	Yes	+4	*Ghoul touch* (DC 18)	*Poison* 3x/day (DC 20); *harm* 1x/day (140 damage; DC 21)

the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the item.

Ubiquity

Poisonous pauldrons are somewhat rare. They're found most often in barbarous, violent, or cultish tribes of ravagers, as a mark of leadership and lethality.

Notoriety

The design of the *pauldrons* is such that they are difficult to miss, even for those unfamiliar with the item's existence.

Although not intrinsically evil, these items do make use of poison and related effects, which typically carry a negative stigma.

In primitive, warlike, or barbarous cultures, merely wearing a set may be interpreted as an act of war, if they are used by that tribe as a mark of leadership.

Quirks of Ownership

As the armor is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess them, *poisonous pauldrons* have no other quirks or impacts.

History & Background

Poisonous pauldrons were originally intended to prevent disease and grant immunity to poison.

A successful and prominent warlord commissioned them hundreds of years ago. Although mighty, and his empire vast, he grew ever more fearful that his reign would be undone by something out of his control: poison, pestilence, or some other form of withering or weakness.

Unable to cope with what he perceived to be an ever-present threat from all quarters, he commissioned his mages to craft a set of shoulder pads that would keep him safe, sane, and free of illness.

The mages, receiving this commission from the most violent and powerful of men, misinterpreted the enraged rantings of command, and built for him instead the *poisonous pauldrons*

we know today.

The warlord, too, misinterpreted them upon receipt, and wore them proudly, glad of the additional capabilities but wholly unaware that the devices did nothing to grant protection. He rode confidently into battle against a tribe known for its reliance on poison, and fell in battle, only to wither in precisely the manner he had most feared.

Unable to accept this most horrid of outcomes, the warlord took his own life by impaling himself on the spikes and activating their most potent of abilities, using the very devices intended to keep him safe.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and *poisonous pauldrons* are not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing *poisonous pauldrons*, or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce *poisonous pauldrons* into your gaming sessions beyond simply "the barbarian chief drops some wicked-looking shoulder pads", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these… but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of *poisonous pauldrons*.

Paladins & Clerics

These classes would likely have the least involvement with *poisonous pauldrons*, almost certainly selling the items if they came across them in the course of other events. Neutral or evil clerics, particularly those aligned to battle, may use them themselves.

Rogues

Brutal melee combat is not typically the style of your average Rogue. That said, poison and sneaky close-combat maneuvers can be, so *poisonous pauldrons* may find good use if adapted for leather armor.

Martial Characters

The bread and butter of *poisonous pauldron* use, and the original intent behind their creation. Fighters, Barbarians, and all manner of melee-focused combative classes are perfect to make ideal use of these items.

Arcane Classes

Ever known a wizard who can grapple? Perhaps not, but Maguses and other classes who mix wizardry with melee styles may find good use of these devices, particularly upper-level elite versions with their enhanced triggerable capabilities.

Monks, Rangers, and Druids

Monks rarely wear armor to large degree, but those who do rely upon explicit physical protection might well augment their raiment to aid their grappling capabilities.

Druids and Rangers would have little compunction about using poisonous abilities, but their interest in *poisonous pauldrons* would be a funciton of how melee-focused their

style was.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Struck Down

A relative innocent seeks the help of the party to heal. They were struck in combat by an unknown weapon, and need to understand what it was in order to recover. The PCs must find the assailant and discover what weapon was used: it was in fact a set of *poisonous pauldrons*.

This scenario forms the basis of the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in ***my*** museum".

A Collector, or group thereof, asks the PCs to retrieve *poisonous pauldrons* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Clear the Way

A horde of weak creatures, goblins perhaps, has taken over a church or other area of sanctuary in a nearby village. Though plentiful, they are terrified of spiky, poisonous things; a brutish adventurer donning a set of *poisonous pauldrons* could easily brush in and clear the area out with little bloodshed.

Quests

Another, more thorough, means of introducing *poisonous pauldrons* is via the following **Quest**.

📖 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: From the Prime of Life

🔗 **Summary:** A tavernkeeper's daughter has taken ill following an attack by an unknown weapon. The PCs are asked to find what weapon did the deed so that she can recover.

🎖 **Rewards:** ⚔ 1,500 gp / ⚔ 4,500 gp / ⚔ 12,000 gp / ⚔ 18,000 gp (promised); up to ✳ **2 Reward Stars**; *poisonous pauldrons*

📍 **Locations:** Any.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

An innkeeper beseeches the PCs to help him: his daughter had taken to adventuring for the first time a few days ago.

FlexTable 37: *Poisonous Pauldrons Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Long ago, a warlord, fearful of disease, crafted shoulder armor designed to prevent illness.	✅ **True.** This is accurate, though of course the effort was not successful in the vein conceived.
18-33	31-50	26-40	41-50	12	Spiked shoulder armor exists which grants the wearer advantages in close-quarters combat with the spikes.	✅ **True.** This starts to depict the *pauldrons'* talents.
34-50	51-70	41-65	51-55	13	An ancient warlord wore spiked shoulderpads into battle, aiding in conquest but ultimately failing to save him.	✅ **True.** Accurate history, but no real info on what the *pauldrons* might be capable of.
51-67	71-85	66-75	56-60	16	Barbed shoulderpads grant combat bonuses with the spikes as weapons, and potentially lethal close-quarters abilities.	✅ **True.** Still somewhat vague, ultimately, as to the true powers involved.
68-84	86-93	76-90	61-80	12	Intended to cure disease, certain spiked shoulderpads instead spread it.	❌ **False.** Though in a sense, accurate: ghoul touch affects those struck by the *pauldrons*.
85-00	94-00	91-00	81-00	14	Tragically, those intending to conquer using magical spiked shoulder armor might instead suffer illness and disease themselves from the item's use.	❌ **False.** The pauldrons do not cure disease, but neither do they incur it on the wearer.

Though well-equipped, she returned wounded horribly with a wilting sickness that is unknown in these parts. Her comrades claim they confronted a barbarian who wore sickly-green, spiky shoulder armor; they know nothing more and were themselves unaffected.

The innkeep begs the party to help: discover the source of the sickness, ideally enact revenge against the brute who did this, and return with the news and information.

In general terms, it need not be an innkeeper and his daughter; the key lever here is that a bystander is asking on behalf of a relative innocent. The bystander could be a church or government official, a faction member or leader, or simply just a farmer. The innocent must be somewhat to blame—she went adventuring, after all!—but can be related to the bystander in some appropriate manner. A woman might ask on behalf of her foolhardy husband; a priest might seek help for a parishoner, and so on.

🔃 If the PCs ignore the plea, the innocent might die. There's a ticking clock on the party's involvement; consider setting it at, say, 2 days. No penalty incurs to the party if they refuse, but consider the action in the context of the PCs' character and alignment.

🔃 The barbarian is not hard to find; the innocent's fellow adventurers will divulge the approximate location, somewhat nearby, from which it's straightforward to locate the man. He wears *poisonous pauldrons*, and there's no reasoning with him; the party will have to defeat him to get the information they need. Doing so grants 🌟 **1 Reward Star**; the party may of course keep the spoils of war, inclusive of the *pauldrons*.

🔃 Upon returning to the innkeeper, the party may consider one final decision: to make an antidote, it will be quicker and far less painful for the innocent if the *pauldrons* are melted down to form the basis of the concoction. It is up to the PCs, who will not be pressured, and the innocent will survive, albeit in a reduced state, if they refuse. Giving up the newly-acquired magical item in service to the innocent grants another 🌟 **1 Reward Star**.

Poisonous Pauldrons Wearer

CR 1; XP 200

NG; Medium Humanoid (Tiefling)

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Fighter 1	Fighter 6	Fighter 10	Fighter 14
SIZE / ALN	Medium NG Tiefling	Medium NG Tiefling	Medium NG Tiefling	Medium NG Tiefling
HP	12	54	89	137
ARMOR CLASS	18	21	24	26
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 17 (+5) DEX 17 (+3) CON 15 (+4) INT 13 (+1) WIS 9 (+1) CHA 7 (-2)	STR 20 (+8) DEX 17 (+3) CON 16 (+6) INT 13 (+1) WIS 9 (+1) CHA 7 (-2)	STR 20 (+9) DEX 19 (+4) CON 16 (+7) INT 13 (+1) WIS 9 (+1) CHA 7 (-2)	STR 20 (+10) DEX 20 (+5) CON 19 (+9) INT 13 (+1) WIS 9 (+1) CHA 7 (-2)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 9 Armor - Disadvantage on Stealth	Passive Perception 9 Armor - Disadvantage on Stealth
LANGUAGES	Common, Infernal			
ATTACKS	**Melee** Warhammer +5 (1d8+5)	**Melee** +1 Warhammer +9/+9 (1d8+8)	**Melee** +2 Warhammer +11/+11 (1d8+9)	**Melee** +3 Warhammer +13/+13/+13 (1d8+10)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	⚔ Low	⚔ Moderate	⚔ Advanced	⚔ Elite
SPECIAL QUALITIES	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Fighting Style, Second Wind, Dueling	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling
SPELL-CASTING	-	-	-	-
EQUIPMENT	Warhammer; shield; scale mail	+1 Warhammer; +1 shield; plate armor	+2 Warhammer; +2 shield; +1 plate armor	+3 Warhammer; +3 shield; +2 plate armor

SPECIAL ABILITIES

Ability Score Increase Your Intelligence score increases by 1, and your Charisma score increases by 2.

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 11.

Languages You can speak, read, and write Common and Infernal.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Rampart Shield

Rampart Shield (shield)

Value:
⊠ 1,200 gp / ⊠ 5,200 gp / ⊠ 18,500 gp / ⊠ 42,000 gp

Weight 50 lbs.; **Materials** wood, steel; **Nature** magical; **Aura** moderate abjuration, transmutation, ⊠⊠ evocation **Slot** shield

CL: ⊠ 4th / ⊠ 8th / ⊠ 12th / ⊠ 14th

Effect Summary:

⊠ **+4 shield** bonus to AC; +2 **max dex bonus**; -10 **armor check penalty**; 50% **arcane spell fail chance**; **20% miss** chance for ranged attacks targeting bearer

⊠ **+4 shield** bonus to AC; +1 **enhancement bonus** to AC; +2 **max dex bonus**; -10 **armor check penalty**; 50% **arcane spell fail chance**; **25% miss** chance for ranged attacks targeting bearer; bearer gains **DR 5/magic** against ranged weapons

⊠ **+4 shield** bonus to AC; +2 **enhancement bonus** to AC; +2 **max dex bonus**; -10 **armor check penalty**; 50% **arcane spell fail chance**; **30% miss** chance for ranged attacks targeting bearer; bearer gains **DR 5/magic** against ranged weapons; *wind wall* 1x/day for up to 12 rounds

⊠ **+4 shield** bonus to AC; +3 **enhancement bonus** to AC; +2 **max dex bonus**; -10 **armor check penalty**; 50% **arcane spell fail chance**; **40% miss** chance for ranged attacks targeting bearer; bearer gains **DR 10/magic** against ranged weapons; *wind wall* 3x/day for up to 14 rounds each

Description

This shield is enormous, a rounded rectangle nearly six feet tall, and broader than a man. It's tapered a bit at the bottom, but not so much so it would fail to protect legs and feet when placed in front of a defender. At the top of the shield is a hinged extension that folds back from the front to provide protection against attacks from above.

Effect

Rampart shields are, first and foremost, tower shields; their stat profile reflects this core characteristic.

All variants protect the bearer against ranged attacks. The listed **miss chance** is similar to concealment, except that it applies to all ranged attacks with a specific target: ranged touch attacks and missile weapons most prominently. Attacks, abilities, spells, or other effects that either lack a specific target (e.g., "affects all creatures within 50 feet") or do not specifically target the bearer (e.g., "affects a 20' circle around target square") are not affected by this *rampart shield* ability and will affect the bearer as normal.

Elite iterations grant the bearer **damage resistance** against ranged attacks. The listed miss chance applies to each attack separately. These versions also grant an enhancement bonus to AC, just like a *+1 tower shield* would, for example.

Finally, ⊠ **Advanced** and ⊠ **Elite** versions allow the bearer to explicitly trigger one or more spell-like abilities as a standard action. The maximum uses count for each ability resets 24 hours after the first use of that ability, and is item-based, not bearer-based.

Synergy & Sets

None. *Rampart shields* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Rampart shields are most commonly encountered on the bodies of slain foes. They may also be found in treasure hoards, or for sale in elite magic-item shops.

Higher-level versions which allow spell-like abilities describe the activation trigger in pictures inscribed on the shield back; typically there are patches of metal on the back of the shield near the handle which can be used to activate the apilities.

At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *rampart shield's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the

Table 40: Rampart Shield Flavors

Difficulty Band	Prefix	Shield Bonus to AC	Enhancement Bonus to AC	Max Dex Bonus	Armor Check Penalty	Arcane Spell Fail	Ranged Atk Miss	Ranged Weapon DR	Spell Effects
✉ Low	Lesser	+4	-	+2	-10	50%	20%	-	-
✉ Moderate	Lesser	+4	+1	+2	-10	50%	25%	5/magic	-
✉ Advanced	Greater	+4	+2	+2	-10	50%	30%	5/magic	*wind wall* 1x/day up to **12 rounds**
✉ Elite	Greater	+4	+3	+2	-10	50%	40%	10/magic	*wind wall* 3x/day up to **14 rounds** each

weapon might be discovered written down nearby, or attached via twine to the *shield*.

Ubiquity

Rampart shields are uncommon, less so in advanced or high-magic urban areas.

It's also not unheard of for elite military units to march into battle with each member hoisting a *rampart shield*; such units are typically used as "arrow-breakers", against adversaries with formidable missile weapons.

Notoriety

Rampart shields are impossible to miss, but that is owed more to being a well-designed tower shield than of anything particular to its nature.

Certainly the hinged protective bit at the top makes it instantly recognizable for those acquainted with the devices.

Even when recognized *rampart shields* typically do little to call unwanted attention to the bearer; onlookers will simply assume they are from a military unit with frequent need of ranged defenses.

Quirks of Ownership

As the shield is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

A *rampart shield* has no quirks or impacts.

History & Background

Perhaps obviously from both its name and design, *rampart shields* were first used to besiege castles.

Produced in quantity by wealthy warlords, they were ubiquitous a few generations ago, the very pinnacle of weapons technology and proof against the most dug-in of entrenched adversaries.

The *shield's* very popularity was its eventual downfall, however: the design is a relatively simple one, requiring but basic magic-item forging capabilities, and soon other warlords began to copy the item.

Greedy for as much profit and power as she could muster before the item's production was out of her control, the original warlord behind the first *rampart shields* started to sell both the design and the *shields* themselves.

Though initially profitable, this approach led to the warlord's downfall: in every battle, she soon faced the power of her own creation.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *rampart shield* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *rampart shield*, or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**

If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *rampart shield* into your gaming sessions beyond simply "the captain drops a nifty-looking tower shield", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *rampart shield*.

Paladins & Clerics

Both use shields commonly; depending on the combat stance of a given Paladin or Cleric, a *rampart shield* might be just up their alley, particularly given its effectiveness at protecting others.

Rogues

Rogues don't usually bear tower shields at all; however, they might well seek a *rampart shield* out so that their more heavily-armored comrades will have the benefit (and, from a more mercenary standpoint, will then take more fire as a result!).

Martial Characters

Fighters in particular would want a *rampart shield,* and indeed might even change their combat approach if presented with such a device.

Arcane Classes

Under only the most very dire and bizarre of circumstances might an arcanist bear a tower shield! If they were to ever do so, they might do far worse than selecting a *rampart shield*, of course. Perhaps the combat-adverse wizard must ineptly cower behind one while under siege from a troupe of bow-wielding goblins.

Monks, Rangers, and Druids

These classes would also be rare to see using a shield such as the *rampart shield*... however, when in need of a specific defense, they might resort to it.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Assault the Keep

This one is straightforward and linked to the original purpose of the *shield:* the PCs must use *rampart shields* to assault a defended position, while under multiple ranged attacks.

What that position is, why, and who is firing what weapons at them are left intentionally flexible in service to your campaign setting.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve a *rampart shield* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Pelting Storm

The PCs, armed with discovered *rampart shields*, must endure a battering of high-volume, but low-damage, ranged attacks as part of an obstacle they must weather to proceed with some larger mission.

This scenario forms the basis of the Quest below.

Quests

Another, more thorough, means of introducing a *rampart shield* is via the following **Quest**.

📖 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: To Suffer the Slings and Arrows

🔀 **Summary:** As part of a larger progression, the party must endure ranged attacks under the partial protection afforded by *rampart shields*.

🎖 **Rewards:** Up to ✴ **1 Reward Star**; *rampart shield(s)*

📍 **Locations:** Any.

👤 **Key NPCs:** None.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

The PCs come across an area studded with divots, broken arrow shafts, and rocks. Lying amidst the debris is an assortment of shields—as luck would have it, one for each party member, plus 🎲 **1d4**.

🎲 **1d4-1** of these, minimum 1, are *rampart shields*. The party has only 2 minutes to investigate the scene, however; once they arrive, they will soon come under assault from a myriad of ranged weapons.

It's suggested that an array of 🎲 **3d12** low-level, humanoid monsters, bearing shortbows and slings, should do the

FlexTable 38: Rampart Shield Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Long ago, a power-hungry warlord crafted the ultimate proof against castle defenses.	✅ **True.** Quite vague about the *shield's* powers, but accurate as to etymology.
18-33	31-50	26-40	41-50	12	A certain shield contains a hinged element at its top that provides greater protection against ranged attacks.	✅ **True.** Still vague, but at least mentions ranged attacks.
34-50	51-70	41-65	51-55	13	Bearers of certain tower shields can defend themselves against ranged attacks with ease, whether assaulting a castle or in regular combat.	✅ **True.** Still a little less than complete.
51-67	71-85	66-75	56-60	16	Rampart shields grant protection against ranged attacks. Some grant additional spell-like powers too.	✅ **True.** A thorough description.
68-84	86-93	76-90	61-80	12	Though promising to deflect arrows, certain tower shields instead attract them!	❌ **False.** Actually, the statement itself may apply to cursed tower shields, but has nothing to do with *rampart shields*.
85-00	94-00	91-00	81-00	14	A warlord long ago made a pact with evil forces to curse those who bore shields he crafted into war.	❌ **False.** This statement has nothing to do with *rampart shields* or their history.

trick. They are located about 25' away, well-entrenched in hollowed trees, cave niches, or other terrain appropriate for the environment. Goblins, gnolls, skeletons, or other beasties should work.

The point of the attack is that the PCs must suffer a high volume of ranged attacks, each of relatively low lethality, but collectively very threatening, even to higher-level parties. *Rampart shields* should make a big difference in the effectiveness of the party's defense.

The attack lasts for 🎲 **3d8** rounds, or until the party manages to wipe out at least half of their attackers; the remaining will flee at that point.

This **Quest** is somewhat unique in that it is "enforced"; the PCs have no choice but to participate.

🔽 If the PCs are slain... well, at least they got the use of nifty shields before they died!

🔽 If the PCs flee the area, they may of course keep the shields they discovered. No further benefit accrues them, and the zone will still be pelted if they return.

🔽 If the PCs manage to fight back their attackers, or simply endure the attack, survivors will benefit from 🌟 **1 Reward Star**, but only if they were able to identify which shields were *rampart shields*, and make best use of them. For example, giving the lowliest and/or weakest members of the bunch the best protection.

This **Quest** ends after the attack does.

Magic Items

Rampart Shield Wearer

CR 1; **XP** 200

CN; Medium Humanoid (Half-Orc)

	⊠ **Low**	⊠ **Moderate**	⊠ **Advanced**	⊠ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Fighter 1	Fighter 6	Fighter 10	Fighter 14
SIZE / ALN	Medium CN Half-Orc	Medium CN Half-Orc	Medium CN Half-Orc	Medium CN Half-Orc
HP	14	59	92	129
ARMOR CLASS	18	21	24	26
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 20 (+7) DEX 13 (+1) CON 18 (+6) INT 7 (-2) WIS 7 (-2) CHA 10 (+0)	STR 20 (+8) DEX 13 (+1) CON 20 (+8) INT 7 (-2) WIS 7 (-2) CHA 10 (+1)	STR 20 (+9) DEX 15 (+2) CON 20 (+9) INT 7 (-2) WIS 7 (-2) CHA 10 (+1)	STR 20 (+10) DEX 17 (+3) CON 20 (+10) INT 7 (-2) WIS 7 (-2) CHA 14 (+2)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 10 Armor - Disadvantage on Stealth	Passive Perception 11 Armor - Disadvantage on Stealth	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 13 Armor - Disadvantage on Stealth
LANGUAGES	Common, Orc			
ATTACKS	**Melee** Morningstar +7 (1d8+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +3 (1d10+1); 400 ft.': +3 (1d10+1)	**Melee** +1 Morningstar +9/+9 (1d8+6) **Ranged** Crossbow, Heavy) --> 100 ft.': +4/+4 (1d10+1); 400 ft.': +4/+4 (1d10+1)	**Melee** +2 Morningstar +11/+11 (1d8+7) **Ranged** Crossbow, Heavy) --> 100 ft.': +6/+6 (1d10+2); 400 ft.': +6/+6 (1d10+2)	**Melee** +3 Morningstar +13/+13/+13 (1d8+8) **Ranged** Crossbow, Heavy) --> 100 ft.': +8/+8/+8 (1d10+3); 400 ft.': +8/+8/+8 (1d10+3)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
SPECIAL QUALITIES	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Fighting Style, Second Wind, Defense	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Defense	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Protection	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Protection
SPELL-CASTING	-	-	-	-
EQUIPMENT	Morningstar; scale mail; shield; heavy crossbow; crossbow bolts (10x)	+1 Morningstar; +1 chain mail; +1 shield; heavy crossbow; crossbow bolts (10x)	+2 Morningstar; +1 plate armor; +2 shield; heavy crossbow; crossbow bolts (10x)	+3 Morningstar; +2 plate armor; +3 shield; heavy crossbow; crossbow bolts (10x)

SPECIAL ABILITIES

Ability Score Increase Your Strength score increases by 2, and your Constitution score increases by 1.

