

Schools of Magic & Scrolls

- **Abjuration spells (Light Blue)** are protective in nature, though some of them have aggressive uses. They create magical barriers, negate harmful effects, harm trespassers, or banish creatures to other planes.
- **Enchantment spells (Pink Aura)** affect the minds of others, influencing or controlling their behavior. Such spells can make enemies see the caster as a friend, force creatures to take a course of action, or even control another creature like a puppet.
- **Conjuration spells (Purple Aura)** involve the transportation of objects and creatures from one location to another. Some spells summon creatures or objects to the caster's side, whereas others allow the caster to teleport to another location. Some conjurations create objects or effects out of nothing.
- **Illusion spells (Dark blue)** deceive the senses or minds of others. They cause people to see things that are not there, to miss things that are there, to hear phantom noises, or to remember things that never happened. Some illusions create phantom images that any creature can see, but the most insidious illusions plant an image directly in the mind of a creature.
- **Transmutation spells (Light Green)** change the properties of a creature, object, or environment. They might turn an enemy into a harmless creature, bolster the strength of an ally, make an object move at the caster's command, or enhance a creature's innate healing abilities to rapidly recover from injury.
- **Divination spells (Yellow Aura)** reveal information, whether in the form of secrets long forgotten, glimpses of the future, the locations of hidden things, the truth behind illusions, or visions of distant people or places.
- **Necromancy spells (Brown Aura)** manipulate the energies of life and death. Such spells can grant an extra reserve of life force, drain the life energy from another creature, create the undead, or even bring the dead back to life. Creating the undead through the use of necromancy spells such as animate dead is not a good act, and only evil casters use such spells frequently.
- **Evocation spells (Dark Green Aura)** manipulate magical energy to produce a desired effect. Some call up blasts of fire or lightning. Others channel positive energy to heal wounds.

Casting Spell Scrolls: In your class and level you can cast. If not in class it's unintelligible. If in your class but higher level make spellcast mod check DC10 + spell scroll level. The level of the spell on the scroll determines the spell's saving throw DC and Attack bonus, as well as the scroll's rarity, as shown in the Spell Scroll table below.

Crafting Spell Scrolls

- Proficiency in Arcana required to craft all spell scrolls.
- The material components for the spell must be provided and are consumed in the process.
- The spell must be among the character's known spells.
- If the spell is a cantrip, the version on the scroll works as if the caster were 1st level.
- All costs are in Gold Pieces

Spell Lvl	Rarity	Save DC	Atk Bonus	Scroll Lvl	Rarity	Value	Cost excluding material components	Days to Craft	Min. Character Lvl
Cantrip	Common	13	+5	Cantrip	Common	10	5	0	-
1st	Common	13	+5	1st	Common	60	30	1	-
2nd	Uncommon	13	+5	2nd	Uncommon	120	60	1	3rd
3rd	Uncommon	15	+7	3rd	Uncommon	200	100	2	3rd
4th	Rare	15	+7	4th	Rare	320	160	3	6th
5th	Rare	17	+9	5th	Rare	640	320	6	6th
6th	Very rare	17	+9	6th	Very Rare	1,280	640	13	11th
7th	Very rare	18	+10	7th	Very Rare	2,560	1,280	26	11th
8th	Very rare	18	+10	8th	Very Rare	5,120	2,560	51	11th
9th	Legendary	19	+11	9th	Legendary	10,240	5,120	102	17th

Wish Spell: Greater the wish greater chance something goes wrong. **Percent Roll:** **1-33%** spell works as intended, **34-67%** spell twists your words, **68-100%** the spell uses your words to harm you, or ruin your wish

Potions & Scrolls Mishaps

When a character mixes two potions together, you can roll on the Potion Miscibility table. If more than two are combined, roll again for each subsequent potion, combining the results. Unless the effects are immediately obvious, reveal them only when they become evident.

A creature who tries and fails to cast a spell from a spell scroll must make a DC 10 Intelligence saving throw. If the saving throw fails, roll on the Scroll Mishap table.

d6	Potion Miscibility	d6	Spell Scroll Mishaps
1	The mixture creates a magical explosion, dealing 6d10 force damage to the mixer and 1d10 force damage to each creature within 5 feet of the mixer.	1	A surge of magical energy deals the caster 1d6 force damage per level of the spell.
2	The mixture becomes an ingested poison of the DM's choice.	2	The spell affects the caster or an ally (determined randomly) instead of the intended target, or it affects a random target nearby if the caster was the intended target.
3	Both potions lose their effects.	3	The spell affects a random location within the spell's range.
4	One potion loses its effect.	4	The spell's effect is contrary to its normal one, but neither harmful nor beneficial. For instance, a fireball might produce an area of harmless cold.
5	Both potions work, but with their numerical effects and durations halved. A potion has no effect if it can't be halved in this way.	5	The caster suffers a minor but bizarre effect related to the spell. Such effects last only as long as the original spell's duration, or 1d10 minutes for spells that take effect instantaneously. For example, a fireball might cause smoke to billow from the caster's ears for 1d10 minutes.
6	Both potions work normally.	6	The spell activates after 1d12 hours. If the caster was the intended target, the spell takes effect normally. If the caster was not the intended target, the spell goes off in the general direction of the intended target, up to the spell's maximum range, if the target has moved away.