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Ravendown Helm

Ravendown Helm (head)

Value:
☒ 1,800 gp / ☒ 8,200 gp / ☒ 45,000 gp / ☒ 108,000 gp

Weight 8 lbs.; **Materials** wood, steel; **Nature** magical; **Aura** moderate enchantment (compulsion) [fear, mind-affecting], ☒ necromancy [fear, mind-affecting, emotion], ☒ illusion (phantasm) [fear, mind-affecting] **Slot** head

CL: ☒ 4th / ☒ 8th / ☒ 12th / ☒ 16th

Effect Summary:

☒ +2 competence bonus to Intimidate checks

☒ +4 competence bonus to Intimidate checks; +1 Charisma; *bane* 2x/day for up to 8 min each

☒ +6 competence bonus to Intimidate checks; +2 Charisma; *bane* 3x/day for up to 12 min each; *fear* 1x/day for up to 12 rounds (DC 18)

☒ +8 competence bonus to Intimidate checks; +3 Charisma; *bane* 5x/day for up to 16 min each; *fear* 3x/day for up to 12 rounds each (DC 20); *phantasmal killer* 1x/day (DC 20)

Description

If glimpsed quickly, the owner may be seen as having a face ringed with ravens; the feathers and tufts of varicolored darkness ring the face of the wearer and give a sinister, grim and dark expression.

Wearers gain intimidation and presence bonuses, and with major versions of the item grant minor spellcasting abilities as well.

Effect

Ravendown helms all grant **competence bonuses** to ⚠ **Intimidate** skill checks as described. Advanced versions also grant competence bonuses to **Charisma** as listed. These effects are passive, automatic, and cannot be surpressed while the item is worn.

☒ **Moderate**, ☒ **Advanced,** and ☒ **Elite** iterations also grant the wearer the ability to trigger spell-like effects. These are mental commands, requiring no somantic component, and each require a standard action to initiate.

The listed restrictions on frequency reset 24 hours after the first use of each ability, and the counts are item-dependent, not wearer-dependent.

Synergy & Sets

None. *Ravendown helms* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

It's most common to discover a *ravendown helm* on the body of a slain enemy, most notably an evil one.

On extremely rare occasion, they might be found in a shop, but in such a scenario, they'd be likely to be in the back of the shop, or in a secret chamber.

The mental triggers required to activate the powers of advanced versions are not documented anywhere on the item, and require either communication from a present owner, or research.

At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *ravendown helm's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the item.

Ubiquity

Ravendown helms are quite rare, and even for those possessing them, they tend to keep them hidden unless there's a pressing need (see **Notoriety**, below).

Notoriety

These items have a sinister appearance, even for those unaccustomed to seeing them. Those aware of their existence will immediately recognize one, and conclude certain things as a result about the alignment and predilictions of the bearer.

Table 41: Ravendown Helm Flavors

Difficulty Band	Prefix	Intimidate Bonus	Charisma Bonus	Spell-Like Abilities
✉ Low	Lesser	+2	-	-
✉ Moderate	Lesser	+4	+1	*bane* 2x/day for up to **8 min** each
✉ Advanced	Greater	+6	+2	*bane* 3x/day for up to **12 min** each; *fear* 1x/day for up to **12 rounds** (DC 18)
✉ Elite	Greater	+8	+3	*bane* 5x/day for up to **16 min** each; *fear* 3x/day for up to **12 rounds each** (DC 18); *phantasmal killer* 1x/day (DC 20)

📖 In game terms, owning a *ravendown helm* could be a lightning rod for subsequent **Quests** or plotlines involving Paladins or Good Clerics who wish to root out what they immediately believe they recognize as evil.

Quirks of Ownership

As the weapon is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a *ravendown helm* has no other quirks or impacts.

History & Background

Ravendown helms were first crafted as a means of solidifying peace. Warring kingdoms hundreds of years ago forged and broke alliances at whim, and leadership of the rank-and-file commoners changed sometimes daily.

This constant flux of domination took its toll; disease and famine tore through the nation.

Recognizing that without peace, the countryside would soon tear itself apart, one chieftain sought to bring order to the masses. She put the last of her resources into forging the first *ravendown helm*—not as a means of conquering, but as a tool to solidify peace through fear.

One might argue with her methods, but not the results, as the next time her faction found itself on the top of the stack, conflict stabilized for nearly a dozen years.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and a *ravendown helm* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *ravendown helm*, or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *ravendown helm* into your gaming sessions beyond simply "the barbarian chieftain drops a nifty-looking helmet", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *ravendown helm*.

Paladins & Clerics

Might makes right, sometimes.

Though Paladins in particular may take issue with ruling through fear rather than respect, these classes both recognize the utility and necessity of stability, and that end sometimes justifying the means.

Rogues

Rogues and Bards typically appreciate the value of a menacing visage, and the power of social advantage.

That said, the *ravendown helm* is a bit ostentatious and sinister for all but the most parade-esque of Bards.

Rogues cultivating an assassin sort of mystique might wish for a headpiece that complements that intent.

Martial Characters

Mighty warlords, particularly Lawful Evil types, are very much the target wielder of a *ravendown helm*. Those seeking to rule with an iron fist, or at any cost, might seek out an artifact such as this to abet their goals.

Arcane Classes

Arcanists are not always socially engaging, but to the extent to which a magic-user relies upon Charisma to fuel their power, they may well derive benefit from a *ravendown helm*.

Oracles, witches, and other classes whose powers may or may not stem from Charisma, but who wish to effect a certain demeanor, might also put these items to good use.

Monks, Rangers, and Druids

These classes rarely rely upon Charisma to fuel their deeds.

In exceptional cases, or perhaps as a knowing boost to an acknowledged weakness, these types may derive temporary utility from the device.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Stare-Down

A local authority has been having difficulty with a nearby gang. They are unruly, respond poorly to authority, and are just powerful and talented enough that it wouldn't be wise to tackle them directly.

A leader (a police chief, militia captain, trade guild director, or other authority figure with a vested interest in minimizing disruption caused by this gang) gives the PCs a task: convince this gang that they should cease their harassment of the town.

To aid in the task, the PCs acquire a *ravendown helm*, which they may keep after the immediate objectives are fulfilled.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve a *ravendown helm* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Undo Influence

A local faction "X" has been gaining more and more power in town. A rival faction, or perhaps the legitimate prevailing authority, feels threatened by this growth, and asks the PCs to see what they can do about it.

It turns out the faction "X" leader bears a *ravendown helm*. Though the PCs are hardly immune from its benefits, they might still overcome the effect enough to convince the faction to take an alternate approach.

This scenario, with elements of the "**Stare Down**" scenario above, forms the basis for the **Quest** below.

Quests

Another, more thorough, means of introducing the *ravendown helm* is via the following **Quest**.

This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Stare-Down

Summary: A nearby gang has been harassing villagers. A village authority commissions the PCs to put a stop to it.

Rewards: ✖ 2,000 gp / ✖ 6,000 gp / ✖ 12,000 gp / ✖ 18,000 gp (promised); up to ✴ **1 Reward Star**; *ravendown helm*

Locations: Any, preferably urban.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

A village authority contacts the PCs. This authority can be of any stripe: political leader, military leader, trade or class-based faction leader, or simply a social activist representative of the townsfolk.

Depending on their background, the wording of the authority's appeal may differ slightly, but the ask is ultimately identical: help us deal with this problem.

The townsfolk do not know how the gang has such power. From all reports, they are comprised of teenagers—or the appropriate racial equivalents in longer-lived races—huddled together out of a sense of michief, with no broader political, social, or even monetary aims.

Rumors swirl that their leader has a magic headdress that makes her will more imposing, but few have claimed to see such a person or device themselves.

The PCs are asked to find the gang, and figure out how best to dissuade them from harranguing the populace.

FlexTable 39: *Ravendown Helm Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Long ago, an evil chieftain forged a headdress intended to secure her reign.	✅ **True.** Quite vague about the item's powers, but accurate as to etymology.
18-33	31-50	26-40	41-50	12	A magical headdress is said to grant its wearer social powers.	✅ **True.** Still vague, however.
34-50	51-70	41-65	51-55	13	Certain magic helmets might do nothing to protect against attacks, but imbue the wearer with social power and other abilities besides.	✅ **True.** Quite accurate as to the possible effects.
51-67	71-85	66-75	56-60	16	A powerful chieftain once commissioned the creation of a magical helmet that would grant its wearer the power to quell unrest in the populace.	✅ **True.** A good description of the history, but not of specific abilities.
68-84	86-93	76-90	61-80	12	Some cursed helms grant the wearer the visage of a weathered, evil sloth.	❌ **False.** While this statement may apply to some cursed helms, it has nothing to do with a *ravendown helm*.
85-00	94-00	91-00	81-00	14	A *ravendown helm* grants the wearer the power to see within someone's soul.	❌ **False.** It's unclear what this even means, really, but nevertheless, the closest thing to this that the artifact does is to enhance **Wisdom (Insight)** checks.

If the PCs seek out the gang, they are easy to find: just outside of town. They will escort the party to the gang's leader, who will greet them dressed in a *ravendown helm*.

There follows a social-skills challenge. The exact wording is up to the GM and the tact employed by the players, but mechanically, it should be treated as a "best 3 out of 5" situation: make a series of ⚠ **skill challenges** (either **Intimidate**, **Charisma (Persuasion)**, and/or **Wisdom (Insight)**, as the PCs' approach dictates), first the PCs, then the leader. Score 1 point for each success. The first "side" of the converstion to make it to 3 successes wins the confrontation.

↳ If the PCs ignore the Quest, the gang continues to harass the population, but to no terminal end; therefore, the PCs may pick the Quest back up at any point.

↳ If the PCs lose the social-skills challenge, the gang will try to drum them out of town, or at minimum into a position of subservience to the gang.

The PCs may fight back. Doing so engages dozens of gang members in a battle that should represent overwhelming odds: no matter that each individual gang member is a paltry threat compared to the might of the PCs, but numbers are quite on the side of the gang.

The gang will stop short of slaying the PCs; once any one PC falls to zero hit points, they will offer to let the party flee in disgrace. This results in no reward, of course.

↳ If the PCs fail the social challenge, but defeat at least 10 gang members, the remaining members will lay down their weapons and pledge not to harass the town any longer. Whether or not the PCs spare the lives of the remaining gang, they benefit from the monetary reward and may ask to take the *ravendown helm* as well.

↳ The "best path" is if the party is successful in the social challenge; this grants them the gold-piece reward as described and ☀ **1 Reward Star**. Furthermore, if they succeed in one further opposed social check, they may ask to take the *ravendown helm* from the leader.

Ravendown Helm Wearer

CR 1; XP 200

NE; Medium Humanoid (Dwarf)

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Druid 1	Druid 6	Druid 10	Druid 14
SIZE / ALN	Medium NE Dwarf (Hill)	Medium NE Dwarf (Hill)	Medium NE Dwarf (Hill)	Medium NE Dwarf (Hill)
HP	9	39	54	78
ARMOR CLASS	15	16	17	18
SPEED	Walk 25'	Walk 25'	Walk 25'	Walk 25'
ABILITY SCORES / SAVES	STR 13 (+1) DEX 13 (+1) CON 10 (+0) INT 7 (+0) WIS 20 (+7) CHA 13 (+1)	STR 13 (+1) DEX 13 (+1) CON 10 (+0) INT 7 (+0) WIS 20 (+8) CHA 15 (+2)	STR 13 (+1) DEX 13 (+1) CON 10 (+0) INT 7 (+2) WIS 20 (+9) CHA 17 (+3)	STR 13 (+1) DEX 13 (+1) CON 10 (+0) INT 7 (+3) WIS 20 (+10) CHA 19 (+4)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 15 +2 Herbalism Kit	Passive Perception 15 +3 Herbalism Kit	Passive Perception 15 +4 Herbalism Kit	Passive Perception 15 +5 Herbalism Kit
LANGUAGES	Common, Druidic, Dwarvish			
ATTACKS	**Melee** Warhammer +3 (1d8+1)	**Melee** *+1 Warhammer* +5 (1d8+2)	**Melee** *+2 Warhammer* +7 (1d8+3)	**Melee** *+3 Warhammer* +9 (1d8+4)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Club, Dagger, Dart, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear, Warhammer			

	⊠ **Low**	⊠ **Moderate**	⊠ **Advanced**	⊠ **Elite**
SPECIAL QUALITIES	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Cantrips, Druidic, Ritual Casting, Spellcasting, Spellcasting Focus	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land
SPELL-CASTING	Save DC 15; Spell Atk +7 **1st:** *cure wounds; fog cloud*	Save DC 16; Spell Atk +8 **3rd:** *conjure animals; meld into stone; water walk* **2nd:** *gust of wind; lesser restoration; locate animals or plants* **1st:** *cure wounds; fog cloud; purify food and drink; speak with animals*	Save DC 17; Spell Atk +9 **5th:** *commune with nature; tree stride* **4th:** *conjure woodland beings; control water; giant insect* **3rd:** *conjure animals; meld into stone; water walk* **2nd:** *gust of wind; lesser restoration; locate animals or plants* **1st:** *cure wounds; fog cloud; purify food and drink; speak with animals*	Save DC 18; Spell Atk +10 **7th:** *regenerate* **6th:** *transport via plants* **5th:** *commune with nature; tree stride* **4th:** *conjure woodland beings; control water; giant insect* **3rd:** *conjure animals; meld into stone; water walk* **2nd:** *gust of wind; lesser restoration; locate animals or plants* **1st:** *cure wounds; fog cloud; purify food and drink; speak with animals*
EQUIPMENT	Mace; chain shirt; shield; light crossbow; crossbow bolts (20x)	*+1 Mace; +1 chain mail; +1 shield;* light crossbow; crossbow bolts (20x)	*+2 Mace; +2 chain mail; +2 shield;* light crossbow; crossbow bolts (20x)	*+3 Mace; +3 chain mail; +3 shield;* light crossbow; crossbow bolts (20x)

SPECIAL ABILITIES

Ability Score Increase Your Constitution score increases by 2.

Ability Score Increase Your Wisdom score increases by 1.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Smith's Tools Proficient with Artisan Smith's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest For example, when you are a 4th-level druid,

you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 18. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 7. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't w ear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Riftwoven Leather

📗 Riftwoven Leather (armor)

Value:
☒ 2,100 gp / ☒ 8,050 gp / ☒ 23,000 gp / ☒ 62,000 gp

Weight 18 lbs.; **Materials** leather; **Nature** magical; **Aura** moderate transmutation, abjuration [force]; **Slot** armor

CL: ☒ 4th / ☒ 8th / ☒ 12th / ☒ 14th

Effect Summary:

- ☒ **+2 armor** bonus to AC; **+6 max dex bonus**; 0 **armor check penalty**; 10% **arcane spell fail chance**; 30'/20' **max speed**; AC bonus counts vs. incorporeal attacks

- ☒ **+3 armor** bonus to AC; **+5 max dex bonus**; -1 **armor check penalty**; 15% **arcane spell fail chance**; 30'/20' **max speed**; **+2 natural armor** bonus to AC; AC bonuses count vs. incorporeal attacks

- ☒ **+5 armor** bonus to AC; **+5 max dex bonus**; -1 **armor check penalty**; 15% **arcane spell fail chance**; 30'/20' **max speed**; **+4 natural armor** bonus to AC; AC bonuses count vs. incorporeal attacks

- ☒ **+6 armor** bonus to AC; **+5 max dex bonus**; -1 **armor check penalty**; 15% **arcane spell fail chance**; 30'/20' **max speed**; **+5 natural armor** bonus to AC; AC bonuses count vs. incorporeal attacks; wearer gains **damage reduction 5**

Description

Forged of the hides of evil and chaos, and stitched together with silk from rift spiders, these suits of lightweight armor have the power to stop even otherworldly weapons.

Effect

All sets of *riftwoven leather* are based on leather armor, from which mundane item their core stats are derived. All four types of the armor grant **armor bonuses** to AC; these bonuses count against incorporeal attacks of all kinds, even those which would normally pass through armor.

All iterations but ☒ **Low** grant an additional **natural armor** bonus, which also applies to incorporeal attacks and effects.

Finally, ☒ **Elite** suits of riftwoven leather grant the wearer **damage resistance** in the form of **DR** 5/adamantine.

All of the effects of *riftwoven leather* are automatic, require no activation, and cannot be suppressed while the armor is worn.

Synergy & Sets

None. *Riftwoven leather* suits are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Riftwoven leather armor is typically encountered on the body of a slain foe.

It is quite uncommon for them to be sold in shops, and if they are, it is typically a rarity reserved for that shop's elite or frequent customers, or a special order placed for a wealthy patron who has requested it.

Though the suits come with no documentation, and even resellers may be ignorant of the full extent of some versions, the item's abilities are fairly evident through experimentation.

Ubiquity

Riftwoven leather suits are rare. Those who own them are loathe to sell or trade them given their utility.

Notoriety

Suits of *riftwoven leather* appear simply as a very well-crafted, slightly stylized leather armor. As a result, it can be quite challenging to recognize them, even for those who are aware of the item.

Those who can confirm the presence of *riftwoven leather* form few conclusions about the wearer beyond the abilities of the armor.

Quirks of Ownership

As the armor is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Riftwoven leather has no quirks or impacts.

Table 42: Riftwoven Leather Flavors

Difficulty Band	Prefix	Armor Bonus to AC	Max Dex Bonus	Arcane Spell Fail	Natural Armor Bonus	Other Effects
⊠ Low	Lesser	+2	+6	10%	-	AC bonuses count vs. incorporeal
⊠ Moderate	Lesser	+3	+5	15%	+2	AC bonuses count vs. incorporeal
⊠ Advanced	Greater	+5	+5	15%	+4	AC bonuses count vs. incorporeal
⊠ Elite	Greater	+6	+5	15%	+5	AC bonuses count vs. incorporeal; wearer gains **DR** 5/adamantine

History & Background

Riftwoven leather was first forged by an enclave of dark, underground gnomes long ago. They themselves used the suits as proof against the weapons of the villages they raided, and against the increasing threat of necromantic forces from underneath their burrows.

Ghosts, wights, and other etherea slew their ranks in greater numbers, despite the protection of their new invention.

Frightened and diminished, the gnomes scattered to the surface, their secret soon absorbed into common society out of necessity of barter for safety.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and *riftwoven leather* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a suit of *riftwoven leather,* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**

If the party is attempting to gather information from a **Key NPC.** Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk.**

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a suit of *riftwoven leather* into your gaming sessions beyond simply "the halfling rogue drops a slick-looking suit of leather armor", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a suit of *riftwoven leather.*

Paladins & Clerics

These classes might benefit from the added protection only to the extent that their approach to combat gear relies upon light armor already.

Clerics, particularly those dedicated to fighting undead and Outsiders, might well benefit from the proof against incorporeal attacks, particularly at higher levels.

Rogues

Rogues seem well-suited to *riftwoven leather:* added protection at no movement or flexibility cost is a tremendous boon.

Martial Characters

Most Fighters, Barbarians, and the like rely upon heavier armor than *riftwoven leather*.

That said, particularly at lower levels, or for martial characters with an emphasis on flexibility and use of lighter armor, this artifact is a strong contender for use.

Arcane Classes

Most arcanists avoid using armor, even light armor such as *riftwoven leather*.

This artifact in particular might be useful in circumstances where ethereal threats abound, even as it impairs spellcasting and flexibility.

Monks, Rangers, and Druids

Riftwoven leather is an ideal companion to these classes, given the prevalence of light armor use.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Ghostly Hues

The PCs must traverse a region invested with Ghosts and/or other incorporeal monsters.

To make this possible, they must obtain, or are gifted with, *riftwoven leather*.

This scenario forms the basis for the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve a suit of *riftwoven leather* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Quests

Another, more thorough, means of introducing *riftwoven leather* is via the following **Quest**.

📖 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Ghost of a Chance

🔗 **Summary:** The PCs must traverse a region infested with monsters with an incorporeal attack. To aid them, they must use *riftwoven leather*.

🎎 **Rewards:** Up to ✴ **2 Reward Stars**; *riftwoven leather*

📍 **Locations:** Any.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

There is a region known to contain incorporeal monsters. The PCs must traverse this region.

Where the ghost-infested region is, and what the pressing need might be for the party to venture there, is intentionally left flexible in service to your story. It could be that a component of a longer trek takes the PCs through this zone; it could be a mountain pass where there truly is no other way through the region. It could even be that a MacGuffin item or key is located somewhere that lies beyond the problematic region.