Tools/Equipment Packs

Artificer's Tools	100 gp	10 lbs.	Herbalism Kit	5 gp	3 lbs.	Dice Set	1 sp	-
Alchemist's Supplies	50 gp	8 lbs.	Jeweler's Tools	25 gp	2 lbs.	Playing Card Set	5 sp	-
Brewer's Supplies	20 gp	9 lbs.	Leatherworker's Tools	5 gp	5 lbs.	Three Dragon Ante	5 gp	-
Calligrapher's Supplies	10 gp	5 lbs.	Mason's Tools	10 gp	8 lbs.	Bagpipes	30 gp	6 lbs.
Carpenter's Tools	8 gp	6 lbs.	Navigator's Tools	25 gp	2 lbs.	Drum	6 gp	3 lbs.
Cartographer's Tools	15 gp	6 lbs.	Painter's Supplies	10 gp	5 lbs.	Dulcimer	25 gp	10 lbs.
Cobbler's Tools	5 gp	5 lbs.	Poisoner's Kit	50 gp	2 lbs.	Flute	2 gp	1 lb.
Cook's Utensils	1 gp	8 lbs.	Potter's Tools	10 gp	3 lbs.	Lute	35 gp	2 lbs.
Disguise Kit	25 gp	3 lbs.	Smith's Tools	20 gp	8 lbs.	Lyre	30 gp	2 lbs.
Doctor's Tools	50 gp	6 lbs.	Thieve's Tools	25 gp	1 lb.	Horn	3 gp	2 lbs.
Fisherman's Tools	5 gp	5 lbs.	Tinker's Tools	50 gp	10 lbs.	Pan Flute	12 gp	2 lbs.
Forgery Kit	15 gp	5 lbs.	Weaver's Tools	1 gp	5 lbs.	Shawm	2 gp	1 lb.
Glassblower's Tools	30 gp	5 lbs.	Woodcarver's Tools	1 gp	5 lbs.	Viol	30 gp	1 lb.

Tools and Proficiency: You can train with someone to learn how to use a new tool, or practice on your own and eventually gain proficiency.

- 0-30 Days Used: You are unfamiliar with the tool set Roll disadvantage
- 31-150 Days Used: You are familiar with the tool set Roll normal
- 151+ Days Used: You are now proficient with the tool set Roll with proficiency bonus

Receiving training in a language or tool takes ten workweeks(100 days), but time is reduced by a number of workweeks equal to the character's Intelligence modifier (an Intelligence penalty doesn't increase the time needed). Training costs 25 gp per workweek. (PG134 XGE)

Equipment Packs

- **Burglar's Pack (16 gp):** Includes a Backpack, a bag of 1,000 Ball bearings, 10 feet of string, a bell, 5 candles, a Crowbar, a Hammer, 10 pitons, a Hooded lantern, 2 flasks of oil, 5 days Rations, a Tinderbox, and a Waterskin. The pack also has 50 feet of Hempen rope strapped to the side of it.
- **Diplomat's Pack (39 gp):** Includes a chest, 2 cases for maps and scrolls, a set of Fine clothes, a bottle of ink, an Ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of Perfume, Sealing wax, and soap.
- **Dungeoneer's Pack (12 gp):** Includes a Backpack, a Crowbar, a Hammer, 10 pitons, 10 torches, a Tinderbox, 10 days of Rations, and a Waterskin. The pack also has 50 feet of Hempen rope strapped to the side of it.
- **Entertainer's Pack (40 gp):** Includes a Backpack, a Bedroll, 2 costumes, 5 candles, 5 days of Rations, a Waterskin, and a Disguise Kit.
- **Explorer's Pack (10 gp):** Includes a Backpack, a Bedroll, a Mess kit, a Tinderbox, 10 torches, 10 days of Rations, and a Waterskin. The pack also has 50 feet of Hempen rope strapped to the side of it.
- **Priest's Pack (19 gp):** Includes a Backpack, a Blanket, 10 candles, a Tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of Rations, and a Waterskin.
- **Scholar's Pack (40 gp):** Includes a Backpack, a book of lore, a bottle of ink, an Ink pen, 10 sheets of Parchment, a little bag of sand, and a small knife.

Fishing and Equipment

DC 1 1. Fishing Rod Breaks 2. Fishing Line Breaks 3. Lure/Bait is Lost 4. Nothing is Biting 5. Lure/Bait is Lost 6. Fishing Line Breaks	DC 5 1. An old worn out witch hat 2. A single leather boot with no lace 3. A rusty tin Can 4. A Badly Rusted Sword 5. Waterlogged Shirt 6. Bones of unknown animal	DC 10 1. Small nondescript fish 5gp 1lb- Small silvery thin fish 2. Bass 5gp 1d6lb- A bass 3. Sunfish 5gp 1d4lb- Looks like a perch 4. Crayfish(crawdads) 2gp .5oz- small freshwater lobster look alike
DC 15 1. Rainbow Trout 20gp 1d20lbs- when eaten colors are more vivid for 1d4 hours 2. Carp 25gp 2d20+10lbs- A dirty bottom feeder but lots of meat 3. Catfish 50gp 2d20+10lbs- Large dirty slimy catfish whiskers deal 1 point of lightning damage	DC 20 1. Big Spotted Booodle 75gp 1d20lbs- The big spotted booodle is a speckled, fleshy pink, scaleless fish, known for its sweet white secretions. It may be treated as an ooze for the purpose of cooking recipes. 2. Largemouth Quipper 75gp 1d20lbs- A piranha like fish with large razor sharp teeth and hunger for flesh	DC 25 1. Butterfly Fish 200gp 1d8lb- Vibrant Colors with 2 large butterfly shaped fins, one on each side, if you eat 2 of these fish you can fly for 1d4 hours 2. Moxie Fish 150 gp 1d8lb- The moxie fish is a curvaceous soft pink fish, with what appear to be cherub cheeks, puffy lips, and a pompadour. If cooked, it bestows the user a +1 enhancement bonus to Charisma for 1d4 hours.
DC 30 1. Rabbit Fish 250gp 1d4lbs- The rabbitfish is a small, furry fish with large floppy ears that trail behind it. If cooked, it bestows the user a +1 enhancement bonus to Luck for 1d4 hours. 2. Norm Fish 250gp 2d4lbs- Plain looking cod, except for its distinctive human-shaped spots. Bland taste, and transformative properties. Creatures who eat the Norm Fish transform into a random humanoid creature for the next d12 hours. If any sticky or gelatinous foods are consumed during this time, the change becomes permanent. The transformed creature does not retain their original racial modifiers. 3. Streamlined Zippler 20gp 1d6lbs- The streamlined zippler is perfectly adapted to traveling oceanic currents. Its body is sleek and hydrodynamic, with very small flexible fins. Its body is mostly rigid, however, and if it falls out of the current it is unable to move and very quickly dies. Its young are known as zipplets, and before reaching maturity they are flexible enough to swim back into the current should they fall out. 4. Jointfish 80gp 1d4lbs- Slender, Lean, sinewy. Quick, Slippery and difficult to pin down +1 bonus to Dex for 1d4 hours 5. Zenfish 150gp 1d10lbs- Cousin to the soulfish, the zenfish is a moderately sized yellowish fish. It is completely smooth, and features small slit-like eyes. This fish is completely at peace with the world, and will not fight back if attacked. If cooked, it bestows the user a +1 enhancement bonus to Constitution for 1d4 hours.		

Fishing Rods	Price	Weight	Modifier	Fishing Line	Price	Line Limit
A Simple Stick	0	1 lb.	+0	Light Line	2 sp	5 lbs.
Cork Rod	5 sp	1 lb.	+1	Medium Line	6 sp	15 lbs.
Bamboo Rod	1 gp	½ lb.	+1	Heavy Line	1 gp	50 lbs.
Dwarven Forged	8 gp	3 lbs.	+2	Deep Sea	2 gp	500 lbs.
Sewer Lures	River Lures	Lake Lures	Oceans Lures	Lure Mod	Price	Lines: Catching over Line Limit; for every weight level over the current line receive -3 penalty to the roll. Lures: weight is negligible, 10 lures make 1 lb. If a lure for one water type is used in another then the player makes the check with a -5 penalty to the roll.
Sewer Spinners	Fly Set	Fake Minnows	Large Spoon	+1	1 gp	
Small bat/bird	Bass Popper	Spoons	Ocean Spinner	+1	1 gp	
Small dead rat	Salmon Egg	Lake Spinner	Fake Squid Tentacle	+2	2 gp	
Fake Spiders	Mealworms	Earthworms	Fish Heads	+3	2 gp	

Armor & Upgrades

Armor	Cost	AC	Weight	Properties	Donning and Doffing Armor		
Light Armor					Category	Don	Doff
Padded	5 gp	11 + dex mod	8 lbs.		Light Armor	1 minute	1 minute
Leather	10 gp	11 + dex mod	10 lbs.		Medium Armor	5 minutes	1 minute
Studded	45 gp	12 + dex mod	13 lbs.		Heavy Armor	10 minutes	5 minutes
Medium Armor					Shield	1 Action	1 Action
Hide	10 gp	12 + dex mod (max 2)	12 lbs.		Armor Upgrade Tag	Cost/Prerequisite	Armor Upgrade Properties
Chain Shirt	50 gp	13 + dex mod (max 2)	20 lbs.		Armor Proofing 1st Tier	1,000 gp/ L,M,H Armor	If you take 5 or less nonmagical slashing damage before resistance is applied, you take none of that damage instead.
Scale Mail	50 gp	14 + dex mod (max 2)	45 lbs.	Disadvantage on stealth	Armor Proofing 2nd Tier	2,000 gp/ M,H Armor 1st Tier Tag	If you take 10 or less nonmagical slashing, piercing damage before resistance is applied, you take none of that damage instead.
Breastplate	400 gp	14 + dex mod (max 2)	20 lbs.		Armor Proofing 3rd Tier	3,000 gp/ H Armor 2nd Tier Tag	If you take 15 or less nonmagical slashing, piercing, bludgeoning damage before resistance is applied, you take no damage instead.
Half Plate	750 gp	15 + dex mod (max 2)	40 lbs.	Disadvantage on stealth	Breathable	150 gp/ L,M Armor <i>*note</i>	Advantage on saving throws against exhaustion effects due to extreme heat
Heavy Armor					Polished	20 gp/ H Armor	Advantage on Charisma when interacting with certain humanoids. This tag is removed after 24 hrs of wear or end of a combat.
Ring Mail	30 gp	14	40 lbs.		Climbing Harness	100 gp/ L,M,H Armor	Modified with a climbing harness around the midriff, leather straps and quickdraws. Advantage on Athletics checks to scale vertical surfaces when using a rope or similar aid.
Chain Mail (Str 13)	75 gp	16	55 lbs.	Disadvantage on stealth	Decorated	15 gp/ M,H Armor, Shields	Adorned with a holy symbol, it can be used as spellcast focus for cleric and paladin spells.
Splin (Str 15)	200 gp	17	60 lbs.	Disadvantage on stealth	Insulated	150 gp <i>*note</i>	Counts as cold weather gear in conditions of extreme cold.
Plate (Str 15)	1,500 gp	18	65 lbs.	Disadvantage on stealth	Locking Joints	150 gp/ HP, P Armor	Made with hinged joints that can be locked by a quick motion from the wearer. Advantage on Athletic checks to oppose shoving.
Shield					Muffled	250 gp/ HP Armor	This armor no longer confers disadvantage on Stealth checks.
Shield	10 gp	+2	6 lbs.	Uses One Hand	Quick Release clasps	200 gp/ L,M,H Armor	Quick release clasp allows You Don or Doff this armor as an action.
Buckler	25 gp	+1	4 lbs.	Leaves both Hands free	Reinforced	300 gp/ H Armor	Reinforced at joints and weak points. Any critical damage you take from nonmagical attacks is reduced by 3.
Tower Shield	350 gp	+3	10 lbs.	<i>*Special</i> Minimum STR 14	Spiked	250 gp/ M,H Armor	This armor has been modified with spikes, barbs, or similar feature, and deals 1d4 piercing damage to creatures attacking with unarmed strikes or creatures attempting to grapple you.
<i>Tower Shield:</i> Can't make opportunity attacks while this shield is equipped.					<i>Insulated/Breathable Armor Upgrade:</i> Incompatible with each other. All armor upgrades are effective only when wearing the armor (<i>exception quick release clasps</i>)		