In terms of the monsters themselves, ❎ **Ghosts** are a good default, but particularly against high-level characters, consider using other, perhaps more interesting and varied monsters.

To aid them, or even make the trip possible, the PCs obtain *riftwoven leather*. Depending on the circumstances, they could be given the *suits* outright, loaned them by a Faction authority, sold them by a vendor who just happens to have them, and so on.

Or, to extend this Quest, the PCs might have to go on a separate journey to obtain the special armor beforehand.

📖 Depending on the level of the PCs, even the simplest incarnation of this challenge might result in a massive threat, irreducible by using the ❎ **Low** form of 🟥 **Quadded Statblocks**.

In this scenario, try to use a single, low-level Ghost; if that still proves too dangerous, consider having the Ghost simply move away from, ignore, or simply not even notice the party.

↳ If the PCs ignore the Quest, the consequences are left to the GM, but as a starting point, whomever gave them the *riftwoven leather* is going to probably want it back (if that is how you decide to get the party their special armor).

↳ If the PCs engage in the Quest, and enter the "ghost zone", but are defeated by it, then of course they derive no reward.

↳ Entering the problematic area and succeeding, but having one or more PCs damaged, results in the fulfillment of the Quest, and it means the party has earned the right to keep the *riftwoven leather*. They also benefit from ✴ **1 Reward Star**.

↳ The "best path" through the Quest is a scenario in which the PCs avoid taking damage at all from the Ghosts; this further benefits them an additional ✴ **2 Reward Star**, for a total of 2.

FlexTable 40: Riftwoven Leather Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Long ago, underground gnomes forged suits of magic leather armor.	✅ **True.** Quite vague about the item's powers, but accurate as to etymology.
18-33	31-50	26-40	41-50	12	Forged by gnomes underground, certain suits of leather armor offer enhanced protection.	✅ **True.** Still vague, however.
34-50	51-70	41-65	51-55	13	Gnomes made magic armor that, if well-made, grants the wearer protection against nearly any attack.	✅ **True.** This refers to the best forms of *riftwoven leather*.
51-67	71-85	66-75	56-60	16	*Riftwoven leather* armor grants the wearer protection against even ghostly strikes.	✅ **True.** A good description of the item's abilities.
68-84	86-93	76-90	61-80	12	Certain magic armor grants the wearer enhanced protection, but they risk fading from the physical world if the armor is worn for too long.	❌ **False.** This is likely a misunderstanding of how the armor works.
85-00	94-00	91-00	81-00	14	Magic leather armor forged by dark gnomes grants the wearer the means to dominate ghosts.	❌ **False.** Protect against ghosts, yes; dominate them, certainly not.

Riftwoven Leather Wearer

CR 1; XP 200

CE; Medium Humanoid (Human)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Medium CE Human	Medium CE Human	Medium CE Human	Medium CE Human
HP	8	39	71	102
Armor Class	16	17	18	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 10 (+0) DEX 20 (+7) CON 10 (+0) INT 13 (+3) WIS 6 (-2) CHA 15 (+2)	STR 10 (+0) DEX 20 (+8) CON 12 (+1) INT 13 (+4) WIS 6 (-2) CHA 15 (+2)	STR 10 (+1) DEX 20 (+9) CON 14 (+2) INT 13 (+5) WIS 6 (-2) CHA 15 (+2)	STR 12 (+1) DEX 20 (+10) CON 14 (+3) INT 13 (+6) WIS 6 (-2) CHA 15 (+2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10 +4 Thieves' Tools	Passive Perception 14 +6 Thieves' Tools	Passive Perception 16 +8 Thieves' Tools	Passive Perception 18 +10 Thieves' Tools
Languages	Common, Gnomish			
Attacks	**Melee** Spear +7 (1d6+5) **Ranged** Spear (Thrown) 20 ft.': +7 (1d6+5); 60 ft.': +7 (1d6+5) **Ranged** Shortbow) --> 30 ft.': -3 (1d6+5); 120 ft.': -3 (1d6+5) **Melee** Dagger +7 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+5); 60 ft.': +7 (1d4+5)	**Melee** +1 Spear +9 (1d6+6) **Ranged** +1 Spear (Thrown) 20 ft.': +9 (1d6+6); 60 ft.': +9 (1d6+6) **Ranged** Shortbow) --> 30 ft.': -2 (1d6+5); 120 ft.': -2 (1d6+5) **Melee** Dagger +8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+5); 60 ft.': +8 (1d4+5)	**Melee** +2 Spear +11 (1d6+7) **Ranged** +2 Spear (Thrown) 20 ft.': +11 (1d6+7); 60 ft.': +11 (1d6+7) **Ranged** Shortbow) --> 30 ft.': -1 (1d6+5); 120 ft.': -1 (1d6+5) **Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5)	**Melee** +3 Spear +13 (1d6+8) **Ranged** +3 Spear (Thrown) 20 ft.': +13 (1d6+8); 60 ft.': +13 (1d6+8) **Ranged** Shortbow) --> 30 ft.': +0 (1d6+5); 120 ft.': +0 (1d6+5) **Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
SPECIAL QUALITIES	Ability Score Increase, Languages, Expertise, Sneak Attack, Thieves' Cant	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Languages, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
SPELL-CASTING	-	-	-	-
EQUIPMENT	Spear; shortbow; leather armor; arrows (20x); dagger	+1 *Spear;* shortbow; studded leather armor; arrows (20x); dagger	+2 *Spear;* shortbow; +1 *studded leather armor;* arrows (20x); dagger	+3 *Spear;* shortbow; +2 *studded leather armor;* arrows (20x); dagger

SPECIAL ABILITIES

Ability Score Increase Your ability scores each increase by 1.

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Slavecrest

📖 Slavecrest (headband)

Value:
❌ 750 gp / ❌ 2,100 gp / ❌ 16,500 gp / ❌ 42,000 gp

Weight 3 lbs.; **Materials** leather, gemstone; **Nature** magical; **Aura** strong enchantment (compulsion) [language-dependent, mind-affecting, emotion]; **Slot** headband

CL: ❌ 4th / ❌ 10th / ❌ 14th / ❌ 16th

Effect Summary:

❌ wearer suffers permanent *calm emotions* effect toward master; master may use *command* on wearer at will with no save permitted

❌ as above, plus master may trigger a *good hope* effect in wearer for up to 30 min/day total

❌ as above, plus master may trigger a *geas, lesser* effect in person at any time, lasting up to 14 days each (only one geas may be in effect at a time for the wearer)

❌ as above, plus the wearer suffers continuous effects of *dominate person* toward master

Description

A simple, not inelegant leather band, these are typically woven around the head of druidic slaves. The color of the leather's dye and the type of jewel embedded in the front of the device indicate the source of ownership.

It's somewhat unique in the Realm that slaves receive what is essentially a piece of jewelry as indication of their enslavement. The devices hold powers dedicated to enforce this arrangement and make it a reality for those slaves who would resist.

Although the item is not without value, there is no market for the items, as it is forbidden to sell or buy them. Such an offense is often punished with death or exile.

Effect

To understand how *slavecrests* function, it's important to establish two terms: **master** and **wearer**.

The **wearer**, perhaps obviously, is the person who wears a *slavecrest*. Anyone who dons one of these devices counts as a wearer.

The **master** is the person who has placed a *slavecrest* on a wearer. Anyone who places one of these artifacts on someone else becomes that person's **master** automatically, establishing a connection between the two people that can only be separated by removing the *slavecrest*.

In cases where the wearer has placed a *slavecrest* upon their own head, nobody is the master initially. Anyone may become the wearer's master, however, simply by touching the *slavecrest* while it is worn.

Each wearer is not physically capable of removing their *slavecrest* on their own. Attempting to do so, they find their arms rubbery, drained of strength; they may lift their hands to touch the device, but that is it. No save is possible to avoid this effect.

A *slavecrest* may be removed at any time by its master with no incident. This severs the connection between master and wearer, and immediately dispels any lingering effects generated by the artifact.

These devices have an effectively unlimited range, though for activated abilities to function properly, the master and the wearer must be on the same dimensional plane. If separated across planes, the passive effects of the *slavecrest* will continue to function, but the master will be unable to trigger any other abilities. The master is aware whenever the wearer is on, or transports away from, the same plane as they reside upon.

If a wearer's master is slain, it immediately dispels all effects triggered by the *slavecrest*. The *slavecrest* that had been placed on a wearer by a now-dead master reverts to being just like a *crest* that a wearer placed there themselves; i.e., there is no master, but anyone can claim mastery simply by touching the device.

Slavecrests of any stripe harbor two types of effects while worn.

One type is **passive**. These effects apply to the wearer, and describe to their relationship to their master. All four flavors of *slavecrest* imbue the wearer with a *calm emotions* effect as it pertains to the master.

Passive effects are automatic, require no activation by the master, and cannot be suppressed while the item is worn.

The second type of *slavecrest* ability is **active**. These are spell-like abilities the master may trigger at any time; doing so requires but a thought and a standard action. A similar thought and action can toggle these abilities off.

Most active abilities describe a total duration maxmium; this

Table 43: Slavecrest Flavors

Difficulty Band	Prefix	Wearer Effect Toward Master	Master Abilities On Wearer
✉ Low	Lesser	*calm emotions*, permanent effect	*command,* at will, no save
✉ Moderate	Lesser	*calm emotions*, permanent effect	*command,* at will, no save; *good hope* up to **30 min**/day
✉ Advanced	Greater	*calm emotions*, permanent effect	*command,* at will, no save; *good hope* up to **30 min**/day; *geas, lesser* up to **14 days**
✉ Elite	Greater	*calm emotions*, permanent effect	*command,* at will, no save; *good hope* up to **30 min**/day; *geas, lesser* up to **14 days;** *dominate person*; permanent effect

limit resets 24 hours after the first usage of each ability.

Limitations on activated abilities apply to the *slavecrest* itself; removing it and re-applying it, either to the same wearer or a new one, does not reset the usage maximums.

Synergy & Sets

None. *Slavecrests* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

There are entire societies in which *slavecrests* are worn by a sizable percentage of the population, both as an indicator of subservience and as an enforcement tool.

In such cultures, most of the activated abilities are never used, such is the slavery built in to the psyche of the wearers.

Indeed, in some such cultures, most of the rank-and-file slavecrests are in fact fakes, cheap forgeries that look like the real thing, but are just devices of wood and paint designed to inculcate the same subservience that is magically enforced via the true artifacts.

The complex usage, triggerable abilities, and other aspects of the artifact are not immediately apparent, and must be either researched extensively, or conveyed to a PC by a present owner or wearer.

At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *slavecrest's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the device.

Ubiquity

Slavecrests are exceedingly rare outside of cultures that make en-masse use of them.

Notoriety

These devices are all common in appearance. For those unused to them, they look like rather plain jewelry that might even contrast with the resigned visage of those who wear them.

For those in the know, *slavecrests* are immediate tools of recognition for where the wearer is in the social order.

In game terms, owning a *slavecrest* could be a lightning rod for subsequent **Quests** or plotlines involving a culture that makes use of them.

Quirks of Ownership

As the headpiece is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would infer a great deal about the wearer, a *slavecrest* has no other quirks or impacts.

History & Background

Slavecrests were actually first forged by slaves themselves, as a means of quieting their own attempted revolts.

Eons ago, societies frequently made use of slavery as a means of suppressing conquered peoples and as a mechanism to enhance production.

Many slaves existed in a resigned manner; life was far from ideal, but there was little expectation of something better. The best a slave could hope for was to be well-treated.

Trouble was, some slaves resisted their condition, and revolts and uprisings were attempted. As they grew more common, these resistances were tempered by retaliation by the masters: the more the slaves revolted, the greater and more brutal the retaliations.

One particularly gifted group of slaves decided that although it would lock them in to the life they knew, a device like a *slavecrest* would be one way to restore order, and reduce the likelihood of uprisings.

They crafted the items, and tested them out. They planned to validate the magic, and then bring the devices to their masters as a gift.

Sadly, the masters discovered the invention on their own

before that could happen. They interpreted the use of the *slavecrest* in a test as an attempt to create an army of subservient mutineers, and rather than rewarding the inventors, they tortured and slew them.

The masters drew the conclusion that the slaves' unrest needed to be solved. They began to mass-produce slavecrests as a means of enforcing order, but the brutality of the enforcement took a long time to quell.

So, due to a misunderstanding, the inventor slaves did not live to see their solution implemented, even though they were proven right in the end.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *slavecrest* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *slavecrest,* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *slavecrest* into your gaming sessions beyond simply "the townsfolk drops a dire-looking headband", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *slavecrest*.

Paladins & Clerics

These classes would almost certainly want to destroy the source of, and end the usage of, *slavecrests*. Good characters in general would likely rail against the very concept.

Lawful, non-Good characters might see the *slavecrests* as a necessary tool to enforce order: not preferred, but perhaps required.

Lawful Evil Clerics may even wish to implement use of the items.

Rogues

Rogues and Bards, by their nature, tend to be free spirits, unbound and commonly not Lawful. They might view *slavecrests* as horrid devices to be erradicated.

Martial Characters

Martial classes, particularly those with a military background, are likely to have encountered *slavecrests* in the past.

Those who have served, or continue to serve, in the military may even value their role in enforcing order.

Arcane Classes

Arcanists will likely respect the power represented by *slavecrests*, and even seek to use them in their work to ensure compliance by underlings.

Monks, Rangers, and Druids

These classes respect order, and balance, if not necessarily law. They might equally seek to implement *slavecrests*, or abolish them.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Freedom

This one is simple: the PCs encounter a fleeing slave who wears a *slavecrest*. He seeks their help in removing the device and gaining true freedom.

Depending on the level of challenge involved, perhaps the slave's master activates one of the *slavecrest's* abilities just as the slave is finishing his plea.

This scenario forms the basis of the **Quest** below.

FlexTable 41: Slavecrest Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Eons ago, hats were forged that forced people into obedience.	✅ **True.** Kind of.
18-33	31-50	26-40	41-50	12	Diadems of obedience were crafted by slaves to ensure compliance and reduce uprisings, to reduce punishment from their masters.	✅ **True.** A good history of things in a nutshell.
34-50	51-70	41-65	51-55	13	If one is enslaved by magical headgear, they must obey the commands of their master and are compelled to have favorable feelings toward them.	✅ **True.** This summarizes most powers of a *slavecrest*.
51-67	71-85	66-75	56-60	16	Slaves long ago forged obedience crests that grant their masters psychic control over their actions.	✅ **True.** A good description of the item's abilities.
68-84	86-93	76-90	61-80	12	Slavecrests were created by brutal masters to force owned people into total obedience.	❌ **False.** Slaves crafted the first crests, not masters.
85-00	94-00	91-00	81-00	14	Obedience is not enough for particularly vile slavemasters: they crafted headgear that forces good emotions of slaves toward their masters.	☑ **Partially True.** Masters did not forge the first crests, but the effect is accurate.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve a *slavecrest* from its current wearer, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Restore Order

This is almost the reverse of the "**Freedom**" scenario above: a master approaches the party and asks that they recover her property so that order may be restored in their household.

Quests

Another, more thorough, means of introducing a *slavecrest* is via the following **Quest**.

📖 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: A Taste of Freedom

🔗 **Summary:** The PCs are approached by a runaway slave, who asks their help in securing his freedom.

🎖 **Rewards:** ✉ 50 gp / ✉ 500 gp / ✉ 2,500 gp / ❌ 5,000 gp (promised); up to ✳ **3 Reward Stars**; *slavecrest*

📍 **Locations:** Any.

👤 **Key NPCs:** None.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

The PCs run across a fleeing slave who wears a *slavecrest*. He asks their help in removing the device and gaining true freedom. He claims to have a stash of money he has skimmed from his master over the years, but does not have it on him.

Depending on the level of challenge involved, perhaps the slave's master activates one of the *slavecrest's* abilities just as the slave is finishing his plea, thus underscoring the reach of the master's power, giving the PCs a clue as to the steps that will be required to guarantee freedom, and to grant a sense of immediacy to the proceedings.

The slave's master is many miles away. Rather than send emissaries or soldiers to collect his slave, she has simply activated a command to the runaway, who begins obeying it.

To secure the slave's freedom, the party must find the master, and either pay for the slave's freedom or slay the master.

Finding the master is not difficult: she lives nearby in a large house, the domicile hardly a castle and herself hardly a warlord.

It turns out that the slave comes from a family indebted to the master: in exchange for cancelling the considerable debts, she has taken on the man as a servant. The *slavecrest* he bears is an heirloom, something handed down from earlier generations and a bygone era where slave ownership was much more commonplace. The master regrets the item's

necessity, but as she points out, although the man entered into the arrangement willingly and is not unduly mistreated, he still attempts to run away, so the *crest* is somewhat essential.

The master's own means have waned considerably, to the point where she could not profitably sustain her house and residence without the man's efforts.

So the PCs encounter a complex situation with no easy solution.

↳ If the PCs ignore the plea, the slave will run back to the master, as commanded by the *slavecrest*. He will attempt to run away again, at least once a month, however, so the party can simply encounter him again in the future.

↳ If the PCs seek out the master and slay her, they have an option: they can touch the slavecrest themselves, thus binding the man to them instead of his former master. Assuming this is consistent with their alignment, this approach is worth ✴ **2 Reward Stars**, and the PCs can of course command the man to reveal his cache of gold, which is hidden in a bush near the master's house.

↳ If the PCs seek out the master and try to reason with her, she will explain the full nature of the situation. She will refuse to let the man go without compensation; no amount of skill checks will serve to circumvent this. The man owes twenty times what he has promised in stolen reward money; if the PCs pay, the master will grudgingly let him go, and give the *slavecrest* to the PCs as well. This route is worth ✴ **3 Reward Stars**, though of course the PCs will lose money.

↳ If the PCs locate the master, try to reason with her, and then neither slay her nor pay her, the effort is nevertheless worth ✴ **1 Reward Star**.

Slavecrest Wearer

CR 1; XP 200

LN; Medium Humanoid (Half-Elf)

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Medium LN Half-Elf	Medium LN Half-Elf	Medium LN Half-Elf	Medium LN Half-Elf
HP	10	43	71	99
Armor Class	12	13	16	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 7 (-2) DEX 15 (+4) CON 15 (+2) INT 13 (+3) WIS 8 (-1) CHA 17 (+3)	STR 7 (-2) DEX 15 (+5) CON 15 (+2) INT 13 (+4) WIS 8 (-1) CHA 19 (+4)	STR 7 (-2) DEX 18 (+8) CON 15 (+2) INT 13 (+5) WIS 8 (-1) CHA 20 (+5)	STR 7 (-2) DEX 20 (+10) CON 15 (+2) INT 13 (+6) WIS 8 (-1) CHA 20 (+5)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11 +4 Thieves' Tools	Passive Perception 12 Armor - Disadvantage on Stealth +6 Thieves' Tools	Passive Perception 13 Armor - Disadvantage on Stealth +8 Thieves' Tools	Passive Perception 14 Armor - Disadvantage on Stealth +10 Thieves' Tools
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Ranged** Sling) --> 30 ft.': -6 (1d4+2); 120 ft.': -6 (1d4+2)	**Melee** +1 Dagger +6 (1d4+3) **Ranged** +1 Dagger (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Ranged** Sling) --> 30 ft.': -5 (1d4+2); 120 ft.': -5 (1d4+2)	**Melee** +2 Dagger +10 (1d4+6) **Ranged** +2 Dagger (Thrown) 20 ft.': +10 (1d4+6); 60 ft.': +10 (1d4+6) **Ranged** Sling) --> 30 ft.': -2 (1d4+4); 120 ft.': -2 (1d4+4)	**Melee** +3 Dagger +13 (1d4+8) **Ranged** +3 Dagger (Thrown) 20 ft.': +13 (1d4+8); 60 ft.': +13 (1d4+8) **Ranged** Sling) --> 30 ft.': +0 (1d4+5); 120 ft.': +0 (1d4+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	⊠ **Low**	⊠ **Moderate**	⊠ **Advanced**	⊠ **Elite**
SPECIAL QUALITIES	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Expertise, Sneak Attack, Thieves' Cant	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
SPELLCASTING	-	-	-	-
EQUIPMENT	Dagger (2x); sling; sling bullets (20x)	*+1 Dagger* (2x); sling; sling bullets (20x); padded armor	*+2 Dagger* (2x); sling; sling bullets (20x); *+1 padded armor*	*+3 Dagger* (2x); sling; sling bullets (20x); *+2 padded armor*

SPECIAL ABILITIES

Ability Score Increase Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Spyrecrest

📖 Spyrecrest (head)

Value:
❌ 3,400 gp / ❌ 24,000 gp /
❌ 61,500 gp / ❌ 102,500 gp

Weight 12 lbs.; **Materials** stone, metal; **Nature** magical;
Aura strong transmutation, divination, abjuration; **Slot** head

CL: ❌ 4th / ❌ 8th / ❌ 12th / ❌ 16th

Effect Summary:

❌ wearer may trigger the following effects via mental command: *detect secret doors* at will; *heat metal* 3x/day; *hold portal* 3x/day

❌ wearer may trigger the following effects via mental command: *detect secret doors* at will; *heat metal* 5x/day; *hold portal* 5x/day; *passwall* 2x/week

❌ wearer may trigger the following effects via mental command: *detect secret doors* at will; *heat metal* 5x/day; *hold portal* 5x/day; *passwall* 1x/day; *flesh to stone* 2x/week

❌ wearer may trigger the following effects via mental command: *detect secret doors* at will; *heat metal* 5x/day; *hold portal* 5x/day; *passwall* 2x/day; *flesh to stone* 1x/day; *iron body* 1x/week

Description

A circlet with ornate, almost otherworldy carvings, this metallic headpiece exudes a bizarre, displaced sensibility that makes it feel like an artifact from another time, place, or plane.

Common details include helmets that don't quite seem to fit typical humanoid heads; and spires or columns that elongate almost as buildings, but seem precarious and impossible.

Effect

All *spyrecrests* grant the wearer the ability to trigger multiple spell-like abilities.

Most are limited in terms of their activatable uses in a certain timeframe. The counts for such powers are device-based, not user-based; if a wearer of a "fresh" ❌ *Low spyrecrest* uses heat metal twice, and gives the headpiece to a second user, that new user will only be able to use heat metal one further time. The number of uses of a given ability reset counting from the first use of that ability.

Synergy & Sets

None. *Spyrecrests* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Spyrecrests don't seem of this world. Whether this is a rational reaction or not, those in possession of this artifact are more likely to sell or trade it than to make use of it themselves. Therefore, it's common to find them in treasure piles or in exotic magic-item shops.

The exception is those who wish to cultivate a feeling of the unknown or mysterious; a warrior shaman, for example, or an insane mystic who claims to source her powers from outside our dimension: these are the folks who would wear a *spyrecrest* proudly.

Although the *crests* are commonly adorned with all manner of carvings and runes, they are of no known language or origin; the device's powers and how to activate them remain a mystery absent research or a transition of knowledge from one owner to the next.

📖 At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *spyrecrest's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the circlet.

Ubiquity

Spyrecrests are very rare. Even in areas where they have been known to exist from time to time, the lack of interest in their use can lead to their long-term storage in vaults and hoards far more than in common use.

Table 44: Spyrecrest Flavors

Difficulty Band	Prefix	Spell-Like Abilities
✉ Low	Lesser	*detect secret doors* (**at will**); *heat metal* (**3x/day**); *hold portal* (**3x/day**)
✉ Moderate	Lesser	*detect secret doors* (**at will**); *heat metal* (**5x/day**); *hold portal* (**5x/day**); *passwall* (**2x/week**)
✉ Advanced	Greater	*detect secret doors* (**at will**); *heat metal* (**5x/day**); *hold portal* (**5x/day**); *passwall* (**1x/day**); *flesh to stone* (**2x/week**)
✖ Elite	Greater	*detect secret doors* (**at will**); *heat metal* (**5x/day**); *hold portal* (**5x/day**); *passwall* (**2x/day**); *flesh to stone* (**1x/day**); *iron body* (**1x/week**)

Notoriety

These headpieces get noticed, and not necessarily in a positive manner.

Those familiar with their existence, though terribly few in number, would recognize a *spyrecrest* immediately. Regardless of their prior experience with the item, they would likely flee or otherwise remove themselves from a situation involving someone who wore the device.

Those to whom the *crest* came as a novelty would likely avoid its company, though they might not even be conscious that the artifact acts as a social deterrent in this manner.

In game terms, NPCs who encounter a PC or other character wearing a *spyrecrest* may degrade their opinion of the wearer.

Mechanically, make a ⚠ **Wisdom (Insight)** check for the NPC, at a DC of **5** + the wearer's combined level (or hit dice, if the wearer has no class levels). If the NPC fails the check, their **Attitude** toward the wearer degrades by one level.

Alternately, if the wearer is aware of the *spyrecrest's* social effect, this check may be opposed if you wish by the wearer's **Charisma (Persuasion)** or **Intimidate**. Assuming the wearer wishes to retain good relations with the viewer, the NPC's **Attitude** degrades only if they win the check in this scenario.

> 🔲 In game terms, owning (and flaunting) a *spyrecrest* could be a lightning rod for subsequent Quests or plotlines involving assassins, underworld or religious Factions, and/or conspiracy theorists or just plain old crazy loons.

Quirks of Ownership

As the headpiece is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

That said, the device is of peculiar and mysterious origin, forged of a metal likely alien to the typical environs of the wearer. Occasionally—once a week, say—while wearing the crest, the wearer will get an icy sensation in their temples, and hear a curious whisper in their ears, in a language they not only don't know, but indeed have never heard spoken before. The unsettling phenomenon ceases as quickly as it is introduced, leaving most wearers to wonder whether they truly even heard or felt anything at all.

Other than this odd sensation, and attracting attention from those who would seek to possess it, a *spyrecrest* has no other quirks or impacts.

History & Background

Spyrecrests are not of this world.

Or, rather, that is the intent behind their making. In reality, the circlets were forged from a combination of fairly basic minerals, albeit the ore from which they were produced was discovered in a bit of a bizarre context.

War of a powerful and magically-inclined nature had ravaged a mountainous region for decades. It was common for "splash damage" from *fireballs*, *lightning bolts*, and *cones of cold* to create fissures in the peaks, often exposing ore that could then be obtained much more easily than in traditional mines, leading to a very odd side trade of war.

One day, a mage was scouting the mountainside for such effects, and came across a fissure recently opened. Within was a soot-black mixture of elements: iron, talc, coal, and obsidian.

The mage, although entreprenurial and calculating, had not much of a head for geology, and concluded that this was a new element, a new ore unheralded in history.

Whether he or others ever figured out that his conclusion was erroneous is largely irrelevant, as the story took hold, and captured the minds and wallets of possible clients.

Soon afterward, the mage was rich and powerful as a result, until the "unique ore" he prized ran out, and he was forced to try the crests with other metals.

Though successful from the standpoint of pure effect, these "second-run" *spyrecrests* were derided as seeming common, plain, and therefore useless.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma**

(Persuasion) in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *spyrecrest* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *spyrecrest*, or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *spyrecrest* into your gaming sessions beyond simply "the dragon's hoard contains a nifty-looking circlet", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *spyrecrest*.

Paladins & Clerics

It's easy to conceive of reasons these classes may have cause to retrieve a *spyrecrest*—most likely, however, to destroy it or make sure nobody else encounters it.

The church or other faction driving the character's motivation might simply commission the PCs to retrieve it.

Rogues

Rogues may simply enjoy the challenge of getting a weird-looking artifact, though they may find it more difficult to get rid of or fence than anticipated.

Those more aligned to lawfulness may seek solace in the fact that most *spyrecrest* owners aren't too attached to keeping hold of it!

Martial Characters

The abilities of a *spyrecrest* aren't always too useful to a martial type, but the intimidating aspect of the artifact's otherworldliness may well fit the demeanor or approach of a PC, particularly a Barbarian.

Arcane Classes

For the most part, the *spyrecrest* replicates likely capabilities of these types, though it's always nice not to have to burn a spell slot on these capabilities.

Monks, Rangers, and Druids

These types tend to be solo, secretive, and/or unobtrusive. As a result, it's unlikely that these types will go to great lengths to possess a *spyrecrest*. That said, the powers granted by such an artifact are worth coveting regardless of the PC's class.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Suffer Not the Infidel

A faction—most appropriately religious, but in truth it could be any ultra-orthodox or conservative movement—commissions the PCs to retrieve a *spyrecrest* they have detected nearby.

Their purpose ultimately is to destroy or sequester the *crest,* that its evil not infect others.

This scenario forms the basis for the more fleshed-out **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve the *spyrecrest* from its current owner, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Not of This World

Tales speak of an alien—a flat-out, not-of-this-world alien—living among us in the mountains to the east. Fear and rumor are running amok, hurting travel, trade, and productivity.

A city authority tasks the PCs with investigating, and rooting out the presumably-mundane source of the stories.

Quests

Another, more thorough, means of introducing the *spyrecrest* is via the following **Quest**.

FlexTable 42: *Spyrecrest Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	A diadem crafted of alien metal whispers fragments of a lost language to its wearers.	☑ **Partially True.** This is an effect of the *crest*, though it's not quite an alien language.
18-33	31-50	26-40	41-50	12	Those who wear a bizarrely-forged headpiece gain power over portals and doors.	☑ **True.** This is one of the possible effects of the spell-like abilities the *crest* grants.
34-50	51-70	41-65	51-55	13	Many years ago, a mage discovered alien rock and had it forged into powerful circlets.	☑ **Partially True.** This is the origin of the *spyrecrest;* however, the ore was not truly alien in nature.
51-67	71-85	66-75	56-60	16	Though forged from mundane means, a *spyrecrest* appears alien, and grants many spell-like powers to its wearer.	☑ **True.** A good description of the item's abilities.
68-84	86-93	76-90	61-80	12	There exist headpieces that grant spell-like powers to their wearers, though it comes at terrible price: the wearer is susceptible to alien domination.	☒ **False.** Aliens have nothing to do with *spyrecrests*.
85-00	94-00	91-00	81-00	14	Evil, demonic powers forged the first *spyrecrests*, artifacts designed to suck in the souls of those who would wear it, under the guise of granting terrible powers.	☒ **False.** One's soul is in no way affected by wearing, or using, a *spyrecrest*.

📖 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Suffer Not the Infidel

🔗 **Summary:** The PCs are asked to find a spyrecrest nearby, and either destroy it, or return it so it can be stored in a vault.

💰 **Rewards:** ✉ 3,000 gp / ✉ 8,000 gp / ✉ 15,000 gp / ✉ 25,000 gp (promised); up to ✦ **2 Reward Stars**; *spyrecrest*

📍 **Locations:** Any.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter or Faction encounter.

❓ **Description:**

An authority figure contacts the PCs. The figure may be in a position of traditional authority in the context of the city or environment in which the PCs are—a political figure, a military or security leader, or a Faction leader. The figure could instead be the leader of a Faction: it need not be someone or an institution with whom the PCs have an existing relationship, but ideally, it would be of conservative or isolated / insular nature, who would fear outsiders and the alien.

Regardless of his or her nature, the authority figure tells the PCs of an evil and dire magical artifact: they describe a *spyrecrest*. One is apparently nearby, not that far away.

Although admittedly uncertain as to its origins, the authority figure is fearful of the artifact, viewing it as evil, and with the potential to corrupt the minds of those who might wear it.

The figure asks the PCs' help in seeking it out, and either destroying it, or returning it to the authority figure so that they might store it in a vault, lock it away, that it might not be used to corrupt the innocent further.

Fearful for their own soul and safety, the authority figure naturally feels as though they cannot get involved directly, hence their hiring of a third party.

The details of where the *spyrecrest* is, and who is in possession of it, are intentionally left flexible to best serve your campaign world and its elements.

It is suggested that the *crest* be within a day's journey of the quest-giver, and that it is in the possession of a small group of enemies who are not interested in parting with it. While not particularly powerful or evil, they do enjoy the mystique and power the *crest* grants them.

At the very least, a series of ⚠ **social challenges** (**Charisma (Persuasion)** and/or **Intimidate**) should be required to win the crest away from them, as the PCs convince the ruffians that it's only a matter of time before someone uncovers their secret, and kills them for it. Better to live now, and lose the

crest, than to die trying to keep it.

⮱ If the PCs ignore the **Quest**, it will still be around later, as the ruffians will continue to steal and raid in just enough quantity to annoy, but not enough to attract the attention of the entire militia or other security force.

⮱ If the PCs manage to win three successive social challenges against the ruffians, the gang will turn over the *spyrecrest*. The PCs may keep it, possibly disappointing the Faction which hired them, or return it to the authority figure who commissioned them. If they return the artifact, they won't be able to keep it, but they will benefit from the monetary reward promised, plus ✳ **2 Reward Stars** if the Faction who hired them is non-violent or would not condone slaying; ✳ **1 Reward Star** if the hiring Faction was militant, and/or would not particularly object to a violent outcome.

⮱ Finally, if the PCs slay the ruffians, they of course get their hands on the crest, with the same options of returning as above, with of course the ✳ **Reward Star** outcomes reversed.

This **Quest** terminates only if the PCs obtain the *spyrecrest* and/or slay the ruffians.

Spyrecrest Wearer

CR 1; XP 200

LE; Medium Humanoid (Elf)

	⚔ Low	⚔ Moderate	⚔ Advanced	⚔ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Ranger 1	Ranger 6	Ranger 10	Ranger 14
SIZE / ALN	Medium LE Elf (High)	Medium LE Elf (High)	Medium LE Elf (High)	Medium LE Elf (High)
HP	9	31	47	69
ARMOR CLASS	15	16	18	20
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 13 (+3) DEX 15 (+4) CON 9 (-1) INT 14 (+2) WIS 13 (+1) CHA 15 (+2)	STR 13 (+4) DEX 15 (+5) CON 9 (-1) INT 14 (+2) WIS 15 (+2) CHA 15 (+2)	STR 13 (+5) DEX 17 (+7) CON 9 (-1) INT 14 (+2) WIS 15 (+2) CHA 15 (+2)	STR 13 (+6) DEX 19 (+9) CON 9 (-1) INT 14 (+2) WIS 15 (+2) CHA 15 (+2)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 13	Passive Perception 15	Passive Perception 16	Passive Perception 17
LANGUAGES	Common, Draconic, Dwarvish, Elvish, Giant, Goblin			
ATTACKS	**Melee** Spear +4 (1d6+2) **Ranged** Spear (Thrown) 20 ft.': +4 (1d6+2); 60 ft.': +4 (1d6+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Ranged** Shortbow) --> 30 ft.': +4 (1d6+2); 120 ft.': +4 (1d6+2)	**Melee** *+1 Spear* +6/+6 (1d6+5) **Ranged** *+1 Spear* (Thrown) 20 ft.': +6/+6 (1d6+3); 60 ft.': +4 (1d6+3) **Melee** Dagger +5/+5 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +5/+5 (1d4+2); 60 ft.': +5/+5 (1d4+2) **Ranged** Shortbow) --> 30 ft.': +5/+5 (1d6+2); 120 ft.': +5/+5 (1d6+2)	**Melee** *+2 Spear* +9/+9 (1d6+7) **Ranged** *+2 Spear* (Thrown) 20 ft.': +9/+9 (1d6+5); 60 ft.': +9/+9 (1d6+5) **Melee** Dagger +7/+7 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+3); 60 ft.': +7/+7 (1d4+3) **Ranged** Shortbow) --> 30 ft.': +7/+7 (1d6+3); 120 ft.': +7/+7 (1d6+3)	**Melee** *+3 Spear* +12/+12 (1d6+9) **Ranged** *+3 Spear* (Thrown) 20 ft.': +12/+12 (1d6+7); 60 ft.': +12/+12 (1d6+7) **Melee** Dagger +9/+9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+4); 60 ft.': +9/+9 (1d4+4) **Ranged** Shortbow) --> 30 ft.': +9/+9 (1d6+4); 120 ft.': +9/+9 (1d6+4)
SPECIAL	-	-	-	-

☒ Low	☒ Moderate	☒ Advanced	☒ Elite

PROFICIENCIES — Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip

SPECIAL QUALITIES

Low	Moderate	Advanced	Elite
Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Favored Enemy, Natural Explorer, Fiends, Grassland	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Dueling, Constructs, Fiends, Forest, Grassland	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Dueling, Constructs, Fiends, Desert, Forest, Grassland	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Vanish, Whirlwind Attack, Dueling, Beasts, Constructs, Fiends, Desert, Forest, Grassland

SPELLCASTING

Low	Moderate	Advanced	Elite
-	**Save DC 13; Spell Atk +5** **2nd:** *locate object; pass without trace* **1st:** *alarm; detect magic; fog cloud; longstrider*	**Save DC 14; Spell Atk +6** **3rd:** *daylight; nondetection* **2nd:** *find traps; locate object; pass without trace* **1st:** *alarm; detect magic; fog cloud; longstrider*	**Save DC 15; Spell Atk +7** **4th:** *freedom of movement* **3rd:** *daylight; nondetection; protection from energy* **2nd:** *find traps; locate object; pass without trace* **1st:** *alarm; detect magic; fog cloud; longstrider*

EQUIPMENT

Low	Moderate	Advanced	Elite
Spear; leather armor; shield; arrows (20x); dagger; shortbow	*+1 Spear;* studded leather armor; shield; arrows (20x); dagger; shortbow	*+2 Spear; +1 studded leather armor;* shield; arrows (20x); dagger; shortbow	*+3 Spear; +2 studded leather armor;* shield; arrows (20x); dagger; shortbow

SPECIAL ABILITIES

Ability Score Increase Your Dexterity score increases by 2.

Ability Score Increase Your Intelligence score increases by 1.

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Escape the Horde Opportunity attacks against you are made with disadvantage.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Giant Killer When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Whirlwind Attack You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Beasts Advantage on Wisdom (Survival) checks to track Beasts, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Tonic Greaves

📦 Tonic Greaves (feet)

Value:
❌ 1,600 gp / ❌ 5,200 gp / ❌ 11,600 gp / ❌ 31,500 gp

Weight 14 lbs.; **Materials** steel, leather; **Nature** magical; **Aura** moderate transmutation, enchantment (compulsion) [mind-affecting]; **Slot** feet

CL: ❌ 4th / ❌ 8th / ❌ 12th / ❌ 16th

Effect Summary:

❌ stores up to 4 potion or poison doses (2 on each foot); **Acrobatics** kick attack to apply one dose as poison to target creature in melee range

❌ stores up to 6 potion or poison doses (3 on each foot); **Acrobatics** kick attack to apply one dose as poison to target creature in melee range; accessing any stored vial consumes a **Standard or bonus action; +2 competence** bonus to **Acrobatics** checks

❌ stores up to 10 potion or poison doses (5 on each foot); **Acrobatics** kick attack to apply one dose as poison to target creature in melee range; accessing any stored vial consumes a **Standard or bonus action; +5 competence** bonus to **Acrobatics** checks

❌ stores up to 10 potion or poison doses (5 on each foot); **Acrobatics** kick attack to apply one dose as poison to target creature in melee range; accessing any stored vial consumes a **Free Action (1x/round); +8 competence** bonus to **Acrobatics** checks

Description

Some versions of this item may be attached to other boots; others are integrated into the boots themselves. In either form, they allow a potion, vial, or other small liquid container to attach to the outside of the footwear. This has two potential uses:

First, the wearer may quickly access the potion for their own use in combat. Second, if the wearer is skilled in Acrobatics, they may employ a kick attack to attempt to break the container over their enemy, applying an adverse potion or topical poison in so doing.

Effect

Tonic greaves possess up to three types of effect.

All iterations allow the storage of potions and/or poisons, up to a total number of doses as listed. These may be interchanged in any combination desired; the wearer may opt for all doses of the same liquid, or a mixture of potions and poisons. Furthermore, the liquid stored in a slot need not be either potion or poison; it can be any liquid, in approximate quantity and volume to fill single doses of potion.

🗒 At the GM's discretion, it may or may not "matter" which foot stores a given dose. If it does "matter", write down what doses are stored on what foot in advance. If you initially did not determine that it mattered, and the wearer finds themself in a scenario in which access to

one leg is impossible, simply randomize where the doses are stored.

Retrieving a dose of any liquid stored in the greaves requires an action as listed; only one dose may be retrieved per round.

If desired, the wearer may apply a stored dose of potion or poison to another combatant, friend or foe. To do so successfully requires a skill check: the wearer's CMB or ⚠ **Acrobatics**, whichever is higher, versus the target's CMD.

For a willing friendly target, both the wearer and the target must simply succeed at a ⚠ **Dexterity** check, with DC equal to 5, plus the number of points of damage both have received the previous round of combat.

In either case, the "kick attack" described inflicts no damage or other effect. It is assumed that vials of poison smash open, allowing either a topical or injected poison to take effect.

Finally, higher-level *tonic greaves* grant a competence bonus to the wearer's **Acrobatics** skill checks; this applies regardless of whether it's used to make the "potion kick attack" described above, or in a more general sense. However, the **Acrobatics** bonus applies only for checks that involve the use of feet.

Synergy & Sets

None. *Tonic greaves* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Table 45: Tonic Greaves Flavors

Difficulty Band	Prefix	Doses	Stored Vial Action	Acrobatics Bonus
✉ Low	Lesser	4	Standard	-
✉ Moderate	Lesser	6	Standard or Bonus	+2
✉ Advanced	Greater	10	Standard or Bonus	+5
✖ Elite	Greater	10	Free (1x/round)	+8

Discovery

Tonic greaves are useful and pair well with most armor: therefore, anyone who owns a pair will most likely be using them. As a result, they are most commonly discovered on the bodies of slain enemies, particularly adventurers.

They turn up from time to time in magic-item shops, but are almost always purchased quite quickly.

Ubiquity

Tonic greaves are uncommon, but nearly ubiquitous in areas that support a large population of adventurers.

Notoriety

It's difficult to conceal *tonic greaves*; apart from wearing a long cloak that masks one's legs, the nature of this artifact is fairly obvious.

There is zero social stigma to owning or flaunting a pair, other than a possible assumption from onlookers that the wearer is an adventurer.

Quirks of Ownership

As the boots are a non-sentient magical item, and not an artifact or relic, they exerts no particular will or influence on its owner or wielder.

A pair of *tonic greaves* has no quirks or impacts.

History & Background

These boots were first created by a thirsty alcoholic caravan driver, as a means of storing and sneaking liquor on long rides.