Weapons

Name	Cost	Damage	Weight	Properties	Name	Cost	Damage	Weight	Properties
Simple Melee Weapons					Martial Melee Weapons				
Club	1 sp	1d4 Bludgeoning	2 lbs.	Light	Battleaxe	10gp	1d8 Slashing	4 lbs.	Versatile (1d10)
Dagger	2 gp	1d4 Piercing	1 lb.	Light, Finesse, Thrown Range(20/60)	Flail	10 gp	1d8 Bludgeon	2 lbs.	-
Greatclub	2 sp	1d8 Bludgeoning	10 lbs.	Two Handed	Glaive	20 gp	1d10 Slashing	6 lbs.	Heavy, Reach, Two Handed
Handaxe	5 gp	1d6 Slashing	2 lbs.	Light, Thrown (20/60)	Greataxe	30 gp	1d12 Slashing	7 lbs.	Heavy, Two Handed
Javelin	5 sp	1d6 Piercing	2 lbs.	Thrown (30/120)	Greatsword	50 gp	2d6 Slashing	6 lbs.	Heavy, Two Handed
Light Hammer	2 gp	1d4 Bludgeoning	2 lbs.	Light, Thrown Range(20/60)	Halberd	20 gp	1d10 Slashing	6 lbs.	Heavy, Reach, Two Handed
Mace	5 gp	1d6 Bludgeoning	4 lbs.	-	Lance	10 gp	1d12 Piercing	6 lbs.	Reach, <i>*Special</i>
Quarterstaff	2 sp	1d6 Bludgeoning	4 lbs.	Versatile (1d8)	Longsword	15 gp	1d8 Slashing	3 lbs.	Versatile(1d10)
Spear	1 gp	1d6 Piercing	3 lbs.	Thrown Range(20/60), Versatile (1d8)	Maul	10 gp	2d6 Bludgeon	10 lbs.	Heavy, Two Handed
Simple Ranged Weapons					Morningstar	15 gp	1d8 Piercing	4 lbs.	-
Crossbow, Light	25 gp	1d8 Piercing	5 lbs.	Ammunition, Loading, Range(80/320), Two Handed	Pike	5 gp	1d10 Piercing	18 lbs.	Heavy, Reach, Two Handed
Dart	5 cp	1d4 Piercing	¼ lb.	Finesse Weapon, Thrown Range(20/60)	Rapier	25 gp	1d8 Piercing	2 lbs.	Finesse Weapon
Shortbow	25 gp	1d6 Piercing	2 lbs.	Ammunition, Range(80/320), Two Handed	Scimitar	25 gp	1d6 Slashing	3 lbs.	Light, Finesse Weapon
Sling	1 sp	1d4 Bludgeoning	-	Ammunition, Range(30/120)	Shortsword	10 gp	1d6 Piercing	2 lbs.	Light, Finesse Weap.
Martial Ranged Weapons					War Pick	5 gp	1d8 Piercing	2 lbs.	-
Blowgun	10 gp	1 piercing	1 lb.	Ammunition (range 25/100), loading	Whip	2 gp	1d4 Slashing	3 lbs.	Finesse, Reach
Crossbow, Hand	75 gp	1d6 Piercing	3 lbs.	Light, Ammunition, Loading, Range(30/120)	Warhammer	15 gp	1d8 Bludgeoning	2 lbs.	Versatile(1d10)
Crossbow, Heavy	50 gp	1d10 Piercing	18 lbs.	Heavy, Ammunition, Loading, Range(100/400), Two Handed	Trident	5 gp	1d6 Piercing	4 lbs.	Thrown 20/60 Versatile (1d8)
Longbow	50 gp	1d8 Piercing	2 lbs.	Heavy, Ammunition, Range(150/600), Two Handed	<i>Net.</i> A net has no Effect on creatures that are formless, or creatures that are Huge or larger. When you use an action, Bonus Action, or Reaction to Attack with a net, you can make only one Attack regardless of the number of attacks you can normally make. <i>Lance.</i> You have disadvantage when you use a lance to Attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted				
Net	1 gp	-	3 lbs.	<i>*Special</i> , Thrown Range(5/15)					
Pistol	250 gp	1d10	3 lbs.	Ammunition, Range(30/80), Loading					
Musket	500 gp	1d12	10 lbs.	Ammunition, Range(40/120), Loading, Two-Handed	<i>Ammunition: Crossbow Bolts</i> (20) 1 gp 1 lb. <i>Arrows</i> (20) 1gp 1lb. <i>Sling Bullets</i> (20) 4 cp 1 ½ lb. <i>Firearm Bullets</i> (10) 3 gp 2lbs. <i>Blowgun Needles</i> (50) 1gp 1lb.				
Explosives (DMG pg 267): Bomb 150 gp 1lb., Gunpowder Keg 250 gp 20lbs., Gunpowder Horn 35 gp 2lbs.									

Weapon Upgrades

Weapon Upgrade Tag	Prerequisite	Weapon Upgrade Properties
1st Tier (Base Cost 500 gp)		
Balanced	Any Weapon	You gain a +1 bonus to attack rolls with this weapon
Critical: Sharpened	Melee Weapons that deal piercing or slashing damage only	Attacks with this weapon score a critical hit on a roll one lower than normal
Critical: Sight Pin	Bows and Crossbows only	Attacks with this weapon score a critical hit on a roll one lower than normal
Critical: Spiked	Melee weapons that deal Bludgeoning Only	Attacks with this weapon score a critical hit on a roll one lower than normal
Silvered	Any Weapon	Attacks with this weapon count as silver for the purposes of overcoming resistance and immunity to non-magical attacks and damage.
Wounding: Keen	Melee Weapons only	You gain a +1 bonus to damage rolls made with this weapon.
Wounding: Oiled String	Bows and Crossbows only	You gain a +1 bonus to damage rolls made with this weapon.
2nd Tier (Base Cost 1,000 gp)		
Brutal	Sharpened or Spiked Tag	When you roll the max result for the damage dice, you can roll those dice again and add the new roll to the damage of that attack. If you roll the max again, repeat until you don't.
Enchanted	Any 1st tier tag. Can only be applied by an arcane spellcaster. Quarterstaves only.	You gain a +1 bonus to spell attack rolls while using this weapon as a spellcasting focus.
Flanged	Spiked tag. Can only be applied to maces and mauls.	When you hit a creature wearing medium or heavy armor you sunder its armor, inflicting a noncumulative –1 penalty to its AC until the armor is repaired.
Magical	Silvered tag. Can only be applied by an arcane spellcaster.	Attacks count as magical for the purposes of overcoming resistance and immunity to non-magical attacks and damage, and features such as the black pudding's corrosive form.
Saw-Toothed	Sharpened tag. Can only be applied to daggers.	Attacks deal an extra 1d4 slashing damage. No effect against constructs or undead.
Superior	Balanced, keen, or oiled string tag. Can only be applied to weapons with one damage die.	The damage die of this weapon is increased by one size (for example, 1d6 becomes 1d8, and 1d10 becomes 1d12) to a maximum of 1d12.
3rd Tier (Base Cost 10,000 gp)		
Arcane	Enchanted tag. Can only be applied by an arcane spellcaster.	You gain a +1 bonus to your spell save DC while using this weapon as a spellcasting focus.
Masterwork	Brutal or superior tag	You gain an additional +1 bonus to attack and damage rolls made with this weapon.
<i>* All weapon upgrades only work on the weapon it's applied to and you must be wielding it to gain any of the upgrade property benefits.</i>		

Coach Cab Service	Cost	Lifestyle	Cost per day	Mounts		
Between Towns	3 cp/ mile	Wretched	-	Item	Cost	Speed
Within a City	1 cp	Squalid	1 sp	Camel	50gp	50ft.
Hiring Services	Cost	Poor	2 sp	Donkey or Mule	8gp	40ft.
Skilled	2 gp/day	Modest	1 gp	Elephant	200gp	40ft.
Unskilled	2 sp/day	Comfortable	2 gp	Horse, draft	50gp	40ft.
Messenger	2 cp/mile	Wealthy	4 gp	Horse, riding	75gp	60ft.
Road/Gate Toll	1 cp	Aristocratic	10 gp minimum	Mastiff	25gp	40ft.
Ship's Passage	1 sp/mile	Selling Treasure <i>Arms/Armor/Eqpmnt</i> = Half Cost <i>Magic Items</i> = Hard to Buy/Sell <i>Gems/Jewel/Art</i> = Full Value <i>Trade Goods</i> = Trade or Full Value		Pony	30gp	40ft.
1st Level Spell	10-30 gp + Components			Warhorse	400gp	60ft.
2nd Level Spell	30-50 gp + Components			Griffon	4,000gp	30ft./80ft.Fly
3rd + Level Spell	Negotiable, possible errand or quest			Wyvern	8,000gp	20ft./80ft. Fly