There's not much more to the story than that, actually: the driver was looking for a way to store liquor that didn't involve a tankard, bottle, or other glassware that had to be set on a holder, something he wouldn't have to worry about on long drives. He spent most of his total wealth commissioning the first set of *tonic greaves* from a mage; weeks later, when he returned to pick them up, they had already been sold for five times the price to a group of adventurers.

The caravan driver quit his job and turned to the task of helping forge more tonic greaves for sale. The two profited well beyond what the driver had once envisioned.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and *tonic greaves* are not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing *tonic greaves*, or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce *tonic greaves* into your gaming sessions beyond simply "the rogue drops a

nifty-looking set of boots", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of *tonic greaves*

Paladins & Clerics

Both have use of potions, for themselves and others, traditionally in a curative sense. The ability to store, select, and use *cure* and *remove* potions at will is likely an enormous selling point for these classes.

Rogues

Everyone needs a little boost from time to time, particularly when on the run: *tonic greaves* can give nimble classes the edge they need when busy with other things, or en route to an escape.

Melee assassin types might greatly benefit from the poison potential, as well.

Martial Characters

Barbarians, Fighters, and similar builds can well benefit from a fully-stocked set of *tonic greaves*, wading into combat with confidence.

Arcane Classes

Although a mage with versatile boots may not be a common image, arcanists are weak in combat and could well do with the ability to retrieve curative and utility potions at whim.

Monks, Rangers, and Druids

These classes more than others have cause for a melee-based application of poison. The ability to deliver via a kick while wielding other weapons, and the ability to choose from a variety of potential doses, makes tonic greaves a versatile and powerful weapon in the arsenal of these classes.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Morphing Assassin

The PCs are commissioned to conduct a killing. What makes it difficult is that the target is immune to some poisons, but it's uncertain which ones.

To defeat this opponent, the PCs are loaned or given *tonic greaves*, or they must acquire a set, and load it with a variety of poisons to ensure success.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve *tonic greaves* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Diligent Assassin

A rogue is terrorizing the city, slaying targets for hire from all walks of life. All fall beneath the assassin's blade, no matter how well-defended or protected.

Poison seems to be a common cause of death in these strikes. A village authority tasks the PCs with discovering the secret, and putting an end to these attacks.

This scenario forms the basis of the **Quest** below.

Quests

Another, more thorough, means of introducing *tonic greaves* is via the following **Quest**.

> 🖳 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Diligent Assassin

🔗 **Summary:** The party is contracted by an interested third party to locate and subdue a renowned local assassin, and recover the weapon she wields.

🛡 **Rewards:** ✖ 5,000 gp / ✖ 8,500 gp / ✖ 18,000 gp / ✖ 25,000 gp (promised); up to ✳ **3 Reward Stars**; *tonic greaves*

📍 **Locations:** Any urban.

👤 **Key NPCs:** None.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

An assassin has been striking all manner of folk in a town. S/he seems to be using poison to cause the fatal blows, but there is confusion: most who are evaluating the epidemic of death have concluded that multiple assassins are involved, given that the poisons used are of varying natures and sources.

A village authority figure talks to the PCs. This could be a political figure, a military/security figure, or a Faction leader in the capacity of protection. Regardless of her nature, she shares a theory: all these deaths stem from a single source, a single assassin, who somehow is able to use myriad poisons effectively against his targets.

The PCs are asked to solve the mystery of who is committing these crimes, and ideally, to put a stop to them.

Fortunately (for the PCs!), the authorities have a hunch as to the next target of the assassin: a local blacksmith who has done well for himself despite being a hunchback. Rumor is that he has captured the eye of a wealthy scion's fiancee, and

FlexTable 43: *Tonic Greaves Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Special boots let the wearer drink potions more quickly.	☑ **Partially True.** HIgher-level versions do make imbibing quicker, but only from the boots themselves.
18-33	31-50	26-40	41-50	12	Magic boots that store potion doses were originally forged by a drunken caravan driver seeking to sneak alcohol on his tours.	☑ **True.** This is precisely the item's origin.
34-50	51-70	41-65	51-55	13	Special greaves allow the wearer to break poison vials over the bodies of their foes, delivering poisonous kicks with sufficient skill.	☑ **True.** This fully describes the Acrobatics-check effect of the *tonic greaves*.
51-67	71-85	66-75	56-60	16	Certain boots grant the wearer enhanced balance and flexibility for actions that require the feet.	☑ **True.** A great description of the item's advanced abilities.
68-84	86-93	76-90	61-80	12	Magical potion-boots will turn any curative elixirs stored within to poison.	☒ **False.** *Tonic greaves* may be used to store both potion and poison, but will not perform any alchemy of one to the other.
85-00	94-00	91-00	81-00	14	Greaves enchanted to grant the wearer potion-drinking abilities may instead poison the drinker!	☒ **False.** The boots merely let the wearer drink the potions as-is.

there has been jest of the man taking a hit out on the poor blacksmith to secure his wife-to-be's affections.

The PCs can virtually stumble onto the truth simply by staking out the blacksmith's hut and watching; that very evening, the assassin strikes. If they are looking, not even a simple ⚠ **Perception** check is required to spot the assassin, who sneaks up in the night.

🔀 If the PCs do nothing, and let the assassination occur, they may still return to the authority figure and report. They will note the manner of attack: a roundhouse kick to the chest, after which the blacksmith immediately crumples to the ground. There is a sound of glass breaking with the strike; afterward, the party can examine the corpse and they will easily determine that poison from a broken vial has caused the damage. This approach doesn't solve anything, but does help with the single-killer theory; as a result, the PCs will be rewarded for the information with 1/3 of the promised bounty, and ✴ **1 Reward Star**.

🔀 The PCs may act to prevent the killing. If they reduce the assassin to under half hit points, the assassin will attempt to flee the scene; letting them go allows the PCs to report back a partial victory. They will have noted the unusual boots worn by their foe, riddled with potion vials. This information will be even more helpful in solving the problem, and is worth 1/2 the promised bounty, and ✴ **2 Reward Stars**.

🔀 The "best path" of course is to successfully defeat the assassin before the blacksmith is slain. Doing so will net the PCs the full reward in gold, and ✴ **3 Reward Stars**, and of course the *tonic greaves*, which they may keep whether they reveal the item to the authority figure or keep it a secret.

Tonic Greaves Wearer

CR 1; **XP** 200

CN; Medium Humanoid (Tiefling)

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Bard 1	Bard 6	Bard 10	Bard 14
Size / Aln	Medium CN Tiefling	Medium CN Tiefling	Medium CN Tiefling	Medium CN Tiefling
HP	8	30	48	62
Armor Class	13	16	18	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 10 (+0) DEX 17 (+5) CON 10 (+0) INT 11 (+0) WIS 7 (-2) CHA 18 (+6)	STR 10 (+0) DEX 17 (+6) CON 10 (+0) INT 11 (+0) WIS 7 (-2) CHA 20 (+8)	STR 10 (+0) DEX 19 (+8) CON 10 (+0) INT 11 (+0) WIS 7 (-2) CHA 20 (+8)	STR 11 (+0) DEX 20 (+10) CON 10 (+0) INT 11 (+0) WIS 7 (-2) CHA 20 (+10)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 8 +2 Flute/Pan Flute/ Shawm	Passive Perception 11 +3 Flute/Pan Flute/ Shawm	Passive Perception 16 +4 Flute/Pan Flute/ Shawm	Passive Perception 18 +5 Flute/Pan Flute/Shawm
Languages	Common, Infernal			
Attacks	**Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3) **Melee** Shortsword +5 (1d6+3) **Ranged** Shortbow) --> 30 ft.': +5 (1d6+3); 120 ft.': +5 (1d6+3)	**Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Melee** *+1 Shortsword* +7 (1d6+4) **Ranged** Shortbow) --> 30 ft.': +6 (1d6+3); 120 ft.': +6 (1d6+3)	**Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4) **Melee** *+2 Shortsword* +10 (1d6+6) **Ranged** Shortbow) --> 30 ft.': +8 (1d6+4); 120 ft.': +8 (1d6+4)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *+3 Shortsword* +13 (1d6+8) **Ranged** Shortbow) --> 30 ft.': +10 (1d6+5); 120 ft.': +10 (1d6+5)
Special	-	-	-	
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots , Ability Score Increase , Darkvision , Hellish Resistance , Infernal Legacy , Languages , Bardic Inspiration , Cantrips , Spellcasting	Spellcaster Spell Slots , Ability Score Increase , Darkvision , Hellish Resistance , Infernal Legacy , Languages , Ability Score Improvement , Additional Magical Secrets , Bard College , Bardic Inspiration , Bonus Proficiencies , Cantrips , College of Lore , Countercharm , Cutting Words , Expertise , Font of Inspiration , Jack of All Trades , Song of Rest , Spellcasting	Spellcaster Spell Slots , Ability Score Increase , Darkvision , Hellish Resistance , Infernal Legacy , Languages , Ability Score Improvement , Additional Magical Secrets , Bard College , Bardic Inspiration , Bonus Proficiencies , Cantrips , College of Lore , Countercharm , Cutting Words , Expertise , Font of Inspiration , Jack of All Trades , Magical Secrets , Song of Rest , Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting
Spell-casting	Save DC 14; Spell Atk +6 **1st:** *disguise self; feather fall*	Save DC 16; Spell Atk +8 **3rd:** *bestow curse; major image; sending* **2nd:** *calm emotions; hold person; invisibility* **1st:** *disguise self; feather fall; sleep; unseen servant*	Save DC 17; Spell Atk +9 **5th:** *dream; modify memory* **4th:** *compulsion; dimension door; polymorph* **3rd:** *bestow curse; major image; sending* **2nd:** *calm emotions; hold person; invisibility* **1st:** *disguise self; feather fall; sleep; unseen servant*	Save DC 18; Spell Atk +10 **7th:** *project image* **6th:** *mass suggestion* **5th:** *dream; modify memory* **4th:** *compulsion; dimension door; polymorph* **3rd:** *bestow curse; major image; sending* **2nd:** *calm emotions; hold person; invisibility* **1st:** *disguise self; feather fall; sleep; unseen servant*
Equipment	Dagger; shortword; shortbow; arrows (20x)	Dagger; *+1 shortword*; shortbow; arrows (20x); *+1 studded leather armor*	Dagger; *+2 shortword*; shortbow; arrows (20x); *+2 studded leather armor*	Dagger; *+3 shortword*; shortbow; arrows (20x); *+3 studded leather armor*

Special Abilities

Ability Score Increase Your Intelligence score increases by 1, and your Charisma score increases by 2.

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 18.

Bardic Inspiration You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d10. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 5. You regain any expended uses when you finish a long rest.

College of Lore Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at selfimportant figures of authority.

Countercharm At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Expertise At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses

either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

Font of Inspiration Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Jack of All Trades Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Peerless Skill Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

Song of Rest Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d10 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

Transient Tunic

Transient Tunic (body)

Value:
⊠ 2,000 gp / ⊠ 7,200 gp / ⊠ 31,000 gp / ⊠ 118,000 gp

Weight 8 lbs.; **Materials** wood, steel; **Nature** magical; **Aura** moderate transmutation; **Slot** body

CL: ⊠ 4th / ⊠ 8th / ⊠ 12th/ ⊠ 16th

Effect Summary:

⊠ base speed increases by **30'** so long as wearer is walking in a roughly straight path, up to 8 hours a day total duration

⊠ base speed increases by **30'** so long as wearer is walking in a roughly straight path, up to 8 hours a day total duration; *expeditious retreat* 3x/day

⊠ base speed increases by **30'** so long as wearer is walking in a roughly straight path, up to 8 hours a day total duration; *expeditious retreat* 3x/day; *air walk* for up to 100 min/day total duration

⊠ base speed increases by **30'** so long as wearer is walking in a roughly straight path, up to 8 hours a day total duration; *expeditious retreat* 3x/day; *air walk* for up to 150 min/day total duration; *overland flight* for up to 12 hours/day total duration

Description

This is the catch-all term for a type of lightweight upper-body-wear that grants the wearer the ability to travel swiftly from place to place when purposefully striding in a roughly straight line for an extended period. Some are actually tunics, but most take the form of padded or leather armor. Exceptionally rare variants are metallic or mailed armor.

Effect

Transient tunics have two types of effect.

The first ability is to greatly increase base speed when the user is walking in a roughly straight line. For long-distance travel, assume any vaguely purpose-build road connecting cities counts as "roughly straight". This effect is automatic while walking, but it can be suppressed by "jinking" from side to side. Any turn of 45 degrees or more stops the effect; walking straight for one minute resumes it.

Secondly, tunics more potent than ⊠ **Low** quality have one or more activatable spell-like abilities. These require a verbal command trigger to activate, which consumes a **standard or bonus action**.

Both types of effect are limited by a total duration per day. These limits are wearer-dependent: if a "fresh" ⊠ *Low Transient Tunic* used by one user for 3 hours is given to another user, that second user may walk for up to 8 hours under the benefit of the enhanced speed effect. The "counter" for each effect, for each user, resets completely 24 hours after that effect is used by that user.

Synergy & Sets

None. *Transient tunics* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Transient tunics are most often found on the bodies of couriers, or in the treasure hoards of those who slay them.

On occasion, they will be found for sale in magic-item shops, but they tend to sell quite quickly.

Tunics which are sold always come with instructions on the verbal command triggers, if applicable. Those found "in the wild" have a 🎲 **40%** chance that the triggers are inscribed inside the tunic in Common.

⊡ At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wearer to immediately gain the benefit of the *transient tunic's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the *tunic*.

Ubiquity

Transient tunics are uncommon.

Among couriers, they are common; indeed, among elite

Table 46: Transient Tunic Flavors

Difficulty Band	Prefix	Speed Increase	Spell-Like Abilities
✖ Low	Lesser	30' for up to 8 hours a day	-
✖ Moderate	Lesser	30' for up to 8 hours a day	*expeditious retreat* 3x/day
✖ Advanced	Greater	30' for up to 8 hours a day	*expeditious retreat* 3x/day; *air walk* up to 100 min/day total duration
✖ Elite	Greater	30' for up to 8 hours a day	*expeditious retreat* 3x/day; *air walk* up to 150 min/day total duration; *overland flight* up to 12 hours/day total duration

couriers of sensitive information or materiel, they are almost a necessity to remain competitive.

Notoriety

These *tunics* are nearly impossible to recognize, save for noticing the superhuman speeds they make possible. Even then, witnessing a preternaturally rapid courier is not necessarily cause to conclude the presence of a *transient tunic*; after all, there is any number of other spells, spell-like effects, and abilities that may account for the accelerated passage.

Quirks of Ownership

As the garment is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

A *transient tunic* has no quirks or impacts.

History & Background

Although many assume the garment was originated by rogues or for couriers, the first *transient tunic* was actually fashioned by a coward.

A dwarven fighter who trained from birth to be a warrior took his first swings at a legitimate monster opponent as part of his first adventuring expedition. Although successful in combat, he threw up immediately afterwards, weak and nauseous for days afterwards.

In time, and with repeated attempts, he learned that he had no stomach for slaying. Ashamed of his very nature, in contrast to such a great extent from his upbringing and his family's expectations, he devised a garment he could wear under his robes.

The *transient tunic* that resulted granted the dwarven coward two boons: he could use it to escape combat if he felt it feasible, and if forced to fight, he could swiftly get away to someplace private to lose his dinner the deed was done.

Upon retirement, he crafted many more *tunics*, and sold them, predominantly to couriers, guaranteeing a comfortable lifestyle in his advanced age.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie

are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *transient tunic* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *transient tunic,* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *transient tunic* into your gaming sessions beyond simply "the rogue drops a standard-seeming leather vest", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some

inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *transient tunic*.

Paladins & Clerics

These classes would greatly appreciate a speedy device, justifying their greed by pointing out that they could use it to get to a destination faster, thus making it easier to serve others.

Rogues

Rogues of all stripes would love a *transient tunic*, primarily for pilfering and swift getaways, but also for rapid travel between tasks.

Martial Characters

Martial classes might leverage a *transient tunic* to bear a great deal of cargo or gear long distances quickly, even making several trips in the time it takes their colleagues to make a single journey.

Arcane Classes

Much like the cowardly dwarf who invented the *transient tunic*, arcanists could use the device to escape combat.

Monks, Rangers, and Druids

These classes tend to rely upon speed and location or logistics; as a result, they could all benefit greatly from a *transient tunic*.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Delivery

The most standard of missions: take this item to its destination. Rife with possibility and intrigue, this basic premise has countless permutations.

In the context of this item, one could assume that the courier-to-be is either gifted, or must seek out and use, a *transient tunic*.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve a *transient tunic* from its current owner, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other

involvement would guide them toward a balance.

Race

Perhaps there is a foot race, or a race between cities. Anyone using a *transient tunic*—assuming such devices are not strictly forbidden, of course—would possess an enormous advantage.

This forms the basis of the **Quest** below.

Quests

Another, more thorough, means of introducing a *transient tunic* is via the following **Quest**.

📖 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Off to the Races!

⚕ **Summary:** One or more PCs have an opportunity to join a race; a certain magical item may nearly guarantee their victory.

🎖 **Rewards:** ✖ 2,000 gp / ✖ 8,000 gp / ✖ 16,000 gp / ✖ 25,000 gp (promised); up to ✴ **1 Reward Star**; *transient tunic*

📍 **Locations:** Any.

👤 **Key NPCs:** None.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

The PCs learn of a race. Where the race begins, how they learn of it, and its intended destination are all maleable in service to your campaign world.

It's suggested that the race may be such a phenomenon that knowledge of it is fairly ubiquitous; perhaps everyone is simply talking about it like a major sporting event. Or, perhaps the PCs receive a delivery of something unrelated, and in speaking to the courier who gives them the item, they learn about the race.

The stakes, too, are flexible: perhaps the winner receives the purse, but the last to finish is slain, or their life savings forefeit.

For another interesting twist, perhaps the Race requires an entry fee, or stake, to qualify to participate.

Regardless of the details, the key point is that the Race follows a road connecting two major landmarks. These could be cities or geographical features.

Walking normally, the journey takes about half a day. There may or may not be dangers along the way; there may similarly be or not be threats posed by other competitors.

Spells are almost certain to be outlawed, as are scrolls, potions, or other magic items that grant enhanced speed. But perhaps it's a widely-known secret that some types of effects are overlooked.

It may or may not be allowed to interfere with other competitors: this ups the challenge considerably if allowed.

The PCs are approached by a shady-looking character

Magic Items

FlexTable 44: Transient Tunic Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	There is a special kind of garment that grants enhanced speed.	✅ **True.** This describes the bare basics of the *tunic*.
18-33	31-50	26-40	41-50	12	Speedy undergarments were originally concocted by a cowardly dwarf.	✅ **True.** This is precisely the item's origin.
34-50	51-70	41-65	51-55	13	Conceived of by a fighter nauseated by combat, a *transient tunic* grants the wearer enhanced speed if they're traveling in a straight line.	✅ **True.** This fully describes the walking abilities granted by a *transient tunic*.
51-67	71-85	66-75	56-60	16	In addition to overland travel benefits, some *transient tunics* grants other movement-based effects to the wearer.	✅ **True.** A great description of the item's advanced abilities.
68-84	86-93	76-90	61-80	12	A vest exists that grants the wearer enhanced speed... but makes them fearful of combat as well.	❌ **False.** This likely originated when someone misconstrued the origin of the item.
85-00	94-00	91-00	81-00	14	It's possible to travel quite rapidly using a magic vest, but unfortunately, it comes at a price of total exhaustion once you arrive at your destination.	❌ **False.** Exhaustion is a function of other factors, but not of simply wearing a *transient tunic*.

who tells them she wants to split the purse with them. To guarantee victory, she produces a *transient tunic*, and explains its capabilities.

Although possibly illegal, there's little chance of the item being discovered, the shady woman claims. And if they turn down the offer, she'll simply contact another competitor, and that person will win instead.

⌐ If the PCs decline the offer, the tunic will indeed be given to another competitor. If the PCs discover who it is, and catch up with them with the intent of disqualifying them, they benefit from ✴ **1 Reward Star**, though they likely cannot win the Race itself.

⌐ If the PCs accept the offer, they will almost surely win, though how and what they face along the way is up to the GM. Winning lets them keep the transient tunic, grants them ✴ **1 Reward Star**, and leaves them with half the purse, assuming they honor their agreement with the shady woman. If they try to double-cross her, she will turn them in to the Race authorities, who will strip the money and the *tunic* from the PCs.

⌐ If the PCs ignore the Race, it will be held periodically if they wish to return to the Quest.

Transient Tunic Wearer

CR 1; XP 200

NE; Medium Humanoid (Halfling)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
SIZE / ALN	Small NE Halfling (Lightfoot)	Small NE Halfling (Lightfoot)	Small NE Halfling (Lightfoot)	Small NE Halfling (Lightfoot)
HP	11	42	85	117
ARMOR CLASS	15	17	18	19
SPEED	Walk 25'	Walk 25'	Walk 25'	Walk 25'
ABILITY SCORES / SAVES	STR 10 (+0) DEX 18 (+6) CON 17 (+3) INT 9 (+1) WIS 6 (-2) CHA 16 (+3)	STR 10 (+0) DEX 20 (+8) CON 17 (+3) INT 9 (+2) WIS 6 (-2) CHA 16 (+3)	STR 12 (+1) DEX 20 (+9) CON 19 (+4) INT 9 (+3) WIS 6 (-2) CHA 16 (+3)	STR 14 (+2) DEX 20 (+10) CON 19 (+4) INT 9 (+4) WIS 6 (-2) CHA 16 (+3)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 8 +4 Thieves' Tools	Passive Perception 8 +6 Thieves' Tools	Passive Perception 8 +8 Thieves' Tools	Passive Perception 8 +10 Thieves' Tools
LANGUAGES	Common, Halfling			
ATTACKS	**Melee** Mace (Small) +2 (1d6) **Melee** Dagger (Small) +6 (1d4+4) **Ranged** Dagger (Small/Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4) **Ranged** Crossbow, Light (Small)) --> 80 ft.': +6 (1d8+4); 320 ft.': +6 (1d8+4)	**Melee** +1 Mace (Small) +4 (1d6+1) **Melee** Dagger (Small) +8 (1d4+5) **Ranged** Dagger (Small/Thrown) 20 ft.': +8 (1d4+5); 60 ft.': +8 (1d4+5) **Ranged** Crossbow, Light (Small)) --> 80 ft.': +8 (1d8+5); 320 ft.': +8 (1d8+5)	**Melee** +2 Mace (Small) +7 (1d6+3) **Melee** Dagger (Small) +9 (1d4+5) **Ranged** Dagger (Small/Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Ranged** Crossbow, Light (Small)) --> 80 ft.': +9 (1d8+5); 320 ft.': +9 (1d8+5)	**Melee** +3 Mace (Small) +10 (1d6+5) **Melee** Dagger (Small) +10 (1d4+5) **Ranged** Dagger (Small/Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Ranged** Crossbow, Light (Small)) --> 80 ft.': +10 (1d8+5); 320 ft.': +10 (1d8+5)
SPECIAL	-	-	-	-
PROFICIENCIES	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
SPECIAL QUALITIES	Ability Score Increase , Brave , Halfling Nimbleness , Languages , Lucky , Naturally Stealthy , Expertise , Sneak Attack , Thieves' Cant	Ability Score Increase , Brave , Halfling Nimbleness , Languages , Lucky , Naturally Stealthy , Ability Score Improvement , Cunning Action , Expertise , Fast Hands , Roguish Archetype , Second-Story Work , Sneak Attack , Thief , Thieves' Cant , Uncanny Dodge	Ability Score Increase , Brave , Halfling Nimbleness , Languages , Lucky , Naturally Stealthy , Ability Score Improvement , Cunning Action , Evasion , Expertise , Fast Hands , Roguish Archetype , Second-Story Work , Sneak Attack , Supreme Sneak , Thief , Thieves' Cant , Uncanny Dodge	Ability Score Increase , Brave , Halfling Nimbleness , Languages , Lucky , Naturally Stealthy , Ability Score Improvement , Blindsense , Cunning Action , Evasion , Expertise , Fast Hands , Reliable Talent , Roguish Archetype , Second-Story Work , Sneak Attack , Supreme Sneak , Thief , Thieves' Cant , Uncanny Dodge , Use Magic Device
SPELL-CASTING	-	-	-	-
EQUIPMENT	Mace (small); dagger (small, 2x); leather armor; light crossbow (small); crossbow bolts (20x)	*+1 Mace* (small); dagger (small, 2x); studded leather armor; light crossbow (small); crossbow bolts (20x)	*+2 Mace* (small); dagger (small, 2x); *+1 studded leather armor;* light crossbow (small); crossbow bolts (20x)	*+3 Mace* (small); dagger (small, 2x); *+2 studded leather armor;* light crossbow (small); crossbow bolts (20x)

SPECIAL ABILITIES

Ability Score Increase Your Charisma score increases by 1.

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Naturally Stealthy You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Umbral Diadem

📓 Umbral Diadem (headband)

Value:
❎ 2,150 gp / ❎ 8,400 gp / ❎ 28,500 gp / ❎ 61,000 gp

Weight 6 lbs.; **Materials** wood, grave earth; **Nature** magical;
Aura strong necromancy [death, evil]; **Slot** headband

CL: ❎ 4th / ❎ 8th / ❎ 12th / ❎ 16th

Effect Summary:

❎ wearer may trigger the following effects via mental command: *bleed* at will; *chill touch* 3x/day (DC 14)

❎ wearer may trigger the following effects via mental command: *bleed* at will; *chill touch* 5x/day (DC 16); *death knell* 3x/day (DC 17); *spectral hand* 3x/day

❎ wearer may trigger the following effects via mental command: *bleed* at will; *chill touch* 5x/day (DC 17); *death knell* 5x/day (DC 18); *spectral hand* 5x/day; *vampiric touch* 2x/day

❎ wearer may trigger the following effects via mental command: *bleed* at will; *chill touch* 5x/day (DC 18); *death knell* 5x/day (DC 19); *spectral hand* 5x/day; *vampiric touch* 5x/day; *enervation* 1x/week (DC 20)

Description

Dark wood, with rivulets of ebony, warps and curls around the head of the wearer, appearing like a parasite as much as headdress. From an outcropping atop the forehead of the wearer dangles a greenish-brown gem ensconced in gold wire.

Effect

All *umbral diadems* grant the wearer the ability to generate one or more spell-like abilities. Each requires a mental trigger, which is not automatically known, and consumes a standard or bonus action.

The limitations on the number of times each ability is usable is item-dependent, not wearer-dependent, and each ability's usage count resets the listed time after the first such ability is used.

Synergy & Sets

None. *Umbral diadems* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Umbral diadems are almost always found in dark treasure hoards. Many are never used by their owners, either because they don't know how the device works, or because they are afraid of the item's powers.

They are almost never offered for sale, and if they are, it is always in the context of a black-market or necromantic transaction, to take place far from the public eye.

Unless an owner aware of the item's powers intentionally gives it to the PCs, they will be unaware of an *umbral diadem's* capabilities without research.

📖 At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *umbral diadem's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the headpiece.

Ubiquity

Umbral diadems are exceptionally rare.

Notoriety

Even without foreknowledge of the item, *umbral diadems* cause a stir. They seem designed innately to terrify, or to generate a feeling of dark unease in all who see them.

Onlookers may assume the wearer is a necromancer, or someone obviously vile or evil or simply up to no good.

Merely wearing this item in public may get one reported to the village authorities or militia. Regardless of their own knowledge of the device, security forces will almost certainly have some pointed questions for the PCs.

Table 47: Umbral Diadem Flavors

Difficulty Band	Prefix	Spell-Like Abilities
✉ Low	Lesser	*bleed* at will; *chill touch* 3x/day
✉ Moderate	Lesser	*bleed* at will; *chill touch* 5x/day; *death knell* 3x/day; *spectral hand* 3x/day
✉ Advanced	Greater	*bleed* at will; *chill touch* 5x/day; *death knell* 5x/day; *spectral hand* 5x/day; *vampiric touch* 2x/day
✉ Elite	Greater	*bleed* at will; *chill touch* 5x/day; *death knell* 5x/day; *spectral hand* 5x/day; *vampiric touch* 5x/day; *enervation* 1x/week

Quirks of Ownership

As the headpiece is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, an *umbral diadem* has no other quirks or impacts.

History & Background

Umbral diadems are much as they appear: devices born of dark energies, and fashioned by evil creatures who would use them to further their own agendas.

Fey swamp witches first crafted the items many hundreds of years ago in an effort to grant them power over their competitors. It was not even that the witches were incapable of wielding the powers they imbued into the headpieces they forged; rather, they wished to augment their abilities by placing these specific hosts of powers into an external device, that they might focus their own mental energies on other spells.

This worked, for a time: the witches ruled for nearly a dozen years, until greed and self-interest won out over the sharing of rule. Convinced each was secretly plotting against the others—and, correct in this conclusion—the witches each slew one other within a single day. The last two witches killed each other nearly at the same time; the final witch died of poison a few minutes after having slain the penultimate hag.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any

immediate vicinity, and an *umbral diadem* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing an *umbral diadem*, or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce an *umbral diadem* into your gaming sessions beyond simply "the swamp ahg drops a sinister-looking crown", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of an *umbral diadem*.

Paladins & Clerics

These classes would likely only pursue an *umbral diadem* if it was a marker of a sorts for who was evil, or needed

purging. Or, alternately, to retrieve the dark artifact and have it destroyed or sequestered to minimize its influence.

This scenario forms the basis for the **Quest** below.

Rogues

The powers granted are a bit too macabre—and glaringly obvious—for the taste of most Rogues. That said, the powers of an *umbral diadem* may serve assassin-oriented Rogues well.

Martial Characters

Only the most blatantly cruel or carnage-driven Fighters or Barbarians would openly seek the powers granted by this headpiece.

Arcane Classes

Even if a given arcanist has no direct need for the use of the powers granted, an *umbral diadem* can add greatly to the dark mystique surrounding some Wizards, Oracles, and the like.

Monks, Rangers, and Druids

These classes may cultivate a hard approach to the ending of life, and therefore look favorably upon the suite of powers granted by this artifact.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Underworld Lord

They say an underworld kingpin exerts her influence via the powers granted by a particularly horrid-looking crown. The PCs are tasked with discovering the root of the crimelord's power and, if possible, wresting control of it from her.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve an *umbral diadem* from its current wearer, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

A Fright Too Far

For a local holiday that bears some semblance to present-day American Halloween, villagers dress up as monsters and try to scare one another. This celebration goes a bit too far this year, when someone gets hold of an *umbral diadem*. Perhaps they naively think that it simply looks weird and scary, or perhaps they have a particularly vile streak in them, that they wish to truly use the item's powers on celebrating innocents.

Quests

Another, more thorough, means of introducing an *umbral diadem* is via the following **Quest**.

📖 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Staunch Evil's Flow

Summary: The party gets wind of a dark artifact whose power is being used for evil; their task is to retrieve it and have it destroyed.

Rewards: ❌ 1,500 gp / ❌ 5,000 gp / ❌ 10,000 gp / ❌ 16,000 gp (promised); up to ✴ **2 Reward Stars**; *umbral diadem*

📍 **Locations:** Any.

👤 **Key NPCs:** Any.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

A Lawful and/or Good authority figure commissions the PCs to retrieve an *umbral diadem* from a local cult of increasing power. The faction involved can be a church, an urban political entity, a military group, or simply a bunch of concerned citizens.

The reward promised is assuming the PCs are able to find the headpiece and return it to the authority, who promises to destroy or sequester the artifact so that its evil cannot be wielded further.

↳ If the PCs ignore the Quest, they may yet run afoul of the artifact: perhaps its wielder encounters them and terrorizes them next. Whether they act out of altruism, a sense of duty, self-defense, or self-interest, it still "counts" if they are able to gain possession of the *diadem* and return it.

↳ Finding the cult leader is surprisingly easy, though prizing the artifact from her without the entire cult of dozens reacting is perhaps a bit more challenging. The complexities of the approach are left to your gaming group, but perhaps it involves finding the cult leader on her own, or confronting her when she is in plainclothes, and not at night when the cult meets and dons robes. Successfully obtaining the umbral diadem, whether through slaying the cult leader or convincing her to give it up via social skill challenges, is worth ✴ **1 Reward Star**; returning the item as promised to the authority who commissioned the PCs' activities is worth a further ✴ **1 Reward Star** and the entire purse of reward money.

↳ If the PCs obtain the *umbral diadem*, but refuse to return it to the commissioning authority, they receive only half the promised reward, and that only if they can successfully convince the authority (via ⚠ skill check; perhaps **Charisma (Deception)** versus the authority's **Wisdom (Insight)**) that the item has been lost. However, they will be able in this scenario to keep the *umbral diadem*.

FlexTable 45: *Umbral Diadem Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	A dark headpiece grants mildly necromantic powers to its wearer.	✅ **True.** This is a very simplistic, but not inaccurate, summary of the item's power.
18-33	31-50	26-40	41-50	12	A sinister wooden crown was fashioned by creepy swamp hags, and grants creepy powers.	✅ **True.** This is precisely the item's origin.
34-50	51-70	41-65	51-55	13	Those who fashioned the first *umbral diadem* slew each other for lust of power.	✅ **True.** Although historically accurate, it doesn't do much to describe the item's capabilities.
51-67	71-85	66-75	56-60	16	Spell-like abilities oriented toward death effects are granted by the umbral diadem, a vile-looking wooden headpiece.	✅ **True.** A great description of the item's nature, appearance, and abilities.
68-84	86-93	76-90	61-80	12	A creepy wooden headpiece is actually a conduit for an Outsider to take mental control of the wearer.	❌ **False.** There is no basis at all for this interpretation of the item's powers.
85-00	94-00	91-00	81-00	14	An *umbral diadem* grants necromantic powers to its wearer, but at the cost of premature and rapid aging.	❌ **False.** There is no such cursed or blatantly negative effect for using this artifact.

Umbral Diadem Wearer

CR 1; XP 200

NE; Medium Humanoid (Tiefling)

	⊠ **Low**	⊠ **Moderate**	⊠ **Advanced**	⊠ **Elite**
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Sorcerer 1	Sorcerer 6	Sorcerer 10	Sorcerer 14
Size / Aln	Medium NE Tiefling	Medium NE Tiefling	Medium NE Tiefling	Medium NE Tiefling
HP	8	35	61	78
Armor Class	15	15	15	15
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 9 (-1) DEX 15 (+2) CON 13 (+3) INT 11 (+0) WIS 10 (+0) CHA 16 (+5)	STR 9 (-1) DEX 15 (+2) CON 13 (+4) INT 13 (+1) WIS 10 (+0) CHA 16 (+6)	STR 9 (-1) DEX 15 (+2) CON 13 (+5) INT 13 (+1) WIS 10 (+0) CHA 18 (+8)	STR 9 (-1) DEX 15 (+2) CON 13 (+5) INT 13 (+1) WIS 10 (+0) CHA 20 (+10)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10	Passive Perception 10	Passive Perception 10	Passive Perception 10
Languages	Common, Draconic, Infernal			
Attacks	**Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Ranged** Dart) --> 20 ft.': -6 (1d4+2); 80 ft.': -6 (1d4+2) **Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+2); 320 ft.': +4 (1d8+2)	**Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Ranged** Dart) --> 20 ft.': -5 (1d4+2); 80 ft.': -5 (1d4+2) **Ranged** +1 Crossbow, Light) --> 80 ft.': +6 (1d8+3); 320 ft.': +6 (1d8+3)	**Melee** Dagger +6 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2) **Ranged** Dart) --> 20 ft.': -4 (1d4+2); 80 ft.': -4 (1d4+2) **Ranged** +2 Crossbow, Light) --> 80 ft.': +8 (1d8+4); 320 ft.': +8 (1d8+4)	**Melee** Dagger +7 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+2); 60 ft.': +7 (1d4+2) **Ranged** Dart) --> 20 ft.': -3 (1d4+2); 80 ft.': -3 (1d4+2) **Ranged** +3 Crossbow, Light) --> 80 ft.': +10 (1d8+5); 320 ft.': +10 (1d8+5)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

	⊠ **Low**	⊠ **Moderate**	⊠ **Advanced**	⊠ **Elite**
SPECIAL QUALITIES	Spellcaster Spell Slots , Ability Score Increase , Darkvision , Hellish Resistance , Infernal Legacy , Languages , Cantrips , Draconic Bloodline , Draconic Resilience , Dragon Ancestor , Sorcerous Origin , Spell Casting	Spellcaster Spell Slots , Ability Score Increase , Darkvision , Hellish Resistance , Infernal Legacy , Languages , Ability Score Improvement , Cantrips , Creating Spell Slots , Draconic Bloodline , Draconic Resilience , Dragon Ancestor , Elemental Affinity , Empowered Spell , Flexible Casting , Font of Magic , Metamagic , Sorcerous Origin , Sorcery Points , Spell Casting , Subtle Spell	Spellcaster Spell Slots , Ability Score Increase , Darkvision , Hellish Resistance , Infernal Legacy , Languages , Ability Score Improvement , Cantrips , Careful Spell , Creating Spell Slots , Draconic Bloodline , Draconic Resilience , Dragon Ancestor , Elemental Affinity , Empowered Spell , Flexible Casting , Font of Magic , Metamagic , Sorcerous Origin , Sorcery Points , Spell Casting , Subtle Spell	Spellcaster Spell Slots , Ability Score Increase , Darkvision , Hellish Resistance , Infernal Legacy , Languages , Ability Score Improvement , Cantrips , Careful Spell , Creating Spell Slots , Draconic Bloodline , Draconic Resilience , Dragon Ancestor , Dragon Wings , Elemental Affinity , Empowered Spell , Flexible Casting , Font of Magic , Metamagic , Sorcerous Origin , Sorcery Points , Spell Casting , Subtle Spell
SPELL-CASTING	**Save DC 13; Spell Atk +5** **1st:** *burning hands; charm person*	**Save DC 14; Spell Atk +6** **3rd:** *lightning bolt; sleet storm; slow* **2nd:** *hold person; invisibility; knock* **1st:** *burning hands; charm person; fog cloud; shield*	**Save DC 16; Spell Atk +8** **5th:** *cone of cold; hold monster* **4th:** *dimension door; greater invisibility* **3rd:** *lightning bolt; sleet storm; slow* **2nd:** *hold person; invisibility; knock* **1st:** *burning hands; charm person; fog cloud; shield*	**Save DC 18; Spell Atk +10** **7th:** *fire storm* **6th:** *sunbeam* **5th:** *cone of cold; hold monster* **4th:** *dimension door; greater invisibility* **3rd:** *lightning bolt; sleet storm; slow* **2nd:** *hold person; invisibility; knock* **1st:** *burning hands; charm person; fog cloud; shield*
EQUIPMENT	Dagger; darts (5x); light crossbow; sling; sling bullets (10x)	Dagger; darts (5x); *+1 light crossbow;* sling; sling bullets (10x)	Dagger; darts (5x); *+2 light crossbow;* sling; sling bullets (10x)	Dagger; darts (5x); *+3 light crossbow;* sling; sling bullets (10x)

SPECIAL ABILITIES

Ability Score Increase Your Intelligence score increases by 1, and your Charisma score increases by 2.

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 18.

Careful Spell When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to 5. A chosen creature automatically succeeds on its saving throw against the spell.

Creating Spell Slots Spell Slot Level-Sorcery Point Cost: 1st-2; 2nd-3; 3rd-5; 4th-6; 5th-7. Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Draconic Bloodline Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Draconic Resilience As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Dragon Ancestor At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. Copper, Damage Type Acid. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Dragon Wings At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Elemental Affinity Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add 5 to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Empowered Spell When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to 5. You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Flexible Casting You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. The created spell slots vanish at the end of a long rest.

Font of Magic At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Sorcery Points You have 14 sorcery points. You can never have more sorcery points than 14 at once. You regain all spent sorcery points when you finish a long rest.

Subtle Spell When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

Veneer of Tendrils

📖 Veneer of Tendrils (head)

Value:
☒ 3,100 gp / ☒ 16,500 gp / ☒ 34,800 gp / ☒ 85,000 gp

Weight 8 lbs.; **Materials** wood, bone, dried sea creatures;
Nature magical; **Aura** moderate conjuration (creation), ☒☒
transmutation; **Slot** head

CL: ☒ 4th / ☒ 8th / ☒ 12th / ☒ 16th

Effect Summary:

☒ **+1 competence** bonus to **Intimidate** checks; wearer
may trigger the following effects via mental command:
obscuring mist 1x/day for up to 4 min

☒ **+2 competence** bonus to **Intimidate** checks; wearer
may trigger the following effects via mental command:
obscuring mist 3x/day for up to 8 min total duration; *fog
cloud* 1x/day for up to 1 hour

☒ **+3 competence** bonus to **Intimidate** checks; wearer
may trigger the following effects via mental command:
obscuring mist 5x/day for up to 10 min total duration;
fog cloud 3x/day for up to 2 hours total duration; *water
breathing* (self only) at will for up to 10 hours/day total
duration

☒ **+4 competence** bonus to **Intimidate** checks; wearer
may trigger the following effects via mental command:
obscuring mist 5x/day for up to 10 min total duration;
fog cloud 5x/day for up to 3 hours total duration; *water
breathing* (self only) at will for up to 12 hours/day total
duration; *control water* 1x/day for up to 2 hours total
duration

Description

Halfway between a squid and tree branches, the tendrils of
this helmet/mask are so well-wrought they seem alive, and
indeed can be commanded to move by the wearer. Those
bearing these items gain fine-motor manipulation skills and
an advantage to intimidation skills.

Effect

Veneers of tendrils grant two types of benefits to their
wearer.

First, they passively and continuously grant a competence
bonus to ⚠️ **Intimidate** skill checks. This effect is
automatic, and cannot be suppressed while the headpiece is
worn.

Secondly, the wearer may activate one or more spell-like
effects via mental command trigger, consuming a standard
action. Each effect is bounded by a usage count, which is
item-based, not user-based; the counter for each ability
resets 24 hours after that ability is first used.

Synergy & Sets

None. *Veneers of tendrils* are standalone items, and do not
gain further benefit or effects from use alongside any other
specific equipment.

Discovery

Most commonly, a *veneer of tendrils* will be discovered on
a shaman, village elder, or other authority figure, often
venerable of stature and revered of power. They are, first
and foremost, ceremonial items, and in some cases, are even
worn by those who know not that they are even magical in
nature.