Food and Drink		Lodging & Meals		Tack, Harness, and Drawn Vehicles			Watership	Cost	Speed	Cargo
Item	Cost	Item	Cost	Item	Cost	Weight	Galley	30,000gp	4 mph	150 tons
Ale Gallon	2 sp	<i>Inn Stay Per Day</i>		Barding	x4	x2	Keelboat	3,000gp	3 mph	.5 ton (1,100 lbs)
Ale Mug	4 cp	Squalid	7 cp	Bit and bridle	2gp	1 lb	Longship	10,000gp	5 mph	10 tons
Banquet (per person)	10 gp	Poor	1 sp	Carriage	100gp	600 lb	Rowboat	50gp	3 mph	.25 ton (550 lbs)
Bread, Loaf	2 cp	Modest	5 sp	Cart	15gp	200 lb	Sailing Ship	10,000gp	5 mph	100 tons
Cake	5cp	Comfortable	8 sp	Chariot	250gp	100 lb	Warship	25,000gp	4 mph	200 tons
Cheese, Hunk	1 sp	Wealthy	2 gp	Feed/day	5cp	10 lb	AirShips	Cost	Speed	Cargo
Fruit Plate	2 sp	Aristocratic	4 gp	Exotic Saddle	60gp	40 lb	Dirigible	20,000 gp	8 mph	1 ton (2200 lbs)
Grits/oatmeal	3 cp	<i>Meals Per Day</i>		Military Saddle	20gp	30 lb	Elemental	50,000 gp	6 mph	1 ton (2200 lbs)
Liquor, Hard	5gp	Squalid	3 cp	Pack	5gp	15 lb	Hang Glider	200 gp	2+ mph	100 lbs
Meat, Chunk	3 sp	Poor	6 cp	Riding Saddle	10gp	25 lb	Hot Air Balloon	8,000 gp	2 mph	.25 ton (550 lbs)
Roast Chicken	2 gp	Modest	3 sp	Saddlebags	4gp	8 lb	Keeler	4,500 gp	2 mph	4 tons (8800 lbs)
Sweet rolls	3 cp	Comfortable	5 sp	Sled	20gp	300 lb	Sky Skiff	3,500 gp	3 mph	1 ton (2200 lbs)
Wine, Common	2 sp	Wealthy	8 sp	Stabling/ day	5sp	-	War Balloon	35,000 gp	4 mph	1 ton (2200 lbs)
Wine, Fine Bottle	10 gp	Aristocratic	2 gp	Wagon	35gp	400 lb	War Blimp	45,000 gp	8 mph	2 ton (4400 lbs)

Building Strongholds	Construction Cost	Construction Time	Property Maintenance	Total Cost/ Day	Skilled Hirelings	Untrained Hirelings
Abbey	50,000 gp	400 days	Abbey	20 gp	5	25
Guildhall, Town or City	5,000 gp	60 days	Farm	5 sp	1	2
Keep or Small Castle	50,000 gp	400 days	Guildhall, Town or City	5 gp	5	3
Noble Estate with Manor	25,000 gp	150 days	Inn, Rural Roadside	10 gp	5	10
Outpost or Fort	15,000 gp	100 days	Keep or small castle	100 gp	50	50
Palace or Large Castle	500,000 gp	1,200 days	Lodge, Hunting	5 sp	1	-
Temple	50,000 gp	400 days	Noble Estate	10 gp	3	15
Tower, Fortified	15,000 gp	100 days	Outpost or Fort	50 gp	20	40
Trading Post	5,000 gp	60 days	Palace or Large Castle	400 gp	200	200
Crafting Building Magic items			Shop	2 gp	1	-
Magic Item Rarity	Cost excl. Materials	Min. Lvl to craft Item	Temple, Large	25 gp	10	10
Common	100 gp	3rd	Temple, Small	1 gp	2	-
Uncommon	500 gp	3rd	Tower, Fortified	25 gp	10	-
Rare	5,000 gp	6th	Trading Post	10 gp	4	2
Very Rare	50,000 gp	11th	All Costs could vary based on Complications, Area the property is, or other variables of the economy or world. To build a shop may depend on the type of shop being built.			
Legendary	500,000 gp	17th				

Social Encounters

Initiative: At the start of a social encounter, each participant rolls a d20 + Charisma modifier to determine turn order. Each round lasts 1 minute.

Actions per Turn: Each participant can take one action per turn.

- **Persuade:** Make a Persuasion check (d20 + Charisma modifier).
- **Deceive:** Make a Deception check (d20 + Charisma modifier).
- **Intimidate:** Make an Intimidation check (d20 + Charisma modifier).
- **Insight:** Make an Insight check (d20 + Wisdom modifier) to gauge the target's truthfulness or intent.
- **Negotiate:** Offer a compromise or proposal, making a Charisma-based skill check.
- **Support:** Assist another participant's check, granting advantage.

NPC Conversation Reaction			
DC	Friendly Creature Reaction	Indifferent Creature Reaction	Hostile Creature Reaction
10	Does as asked without taking risks or sacrifice.	Offers no help but does no harm.	Opposes PC's actions, may take risks to do so.
15	Accepts minor risk or sacrifice to do as asked.	Does as asked without taking risks or sacrifice.	Offers no help but does no harm.
20	Accepts significant risk or sacrifice	Accepts a minor risk or sacrifice to do as asked.	Does as asked without taking risks or sacrifice.