Unless a knowledgable owner passes the item on with
instructions, the PCs will not be aware of the artifact's
capabilities, or the mental triggers required, without
research.

🔲 At the GM's discretion, such knowledge can simply be
assumed to be automatic. This can streamline gameplay
considerably and allow the wielder to immediately gain
the benefit of a *veneer of tendrils'* capabilities.

Gaming groups wishing to use this option may assume
the knowledge comes magically with picking up the
item. Alternately, and for a bit of greater immersion
and roleplaying opportunity, instructions for using the
weapon might be discovered written down nearby, or
attached via twine to the headpiece.

Ubiquity

Veneers of tendrils are exceedingly rare. They are most
common among somewhat primitive, but magically adept,
perhaps fey-influenced, societies along coastlines and near
the beach.

Table 48: Veneer of Tendrils Flavors

Difficulty Band	Prefix	Intimidate Bonus	Spell-Like Abilities
✉ Low	Lesser	+1	*obscuring mist* 1x/day up to 4 min
✉ Moderate	Lesser	+2	*obscuring mist* 3x/day up to 8 min total; *fog cloud* 1x/day up to 1 hour
✉ Advanced	Greater	+3	*obscuring mist* 5x/day up to 10 min total; *fog cloud* 3x/day up to 2 hours total; *water breathing* (self) up to 10 hours total
✉ Elite	Greater	+4	*obscuring mist* 5x/day up to 10 min total; *fog cloud* 3x/day up to 3 hours total; *water breathing* (self) up to 12 hours total; *control water* 1x/day up to 2 hours

Notoriety

Most civilized cities and regions have never seen a *veneer of tendrils*. But even they will make note of the odd, ceremonial, and brazen appearance of this headpiece.

Quirks of Ownership

As the crown is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek to possess it, a *veneer of tendrils* has no other quirks or impacts.

History & Background

Originally, *veneers of tendrils* were crafted to crown a new king or queen. Although still greatly ceremonial, the artifact in its initial state was **purely** ceremonial, having no magical powers whatsoever. It was simply an assemblage of fashioned driftwood, sculpted so as to resemble formidable sea creatures that would indicate strength and power to coastal tribes.

Over time, and as kings and queens grew more powerful, more magically-inclined villages began to experiment with imbuing items with power. It wasn't long before the crown itself benefitted from this treatment.

Historically, there have been many combinations of powers imbued into a *veneer of tendrils*. The version depicted here is the most commonplace of those artifacts that remain intact, and a representative assortment of similarly-themed abilities that all go toward aqueous abilities.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma** **(Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty unless the checker's familiarity is with coastal or aqueous domains.

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *veneer of tendrils*, or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *veneer of tendrils* into your gaming sessions beyond simply "the chieftain drops a nifty-looking crown", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *veneer of tendrils*.

Paladins & Clerics

These classes might wish to use the powers for themselves, but much more likely, would seek to return a pilfered *veneer* to its rightful tribe.

Clerics—in particular those of non-Lawful and/or non-Good deity alignment—might seek to use the artifact's powers in the context of a religious ceremony. Perhaps a current church leader already possesses one, and uses it in that setting.

This last scenario forms the basis for the **Quest** below.

Rogues

Many of the *veneer's* powers have to do with concealment and obfuscation: prime abilities to complement any Rogue's approach to doing business!

Martial Characters

Although they may not be obvious additions to the reperitoire of a Fighter or Barbarian, the powers of a *veneer of tendrils* can add a great deal of versatility to these classes' combat approaches.

Arcane Classes

Whether they are "performance-based" or not, arcanists can benefit a great deal from the abilities granted by this artifact. It can help them escape dangerous situations, conceal their true location and intentions, and so on.

Perhaps an Oracle or Witch uses a *veneer of tendrils* to appear more formidable and talented than they truly are.

Perhaps someone in possession of a *veneer* is impersonating the talents of an arcane class, though in truth they are an untrained commoner!

Monks, Rangers, and Druids

These classes might benefit from the disorientation experienced by their foes at the hands of the powers of a *veneer*, regardless of their approach to combat.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

The False Prophet

A local seer has been claiming powers of foresight. Although some townsfolk are skeptical, many are flocking to his services. Aiding the impression of validity is the atmosphere of his ceremony: a formidable-looking headpiece, smoke, and incense aplenty.

Several have come forward to the village security forces, claiming that their relatives were fleeced out of large sums of money.

The PCs are commissioned to investigate, and to determine whether the powers claimed are legitimate.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve a *veneer of tendrils* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Thieving Kraken

Legend tells of a Rogue who steals under cover of darkness, aided by mysterious powers and a mask that grants him an aspect akin to a tentacled sea monster.

The PCs are tasked with finding this curious character and stopping the robberies.

Quests

Another, more thorough, means of introducing a *veneer of tendrils* is via the following **Quest**.

This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

Quest: Smoke and Tendrils

Summary: Rumor tells of a local church whose preacher has taken on a more cultlike demenaor following the acquisition of a bizarre headpiece she uses in ceremonies.

Rewards: ✖ 1,500 gp / ✖ 3,500 gp / ✖ 7,000 gp / ✖ 13,000 gp (promised); up to ✴ **1 Reward Star**; *veneer of tendrils*

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

A church in town is a comparatively recent fixture, dating back decades instead of centuries like many of its competitors of faith.

In the last few weeks, a new preacher has begun sermons, and they are memorable... and frightening. Using a combination of powers granted her by the *veneer of tendrils* she dons, as well as the formidable appearance of the headpiece itself, she portends dark powers, impending demise, and other horrid things.

Although technically taken from doctrine, the sermons and parables within them have nevertheless been clearly sculpted for dramatic effect. Some citizens, particularly venerable ones, have come forward to village authorities asking that the woman be stopped.

The village authority offers a reward for putting a stop to the bizarre practices of the church, though they insist that they not be involved at all.

If in any way the party conducts themselves in a manner where their actions can be linked back to the village militia or its will, they forfeit the reward money entirely.

If the PCs ignore the Quest, they may return to it at any

FlexTable 46: *Veneer of Tendrils Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	A tentacled headpiece grants the wearer magic powers.	✅ **True.** This is a very simplistic, but not inaccurate, summary of the item's power.
18-33	31-50	26-40	41-50	12	A dread crown that appears carved with sea monsters was created by coastal tribes as a mark of leadership.	✅ **True.** This is precisely the item's origin.
34-50	51-70	41-65	51-55	13	Over time, carved driftwood tiaras were imbued with formidable magic powers to grant kings and queens greater authority over their seaside villages.	✅ **True.** Although historically accurate, it doesn't do much to describe the item's capabilities.
51-67	71-85	66-75	56-60	16	A magic headdress called a *veneer of tendrils* grants the wearer a host of sea-related powers.	✅ **True.** A great description of the item's nature, appearance, and abilities.
68-84	86-93	76-90	61-80	12	Overuse of a magic headpiece carved of driftwood will cause the wearer to turn into a sea monster themselves!	❌ **False.** There is no basis at all for this interpretation of the item's powers.
85-00	94-00	91-00	81-00	14	The wood used to carve a magical driftwood crown was once used to burn heretics at the stake.	❌ **False.** This has nothing to do with the item's origins.

time: everyone else either dismisses the entire scenario as pointless, considers the issue to be handled within the scope of the church itself, or is themselves so afraid of the preacher they would do nothing to stop her.

If the PCs approach the preacher, she will initially dismiss the concerns as overreactions, admitting that she puts on a show as a means of attracting the young and impressionable, and entertaining as well as informing and educating.

If pressed or cornered, she will threaten the PCs, claiming that although used for dramatic effect, the powers in question are very much real, and might be turned to purposes other than mere entertainment if her hand is forced.

If physically confronted, she will fight until reduced to half her hit point maximum, at which point she will use all of the powers of the *veneer* to try and escape.

If the PCs slay her, they gain the reward money and her *veneer of tendrils*.

If the PCs attempt to convince the preacher that she needs to tone things down a bit, they will have to succeed in two successive skill checks: first ⚠ **Charisma (Persuasion)**, and then either **Charisma (Deception)** or **Intimidate**, all opposed by the preacher's **Wisdom (Insight)**, **Charisma (Deception)**, or **Intimidate** (use the highest of the three). Success twice in a row means the PCs have convinced the woman that her methods need not be so draconian and flamboyant, and she turns the veneer of tendrils over to them.

The PCs receive the reward money, as well as ✴ 1 **Reward Star**, with this approach.

Veneer of Tendrils Wearer

CR 1; **XP** 200

LN; Medium Humanoid (Human)

	⚔ **Low**	⚔ **Moderate**	⚔ **Advanced**	⚔ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Ranger 1	Ranger 6	Ranger 10	Ranger 14
SIZE / ALN	Medium LN Human	Medium LN Human	Medium LN Human	Medium LN Human
HP	10	33	55	71
ARMOR CLASS	14	15	16	17
SPEED	Walk 30'	Walk 30'	Walk 30'	Walk 30'
ABILITY SCORES / SAVES	STR 11 (+2) DEX 15 (+4) CON 10 (+0) INT 12 (+1) WIS 15 (+2) CHA 15 (+2)	STR 11 (+3) DEX 15 (+5) CON 10 (+0) INT 12 (+1) WIS 17 (+3) CHA 15 (+2)	STR 13 (+5) DEX 15 (+6) CON 10 (+0) INT 12 (+1) WIS 17 (+3) CHA 15 (+2)	STR 13 (+6) DEX 15 (+7) CON 10 (+0) INT 12 (+1) WIS 19 (+4) CHA 15 (+2)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 14	Passive Perception 16	Passive Perception 17	Passive Perception 19
LANGUAGES	Common, Gnomish, Goblin, Halfling, Orc			
ATTACKS	**Melee** Shortsword +4 (1d6+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Ranged** Longbow) --> 150 ft.': +4 (1d8+2); 600 ft.': +4 (1d8+2)	**Melee** +1 Shortsword +6/+6 (1d6+3) **Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5/+5 (1d4+2); 60 ft.': +5/+5 (1d4+2) **Ranged** Longbow) --> 150 ft.': +5/+5 (1d8+2); 600 ft.': +5/+5 (1d8+2)	**Melee** +2 Shortsword +8/+8 (1d6+4) **Melee** Dagger +6 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +6/+6 (1d4+2); 60 ft.': +6/+6 (1d4+2) **Ranged** Longbow) --> 150 ft.': +6/+6 (1d8+2); 600 ft.': +6/+6 (1d8+2)	**Melee** +3 Shortsword +10/+10 (1d6+5) **Melee** Dagger +7 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+2); 60 ft.': +7/+7 (1d4+2) **Ranged** Longbow) --> 150 ft.': +7/+7 (1d8+2); 600 ft.': +7/+7 (1d8+2)
SPECIAL	-	-	-	-
PROFICIENCIES	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
SPECIAL QUALITIES	Spellcaster Spell Slots , Ability Score Increase , Languages , Favored Enemy , Natural Explorer , Beasts , Swamp	Spellcaster Spell Slots , Ability Score Increase , Languages , Ability Score Improvement , Colossus Slayer , Extra Attack , Favored Enemy , Fighting Style , Hunter , Hunter's Prey , Natural Explorer , Primeval Awareness , Ranger Archetype , Spellcasting , Spell Slots , Dueling , Beasts , Giants , Mountain , Swamp	Spellcaster Spell Slots , Ability Score Increase , Languages , Ability Score Improvement , Colossus Slayer , Defensive Tactics , Extra Attack , Favored Enemy , Fighting Style , Hide in Plain Sight , Hunter , Hunter's Prey , Land's Stride , Multiattack Defense , Natural Explorer , Primeval Awareness , Ranger Archetype , Spellcasting , Spell Slots , Dueling , Beasts , Giants , Forest , Mountain , Swamp	Spellcaster Spell Slots , Ability Score Increase , Languages , Ability Score Improvement , Colossus Slayer , Defensive Tactics , Extra Attack , Favored Enemy , Fighting Style , Hide in Plain Sight , Hunter , Hunter's Prey , Land's Stride , Multiattack , Multiattack Defense , Natural Explorer , Primeval Awareness , Ranger Archetype , Spellcasting , Spell Slots , Vanish , Whirlwind Attack , Dueling , Beasts , Dragons , Giants , Forest , Mountain , Swamp
SPELL-CASTING	-	**Save DC 14; Spell Atk +6** **2nd:** *barskin; lesser restoration* **1st:** *detect magic; fog cloud; longstrider; speak with animals*	**Save DC 15; Spell Atk +7** **3rd:** *water breathing; wind wall* **2nd:** *barkskin; lesser restoration; pass without trace* **1st:** *detect magic; fog cloud; longstrider; speak with animals*	**Save DC 17; Spell Atk +9** **4th:** *stoneskin* **3rd:** *daylight; water breathing; wind wall* **2nd:** *barkskin; lesser restoration; pass without trace* **1st:** *detect magic; fog cloud; longstrider; speak with animals*
EQUIPMENT	Shortsword; dagger; studded leather armor; longbow; arrows (20x)	*+1 Shortsword*; dagger; *+1 studded leather armor;* longbow; arrows (20x)	*+2 Shortsword*; dagger; *+2 studded leather armor;* longbow; arrows (20x)	*+3 Shortsword*; dagger; *+3 studded leather armor;* longbow; arrows (20x)

SPECIAL ABILITIES

Ability Score Increase Your ability scores each increase by 1.

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Colossus Slayer Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Hunter's Prey At 3rd level, you gain one of the following features of your choice.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Multiattack Defense When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your

group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Whirlwind Attack You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Beasts Advantage on Wisdom (Survival) checks to track Beasts, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Vorpal Bracers

Vorpal Bracers (wrists)

Value:
⊠ 4,200 gp / ⊠ 16,500 gp / ⊠ 33,000 gp / ⊠ 85,900 gp

Weight 3 lbs.; **Materials** leather, steel; **Nature** magical;
Aura moderate enchantment; **Slot** wrists

CL: ⊠ 6th / ⊠ 10th / ⊠ 14th / ⊠ 16th

Effect Summary:

⊠ eqiupped edged weapons have +1 critical threat range

⊠ eqiupped edged weapons have +1 critical threat range; **+1 enhancement** bonus to equipped weapons on attack rolls and damage

⊠ eqiupped edged weapons have +1 critical threat range; **+2 enhancement** bonus to equipped weapons on attack rolls and damage

⊠ eqiupped edged weapons have +1 critical threat range; **+3 enhancement** bonus to equipped weapons on attack rolls and damage

Description

These beautiful and elaborately-crafted forearm cuffs grant the Keen ability to any weapon with which they are wielded.

Effect

Wearers of vorpal bracers benefit from three types of effect.

First, all equipped edged weapons act as though they had the **keen** ability; that is, their critical threat range is doubled. This effect lasts only while the weapon and the *bracers* are equipped; any weapons benefitting from this effect immediately revert to their normal status if the wearer stops touching them (or if the wearer stops wearing the *bracers*). Arrows, crossbow bolts, and other ammunition or ranged weapons do not gain this effect; similarly, thrown weapons do not retain this effect long enough for it to make a difference.

Secondly, ⊠ *Moderate Vorpal Bracers* and above grant all equipped weapons an enhancement bonus to both attack rolls and damage. This effect, like the **keen** ability, ends immediately once the weapon leaves contact with the wearer of the *bracers*.

Thirdly, ⊠ **Advanced** and ⊠ *Elite Vorpal Bracers* grant their wearer the benefit of having certain feats. This effect lasts so long as the armguards are worn. If worn by a creature that already possesses one or more feats granted by the bracers, there is no further effect or benefit to that feat being applied.

There is no time or usage limit on any of the effects granted by *vorpal bracers*. All effects are persistent while the *bracers* are worn, requiring no command or trigger, and cannot be suppressed.

Synergy & Sets

None. *Vorpal bracers* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Vorpal bracers are most often discovered on the body of a fearsome combatant, slain in battle. Their use and nature may not be immediately apparent, and requires research or trial and error.

They are also traded and valued highly in militaries; in many cases, they are granted as a mark of honor and esteem upon valiant warriors. In such circles, the nature of the bracers is always shared with recipients.

At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *vorpal bracers'* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the item.

Ubiquity

Vorpal bracers are exceedingly rare. They're most often handed down from one warrior to another in recognition of heroic acts.

Anyone with a military background has a slight chance of noticing the item even if they have never owned a pair

Table 49: Vorpal Bracers Flavors

Difficulty Band	Prefix	Enhancement Bonus to Equipped Weapons
⊠ Low	Lesser	-
⊠ Moderate	Lesser	+1
⊠ Advanced	Greater	+2
⊠ Elite	Greater	+3

themselves.

Notoriety

Even those who recognize this artifact would likely ignore the owner, unless engaged in conversation on an unrelated purpose. If discussing things with them anyway, they might steer the conversation toward the item as a means of figuring out how they were come by.

Quirks of Ownership

As the *bracers* are a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Vorpal bracers have no quirks or impacts.

History & Background

These armguards were first crafted as a labor of love.

A comely wizard fell in love with and married a brutish barbarian with a heart of gold. Despite his advancing age, his battle prowess made it unavoidable that militaries would conscript him into their ranks; he was often away making war for weeks, if not months, at a time.

During one particularly long such stretch, the wizard figured she would do whatever she could to help ensure her husband came back home in one piece. She forged the very first *vorpal bracers*, as a means of aiding his fighting abilities.

The item worked splendidly well at first, granting her husband warlike powers; soon he was renowned for his abilities. Jealous younglings and upstarts would challenge him to duels, which he mostly ignored unless there was a genuine insult at stake.

Eventually, however, the *bracers*' very success doomed the man, for as the years wore on and wore on him increasingly, the *bracers* and the abilities they granted him meant that he was ever more in demand to help fuel war.

With advancing age, he inevitably fell to a more nimble foe.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and *vorpal bracers* are not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a pair of *vorpal bracers*, or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a set of *vorpal bracers* into your gaming sessions beyond simply "the warrior drops some neat-looking wrist cuffs", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of *vorpal bracers*.

Paladins & Clerics

Any melee class will benefit from *vorpal bracers*, regardless of their motives, alignment, or other factors.

Rogues

Critical hits are always a boon to Rogues, particularly in concert with Sneak Attack and related skills. Melee-focused assassins in particular will love the *bracers*.

Martial Characters

Unquestionably, Fighters and Barbarians and their ilk would kill (literally) to get their hands on a set of *vorpal bracers*.

Arcane Classes

With zero predilection toward melee combat, it's unlikely that this is the item that arcanists choose to fulfill their forearm body slot!

Monks, Rangers, and Druids

The extent to which these classes seek out *vorpal bracers* depends on how melee-focused they are, and if they are, whether they rely upon edged weapons.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Bring Down the Behemoth

Rumor tells of a massive warrior who dwells in a cave not far from here. They say he is enormous, deadly, and nigh unkillable, owing in large part to the bandolier of healing potions he perpetually keeps with him. It would seem that inflicting critical hits may be the best way to defeat this brute.

This scenario forms the basis of the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in *my* museum".

A Collector, or group thereof, asks the PCs to retrieve *vorpal bravers* from a current owner, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Vorpal Keepsake

An aging older warrior was once a great knight, awarded *vorpal bracers* by his military as a token of esteem and rank. Though far too old now to make use of the cuffs, the warrior has no children or warlike relatives, so keeps the *vorpal bracers* around as a keepsake.

Someone has broken in and stolen the *bracers*. The warrior offers a reward to whomever can track down the thief and retrieve the item: in addition to some small token of thanks, he will also let the PCs have his heirloom, since they will have proven their worth to receive the honor.

Quests

Another, more thorough, means of introducing *vorpal bracers* is via the following **Quest**.

📖 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Anti-Tank

🔗 **Summary:** The PCs are challenged to bring down a massive warrior who bears a bandolier of healing potions. Critical hits seem the only means of dealing enough damage!

🎖 **Rewards:** ❌ 1,000 gp / ❌ 3,000 gp / ❌ 8,000 gp / ❌ 12,000 gp (promised); up to ✴ **1 Reward Star**; *vorpal bracers*

📍 **Locations:** Any.

👤 **Key NPCs:** None.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

The PCs get wind of a massive, monstrous humanoid warrior in the caves nearby the village or town they're currently in. There's little known about the brute, other than he has always been seen wearing sashes which contain a number of healing potions. Apparently he has been collecting cheap healing potions for years, and uses them to whittle adversaries down through attrition more than anything else.

Though somewhat reclusive, of late, the brute has been harassing livestock and even raiding the occasional farm.

Villagers have pooled their means and offer a reward to anyone who might have what it takes to bring down this brute before he causes more damage.

As both aid and incentive, they offer a set of vorpal bracers, donated by a reitred fighter.

↴ If the PCs ignore the Quest, they may return to it at any time, as nobody else in town has it in them to take on the formidable brute.

↴ If the PCs take up the cause, finding the cave is straightforward; fighting the brute might not be, but for the *bracers*. It should be a long, threatening fight, but not insurmountable.