2d6 Race Table			2d6 Profession				
1. Dwarf	2. Gnomes	3. Elves	1. Blacksmith	2. Inn Keeper	3. Clergyman	4. Minstrel	5. Trade/Thief
4. Human	5. Halflings	6. Orcs	6. Scribe	7. Carpenter/Mason	8. Cook	9. Guard	10. Farmer

Male Names		Female Names		NPC Loyalty Rules
Adelbert Malachai	Logan Watchblade	Gracen Hoth	Rina Starfall	Scale 0-20 Max equals highest charisma of all PCs, starting at half that score. + 1d4 Loyalty; when PCs help NPC's alignment/bond -1d4 Loyalty when PCs act against NPC's alignment/ bond -2d4 Loyalty when PCs abuse, mislead, or endangered NPC Loyalty Drops to 0; no longer loyal, will part ways or secretly work against PCs
Barnabus Malcom	Tact Haelstrom	Adeline Rosewater	Lorena Oakheart	
Dryden Morzad	Thorne Blackwood	Aryn Sparrowhawk	Ophelia Snow	
Donald Glumwell	Stewart Inkipot	Siterra Phandlin	Joslyn Stormwater	
Jasper Soren	Webster Chamberlain	Turnip Bellwater	Ember Quendolin	
Garen Stonehelm	Fenric Ironfist	Seraphina Moon	Lyra Windrider	

2D6 NPC Ideals (Alignment)	2D6 NPC Bonds	2D6 NPC Flaws
2. Aspiration (any) 3. Charity (good) 4. Power (evil) 5. Creativity (chaotic) or People (Neutral) 6. Discovery (any) OR Glory (any) 7. Fairness (lawful) OR Redemption (any) 8. Freedom, Independence (chaotic) 9. Nation (any) OR Honor (lawful) 10. Greater good (good) OR Life (good) 11. Greed (evil) OR Might (evil) 12. Knowledge (neutral)	2. Personal goal or achievement 3. Family members 4. Colleagues or compatriots 5. Benefactor, patron, or employer 6. Romantic interest 7. Special place 8. Keepsake 9. Valuable possession 10. Revenge 11. Owe something to mentor 12. Enlightenment	2. Forbidden love or romantic susceptibility 3. Decadence/luxury 4. Arrogance 5. Envy of another person's possessions, or station 6. Overpowering greed 7. Prone to rage OR Foolhardy bravery 8. Powerful enemy 9. Specific phobia 10. Shameful or scandalous history 11. Secret crime or misdeed 12. Possession of forbidden lore

Exploration

Item	Bright Light	Dim Light	Duration	Vision and Light
Candle	5 feet	+5 feet	6 hours	Lightly obscured areas- Dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight and a -5 passive perception Heavily obscured areas- Darkness, opaque fog, or dense foliage—blocks vision entirely. A creature effectively suffers from the Blinded condition (see Conditions) when trying to see something in that area. Bright light most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of Illumination within a specific radius. Dim light , shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding Darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light. Darkness creates a heavily obscured area. Characters face Darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical Darkness.
Lamp	15 feet	+30 feet	6 hours	
Lantern, bullseye	60 foot cone	+60 feet	6 hours	
Lantern, hooded/ Lowered Hood	30 feet	+30 feet/ + 5 feet	6 hours	
Torch	20 feet	+20 feet	1 hour	

Long Jump. ½ Strength score in feet if move 10 ft. immediately before the jump or half at standstill.

High Jump. 3 + Strength mod if you move at least 10 ft. before the jump. You can reach above you a distance equal to the height of the jump plus 1½ times your height.

Falling. Instantly fall up to 500 ft. Continue to fall 500 ft at the end of each turn until fall ends. At end of fall 1d6 (max 20d6) bludgeoning for every 10 ft, landing prone, unless damage avoided from fall.

Suffocating.
Hold breath: 1 + con mod minutes.
Out of breath: survive number of rounds equal to con mod (min one round) Then 0 HP and dying. At the start of next turn, drop to 0 Hit Points and are dying, can't regain Hit Points or be stabilized until you can breathe again.

Forced March: At the end of each hour of travel past 8 hrs make a Con Save, DC is 10 + 1 for each hour past 8 hours. On a failed save, a character suffers one level of Exhaustion

Climbing, Swimming, Crawling: Each foot of movement costs 1extra foot (2 extra ft in difficult terrain), unless a creature has a climbing or swimming speed. Climbing slippery vertical surfaces or few handholds requires a successful Athletics check, also gaining any distance in rough water may require Athletics check.