If the PCs are victorious, they may return to town and return the bracers; in such a scenario, they receive the reward money, and ✴ **1 Reward Star**. There is also a 🎲 **40%** chance the aged fighter gifts the bracers to the

FlexTable 47: *Vorpal Bracers Rumors & Lore*

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	Long ago, formidable arm cuffs were fashioned by a wizard worried about her warlike husband.	✅ **True.** This is a good version of the item's origins.
18-33	31-50	26-40	41-50	12	Bracers exist that grant combat powers to the wearer.	✅ **True.** Quite vague indeed, but accurate as far as it goes.
34-50	51-70	41-65	51-55	13	Edged weapons gain additional lethality when paired with a certain set of wrist cuffs.	✅ **True.** A good start to describing the item's powers.
51-67	71-85	66-75	56-60	16	*Vorpal bracers* may grant the wearer combat prowess in addition to making borne weapons easier to use and more lethal.	✅ **True.** A great description of the item's nature, appearance, and abilities.
68-84	86-93	76-90	61-80	12	Armcuffs exist that grant combat powers to the wearer, but increase the chances of critical failures or misses.	❌ **False.** This doesn't happen with *vorpal bracers*.
85-00	94-00	91-00	81-00	14	Cursed bracers grant increased combat lethality, but also drain intelligence.	❌ **False.** The *bracers* have zero negative effect, and certainly not this one.

party as an additional thank you.

The PCs then have the option of simply keeping the bracers, and forefeitting the reward money. They also earn one step poorer **Attitude** from everyone in town, and two steps poorer **Attitude** from the city's military forces.

Vorpal Bracers Wearer

CR 1; XP 200

CG; Medium Humanoid (Half-Orc)

	⚔ Low	⚔ Moderate	⚔ Advanced	⚔ Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Fighter 1	Fighter 6	Fighter 10	Fighter 14
Size / Aln	Medium CG Half-Orc	Medium CG Half-Orc	Medium CG Half-Orc	Medium CG Half-Orc
HP	12	58	98	152
Armor Class	17	19	21	22
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 20 (+7) DEX 13 (+1) CON 15 (+4) INT 13 (+1) WIS 7 (-2) CHA 9 (-1)	STR 20 (+8) DEX 15 (+2) CON 17 (+6) INT 13 (+1) WIS 7 (-2) CHA 9 (-1)	STR 20 (+8) DEX 15 (+2) CON 19 (+8) INT 13 (+1) WIS 7 (-2) CHA 9 (-1)	STR 20 (+10) DEX 18 (+4) CON 20 (+10) INT 13 (+1) WIS 7 (-2) CHA 9 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 8 Armor - Disadvantage on Stealth	Passive Perception 8 Armor - Disadvantage on Stealth	Passive Perception 8 Armor - Disadvantage on Stealth	Passive Perception 8 Armor - Disadvantage on Stealth
Languages	Common, Orc			
Attacks	**Melee** Longsword +7 (1d8+7) **Melee** Dagger +7 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+5); 60 ft.': +7 (1d4+5)	**Melee** *+1 Longsword* +9/+9 (1d8+8) **Melee** Dagger +8/+8 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	**Melee** *+2 Longsword* +11/+11 (1d8+9) **Melee** Dagger +9/+9 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Melee** *+3 Longsword* +13/+13/+13 (1d8+10) **Melee** Dagger +10/+10/+10 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
SPECIAL QUALITIES	Ability Score Increase , Darkvision , Languages , Menacing , Relentless Endurance , Savage Attacks , Fighting Style , Second Wind , Dueling	Ability Score Increase , Darkvision , Languages , Menacing , Relentless Endurance , Savage Attacks , Ability Score Improvement , Action Surge , Champion , Extra Attack , Fighting Style , Improved Critical , Martial Archetype , Second Wind , Dueling	Ability Score Increase , Darkvision , Languages , Menacing , Relentless Endurance , Savage Attacks , Ability Score Improvement , Action Surge , Additional Fighting Style , Champion , Extra Attack , Fighting Style , Improved Critical , Indomitable , Martial Archetype , Remarkable Athlete , Second Wind , Defense , Dueling	Ability Score Increase , Darkvision , Languages , Menacing , Relentless Endurance , Savage Attacks , Ability Score Improvement , Action Surge , Additional Fighting Style , Champion , Extra Attack , Fighting Style , Improved Critical , Indomitable , Martial Archetype , Remarkable Athlete , Second Wind , Defense , Dueling
SPELL-CASTING	-	-	-	-
EQUIPMENT	Longsword; scale mail; shield; dagger	*+1 Longsword; +1 chain mail;* shield; dagger	*+2 Longsword; +2 chain mail;* shield; dagger	*+3 Longsword; +3 chain mail;* shield; dagger

SPECIAL ABILITIES

Ability Score Increase Your Strength score increases by 2, and your Constitution score increases by 1.

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Vyrral Crown

Vyrral Crown (headband)

Value:
⊠ 3,200 gp / ⊠ 8,100 gp / ⊠ 28,000 gp / ✕ 73,000 gp

Weight 5 lbs.; **Materials** copper, gold; **Nature** magical; **Aura** moderate evocation [evil], necromancy; **Slot** headband

CL: ⊠ 6th / ⊠ 10th / ⊠ 14th / ✕ 16th

Effect Summary:

⊠ *desecreate* at will, up to 4 hours total duration per day

⊠ *desecreate* at will, up to 8 hours total duration per day; *unhallow* at will, up to 4 hours total duration

⊠ *desecreate* at will, up to 12 hours total duration per day; *unhallow* at will, up to 8 hours total duration; *waves of fatigue* 2x/day

✕ *desecreate* at will, up to 12 hours total duration per day; *unhallow* at will, up to 12 hours total duration; *waves of fatigue* 5x/day; *waves of exhaustion* 2x/day

Description

It's unclear whether this spiked and twisted crown is wrought from steel, dark wood, or something more sinister. It appears painful to wear, and oozes dark fate and foul deeds.

Effect

Vyrral crowns grant a number of spell-like abilities to the wearer. Each must be activated via a separate mental trigger that requires a standard or bonus action. Toggling a persistent effect on or off requires a dedicated action.

The limitations specified are per-item, not per-user; furthermore the limits for each ability reset in full 24 hours after the first such use of them.

Synergy & Sets

None. *Vyrral crowns* are standalone items, and do not gain further benefit or effects from use alongside any other specific equipment.

Discovery

Vyrral crowns are most often discovered on the bodies of fallen enemies. They are never found in magic item shops. Occasionally one will be gifted, but only in dark, sinister circles such as cults or necromancy guilds.

There is no inscription or other explanation for the artifact's powers or the metnal triggers required to activate them. Such knowledge must be passed on, tortured out of a current owner, or researched.

At the GM's discretion, such knowledge can simply be assumed to be automatic. This can streamline gameplay considerably and allow the wielder to immediately gain the benefit of the *vyrral crown's* capabilities.

Gaming groups wishing to use this option may assume the knowledge comes magically with picking up the item. Alternately, and for a bit of greater immersion and roleplaying opportunity, instructions for using the weapon might be discovered written down nearby, or attached via twine to the headpiece.

Ubiquity

Vyrral crowns are very rare.

Notoriety

Even for those unaware of the item's true nature, parading about wearing a *vyrral crown* can draw all sorts of attention, owing to the artifact's sinister appearance and obvious denotion of regality or dark power. It's reasonable to assume that everyday folk will go out of their way to avoid someone wearing this device.

Those who have come into contact with a *vyrral crown* before will recognize another one immediately.

In game terms, owning a *vyrral crown* could be a lightning rod for subsequent Quests or plotlines involving necromancers, cults, or other "underworld" kinds of Factions or plots.

Quirks of Ownership

As the headpiece is a non-sentient magical item, and not an artifact or relic, it exerts no particular will or influence on its owner or wielder.

Other than attracting attention from those who would seek

Table 50: Vyrral Crown Flavors

Difficulty Band	Prefix	Spell-Like Abilities
✉ Low	Lesser	*desecrate* at will, up to 4 hours total per day
✉ Moderate	Lesser	*desecrate* at will, up to 8 hours total per day; *unhallow* at will, up to 4 hours total per day
✉ Advanced	Greater	*desecrate* at will, up to 12 hours total per day; *unhallow* at will, up to 8 hours total per day; *waves of fatigue* 2x/day
✖ Elite	Greater	*desecrate* at will, up to 12 hours total per day; *unhallow* at will, up to 12 hours total per day; *waves of fatigue* 5x/day; *waves of exhaustion* 2x/day

to possess or avoid it, a *vyrral crown* has no other quirks or impacts.

History & Background

The first *vyrral crowns* were created by a gravemaster.

At the time, hundreds of years ago, "gravemaster" was a sinister-sounding term that simply identified the person responsible for upkeep of gravesites. Such a person would collect keepsakes and rotted flowers from grave markers, clean up graffiti, cut the grass, and deter would-be desecrators.

Although well-intentioned when joining the profession, this gravemaster grew increasingly dispirited and sullen as the years wore on. Repeated attempts by youngsters to throw parties and fulfill dares to perform carnal acts in the presence of the dead drew his ire; looters drew his rage.

In time, even those depositing plants and mementos grated on him: for although the dearly departed cared or noticed not the gestures, they still meant work for the gravemaster here in the mortal realm.

It turned out that this gravemaster has quite a gift for wizardry. The cemetary over which he presided held a small library, comprised of donations as well as books left at gravestones by way of gifts to arcanely-oriented loved ones.

Pouring over moldy tomes, the gravemaster grew in knowledge. Unsurprisingly, he gravitated toward necromancy, and eventually turned his talents toward forging magical items.

Thus the first *vyrral crown* was generated, as a means to experiment, but also to gain power ,particularly over those who would invade the sanctity of this place.

The item was indeed successful, but it simply cemented the notion that the gravesites belonged to him, the gravemaster, and not to the town, not to those who had lost loved ones.

Eventually, the gravemaster was killed by a group of adventurers who had been commissioned by the town's militia to investigate the strange disappearances and complaints arising from the cemetery.

Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use this **FlexTable**:

First, if the PCs are actively searching for information, you can make a ⚠ **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead.

The party may use ⚠ **Knowledge (Local)** or **Charisma (Persuasion)** in this manner; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-4** circumstance penalty (as knowledge of general history will apply in only a limited basis to any immediate vicinity, and the *vyrral crown* is not really location-bound or related).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate **Context** and read the result. In such a circumstance, a **Skill Check** is not required.

Generally speaking, the information in this **FlexTable** may be inserted into your campaign as foreshadowing for eventually revealing a *vyrral crown,* or as a means of introducing a plot hook into the **Quests** listed herein.

- 🏠 **Use Context A:**
  As a default, or if no other context specifically applies to the circumstances.

- 🏠 **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.

- 🏠 **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Townsfolk**.

- 🏠 **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Hooks & Integration

If you're looking for an excuse to introduce a *vyrral crown* into your gaming sessions beyond simply "the cult leader drops a nifty-looking headpiece", here are some ideas.

Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class.

As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to pursue someone who may be in the possession of a *vyrral crown*.

Paladins & Clerics

Paladins and all but evil-aligned Clerics would likely seek the destruction or safe sequestering of such an item.

Rogues

Most Rogues prefer anonymity and stealth to the outright vile display such a garish headpiece offers, but evil Rogues or Assassins may wish to employ the abilities offered by this item.

Martial Characters

Evil Fighters and dramatic, Intimidate-oriented Barbarians might have great use for such an artifact; indeed, in the proper context, use of a *vyrral corwn* might just win them leadership of an entire tribe or regiment.

Arcane Classes

Witches, dark wizards, and other sinister arcanists might seek a *vyrral crown* out, as of course would necromancers of all stripes.

Monks, Rangers, and Druids

These classes tend to avoid ostentatious display, but Druids in particular may wish to leverage the intimidating aspects of this device.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Disrespecting the Dead

This is very similar to the origin story of the item, flipped on its head: a gang of cultists uses a vyrral crown to routinely desecreate a hallowed burial area. The town militia engages the PCs to investigate and put a stop to the behavior.

This scenario forms the basis for the **Quest** below.

Collector

"It belongs in a museum" is an easy sentiment to advocate. Far more honest, however, is the Collector: someone who more accurately states "it belongs in **my** museum".

A Collector, or group thereof, asks the PCs to retrieve a *vyrral cornw* from its current wielder, and to return it so that it might be stored among other valuables.

This angle plays particularly well with Lawfully-aligned classes, or PCs whose class, creed, Faction, or other involvement would guide them toward a balance.

Quests

Another, more thorough, means of introducing the *vyrral crown* is via the following **Quest**.

📖 This **Quest** may be inserted into any campaign setting or adventure, either as a "side quest", or as a tie-in or kickoff to a larger storyline.

🏆 Quest: Deny the Desecration

🔗 **Summary:** The party is commissioned to investigate the desecration of gravesites in town.

🎖 **Rewards:** ✉ 1,000 gp / ✉ 2,000 gp / ✉ 6,000 gp / ✉ 8,000 gp (promised); up to ✴ **2 Reward Stars**; *vyrral crown*

📍 **Locations:** Any.

👤 **Key NPCs:** None.

▶ **Kickoff:** Random Encounter.

❓ **Description:**

The village security authority contacts the PCs. "Authority" in this sense could mean the town militia, the village watch, an armed barracks of soldiers, or other Faction with responsibility for the security and peace of the village.

With gravity, the authority tells the PCs their concern: a group of cultists with aspirations to necromancy has been desecrating the village cemetary late at night. Whether this is part of their rituals, part of a rite of initiation, or otherwise driven, the town doesn't really quite care: the behavior has grown in magnitude and offensiveness, and must be stopped.

The PCs are tasked with investigating, and if at all possible, bringing the incidents to an end.

↳ If the party ignores the request, they'll have opportunity to re-engage later; the cult continues their activities in perpetuity.

↳ Finding the cult is quite easy: simply stake out the cemetary at night. A group of 🎲 **3d4 cultists** (treat as common townsfolk from a statistics standpoint) stumble onto the scene. One of them bears a *vyrral crown*. They pose nearly zero combat value, and most will in fact flee if faced with violence or the threat thereof. The leader bearing the *crown* falls in flight, and the party has a choice: snatch the *crown* and let him go, or kill him.

If the party lets the cultists go, they benefit from keeping the *crown*, the monetary reward, and from ✴ **2 Reward Stars**.

If instead the party slays the leader, and as many cultists as they can get their hands on before they flee, they retain all rewards mentioned but receive only ✴ **1 Reward Star.**

FlexTable 48: Vyrral Crown Rumors & Lore

A	B	C	D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-17	01-30	01-25	31-40	10	A magical crown was fashioned by a disgruntled gravekeeper.	✅ **True.** This is a good version of the item's origins.
18-33	31-50	26-40	41-50	12	A certain magical headpiece grants the wearer dark powers of desecration.	✅ **True.** Quite vague indeed, but accurate as far as it goes.
34-50	51-70	41-65	51-55	13	Wearers of a magical tiara may desecreate, unhallow, and otherwise manipulate fears and places with dark energies.	✅ **True.** A good start to describing the item's powers.
51-67	71-85	66-75	56-60	16	A hateful, sociopathic cemetary tender forged the first *vyrral crown* as a means of deterring would-be hooligans and keeping peace.	✅ **True.** A full summary of the item's origins.
68-84	86-93	76-90	61-80	12	Although a magical crown may grant one power over the fears of others, it will raise you from the dead as a zombie if you die wearing it.	❌ **False.** This doesn't happen with *vyrral crowns*.
85-00	94-00	91-00	81-00	14	*Vyrral crowns* are potent artifacts, but some are in fact phylacteries for evil liches.	❌ **False.** Though this sounds like an interesting twist!

Magic Items

Vyrral Crown Wearer

CR 1; XP 200

NE; Small Humanoid (Gnome)

	☒ **Low**	☒ **Moderate**	☒ **Advanced**	☒ **Elite**
CHALLENGE	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
CLASS / HD	Wizard 1	Wizard 6	Wizard 10	Wizard 14
SIZE / ALN	Small NE Gnome (Rock)	Small NE Gnome (Rock)	Small NE Gnome (Rock)	Small NE Gnome (Rock)
HP	9	41	66	92
ARMOR CLASS	14	14	15	16
SPEED	Walk 25'	Walk 25'	Walk 25'	Walk 25'
ABILITY SCORES / SAVES	STR 9 (-1) DEX 13 (+1) CON 16 (+3) INT 18 (+6) WIS 7 (+0) CHA 15 (+2)	STR 9 (-1) DEX 13 (+1) CON 16 (+3) INT 20 (+8) WIS 7 (+1) CHA 15 (+2)	STR 9 (-1) DEX 15 (+2) CON 16 (+3) INT 20 (+9) WIS 7 (+2) CHA 15 (+2)	STR 9 (-1) DEX 17 (+3) CON 16 (+3) INT 20 (+10) WIS 7 (+3) CHA 15 (+2)
SKILLS	-	-	-	-
SAVES	-	-	-	-
VULNERABILITIES	-	-	-	-
IMMUNITIES	-	-	-	-
SENSES	Passive Perception 8	Passive Perception 8	Passive Perception 8	Passive Perception 8
LANGUAGES	Common, Gnomish			
ATTACKS	**Melee** Dagger (Small) +3 (1d4+1) **Ranged** Dagger (Small/Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Melee** Quarterstaff (Small) +1 (1d6-1) **Ranged** Sling (Small)) --> 30 ft.': +3 (1d4+1); 120 ft.': +3 (1d4+1)	**Melee** Dagger (Small) +4 (1d4+1) **Ranged** Dagger (Small/Thrown) 20 ft.': +4 (1d4+1); 60 ft.': +4 (1d4+1) **Melee** +1 Quarterstaff (Small) +3 (1d6) **Ranged** Sling (Small)) --> 30 ft.': +4 (1d4+1); 120 ft.': +4 (1d4+1)	**Melee** Dagger (Small) +6 (1d4+2) **Ranged** Dagger (Small/Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2) **Melee** +2 Quarterstaff (Small) +5 (1d6+1) **Ranged** Sling (Small)) --> 30 ft.': +6 (1d4+2); 120 ft.': +6 (1d4+2)	**Melee** Dagger (Small) +8 (1d4+3) **Ranged** Dagger (Small/Thrown) 20 ft.': +8 (1d4+3); 60 ft.': +8 (1d4+3) **Melee** +3 Quarterstaff (Small) +7 (1d6+2) **Ranged** Sling (Small)) --> 30 ft.': +8 (1d4+3); 120 ft.': +8 (1d4+3)
SPECIAL	-	-	-	-
PROFICIENCIES	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots , Ability Score Increase , Artificer's Lore , Darkvision , Gnome Cunning , Languages , Tinker , Tinker's Tools , Arcane Recovery , Cantrips , Preparing and Casting Spells , Ritual Casting , Spellcasting	Spellcaster Spell Slots , Ability Score Increase , Artificer's Lore , Darkvision , Gnome Cunning , Languages , Tinker , Tinker's Tools , Ability Score Improvement , Arcane Recovery , Arcane Tradition , Cantrips , Evocation Savant , Potent Cantrip , Preparing and Casting Spells , Ritual Casting , School of Evocation , Sculpt Spells , Spellcasting	Spellcaster Spell Slots , Ability Score Increase , Artificer's Lore , Darkvision , Gnome Cunning , Languages , Tinker , Tinker's Tools , Ability Score Improvement , Arcane Recovery , Arcane Tradition , Cantrips , Empowered Evocation , Evocation Savant , Potent Cantrip , Preparing and Casting Spells , Ritual Casting , School of Evocation , Sculpt Spells , Spellcasting	Spellcaster Spell Slots , Ability Score Increase , Artificer's Lore , Darkvision , Gnome Cunning , Languages , Tinker , Tinker's Tools , Ability Score Improvement , Arcane Recovery , Arcane Tradition , Cantrips , Empowered Evocation , Evocation Savant , Overchannel , Potent Cantrip , Preparing and Casting Spells , Ritual Casting , School of Evocation , Sculpt Spells , Spellcasting
Spell-casting	**Save DC 14; Spell Atk +6** **1st:** *charm person; magic missile*	**Save DC 16; Spell Atk +8** **3rd:** *fireball; fly; lightning bold* **2nd:** *detect thoughts; invisibility; scorching ray* **1st:** *charm person; grease; jump; magic missile*	**Save DC 17; Spell Atk +9** **5th:** *cloudkill; cone of cold* **4th:** *ice storm; polymorph; wall of fire* **3rd:** *fireball; fly; lightning bold* **2nd:** *detect thoughts; invisibility; scorching ray* **1st:** *charm person; grease; jump; magic missile*	**Save DC 18; Spell Atk +10** **7th:** *arcane sword* **6th:** *wall of ice* **5th:** *cloudkill; cone of cold* **4th:** *ice storm; polymorph; wall of fire* **3rd:** *fireball; fly; lightning bold* **2nd:** *detect thoughts; invisibility; scorching ray* **1st:** *charm person; grease; jump; magic missile*
Equipment	Dagger (small, 2x); quarterstaff (small); sling (small); sling bullets (20x)	Dagger (small, 2x); *+1 quarterstaff* (small); sling (small); sling bullets (20x)	Dagger (small, 2x); *+2 quarterstaff* (small); sling (small); sling bullets (20x)	Dagger (small, 2x); *+3 quarterstaff* (small); sling (small); sling bullets (20x)

Special Abilities

Ability Score Increase Your Intelligence score increases by 2.

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, ar technological devices, you can add twice your proficiency bonus (10), instead of any proficiency bonus you normally apply.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools Proficient with Artisan Tinker's Tools.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Arcane Tradition When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation. The school of Evocation is detailed at the end of the class description; see the Player's Handbook for information on the other schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity.

The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

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