Object & Damage

Object	AC	Object Size	Fragile	Resilient
<i>Paper, Cloth, Rope</i>	12	<i>Tiny (bottle, lock)</i>	1d4	2d4
<i>Cyrstal, Glass, Ice</i>	13	<i>Small (chest, lute)</i>	1d6	3d6
<i>Wood, Bone, Ivory</i>	15	<i>Medium (barrel, Chandelier)</i>	1d8	4d8
<i>Stone</i>	17	<i>Large (Cart, 10x10ft window)</i>	1d10	5d10
<i>Iron, Steel</i>	19	Huge or Gargantuan Objects. Normal weapons are ineffective against Huge or Gargantuan objects (e.g., colossal statues, stone columns, massive boulders). <i>Hit Points:</i> Track smaller sections separately. Destroying one section may ruin the entire object. Damage Threshold. An object with a Damage Threshold only takes damage if a single attack equals or exceeds the threshold. <i>Superficial Damage:</i> Damage below the threshold doesn't reduce Hit Points.		
<i>Mithral</i>	21			
<i>Adamantine</i>	23			

Creature Parlay

- **DC10 + CR** of Creature
- Beast, Dragon, Giant, Monstrosity, Plant - ***Nature*** (Survival) Check
- Celestial, Fiend, Undead - ***Religion*** (Arcana) Check
- Aberration, Construct, Elemental, Fey, Ooze - ***Arcana*** (Nature) Check

Type	D4 Desired Offering	
Aberration	1. The brain or other organs of a rare creature 2. Secrets or lore it doesn't already know	3. Flattery and obsequiousness 4. Accepting strange, organic graft onto your body
Beast	1. Old stuffed animal or other soft trinket 2. Brightly colored beads, cloth, feathers, or string	3. A soothing melody 4. Fresh meat
Celestial	1. The crown of a defeated tyrant 2. A holy relic or treasured family heirloom	3. An oath to do 3 charitable deeds before dawn 4. The tale of a heroic figure
Construct	1. Oil to apply to the construct's joints 2. A vessel infused with elemental power	3. A magic item with charges, to be used as fuel 4. Adamantine or mithral components
Dragon	1. A flattering artistic depiction of the dragon 2. Antique passed down at least three generations	3. Anything from a draconic rival's hoard 4. Gold or Gems
Elemental	1. Gems worth 50gp +, which creature eats 2. Exceedingly pure sample of a favored element	3. Performing a dance from home plane 4. A way to return to its home plane
Fey	1. The memory of your first kiss 2. An object of deep sentimental value to you	3. The color of your eyes 4. Reciting a sublime poem
Fiend	1. Blood from a living or recently slain loved one 2. Breaking a sacred promise in the fiend's presence	3. desecrated holy object 4. Your soul
Giant	1. Dwarf admitting giant-craft are superior to dwarf-craft 2. Treasure stolen from a rival giant	3. Strong working animal 4. Multiple barrels of ale
Humanoid	1. Find a lost item of great importance to their culture 2. Friendly contest; dancing, singing, or drinking	3. Recover Stolen item 4. Info on a foe's secrets or weakness
Monstrosity	1. Dislodge stuck scraps of creature's last meal 2. Make movements mimicking a monster's mating dance	3. Drive off the creature's rival 4. The creature's favorite food
Ooze	1. A gallon of any effervescent fluid 2. Bones or metal, which the ooze promptly absorbs	3. A cloth bearing a noxious odor 4. A vial of putrid liquids
Plant	1. Clear invasive vegetation from its territory 3. Water from a spring infused with Feywild energy	2. Destroy axes + fire tools that PC's carry 4. A pound of mulch
Undead	1. Complete task creature was unable to finish in life 2. Materials, tools, skills to sun-proof crumbling mausoleum	3. A memento from it's past 4. A vial of blood

Creature Harvest & Crafting

Harvesting Creatures

Harvesting Time:

- Small and Tiny creatures: 30 minutes
- Medium creatures: 1 hours
- Large creatures: 2 hours
- Huge creatures: 4 hours
- Gargantuan creatures: 8+ hours

Harvesting Skill Check: Use an appropriate skill check (e.g., Survival, Nature, Medicine) determined by DM. The DC is based on the creature's CR (Challenge Rating):

- **CR 0-1:** DC 10
- **CR 2-4:** DC 13
- **CR 5-10:** DC 15
- **CR 11-16:** DC 18
- **CR 17+:** DC 20

Possible Harvestable Parts: The DM determines the specific parts available based on the creature.

- Common Parts: Hide, bones, teeth, claws, blood, meat
- Rare Parts: Special organs, magical essences, unique features (e.g., dragon scales)

Harvesting Results:

- Success: The character successfully harvests usable parts.
 - For each part, roll 1d4 for the quantity harvested.
 - For rare parts, roll 1d2 for the quantity harvested.
- Failure: The character damages the parts, making them unusable.

Crafting Items

Crafting Time:

- Simple items (e.g., basic potions, simple weapons): 1 day
- Moderate items (e.g., enhanced potions, magical arrows): 3 days
- Complex items (e.g., magical armor, powerful weapons): 1 week
- Legendary items (e.g., unique artifacts, extremely powerful gear): 1 month

Crafting Skill Check:

Use an appropriate skill check (e.g., Alchemist's Supplies, Smith's Tools, Leatherworker's Tools) determined by the DM. The DC is based on the item's complexity:

- **Simple items:** DC 10
- **Moderate items:** DC 15
- **Complex items:** DC 20
- **Legendary items:** DC 25

Crafting Materials: Determine the materials required for crafting, including harvested parts and other components. The DM decides the exact materials needed for each item.

Crafting Results:

- Success: The character successfully crafts the item.
- Failure: The character fails to craft the item, wasting half of the materials and possibly backfires dealing damage or other temporary magical effects.

Example Harvesting and Crafting Process

Step 1: Harvesting a Dire Wolf

1. Harvesting Time: 30 minutes
2. Skill Check: Survival check, DC 13
3. Possible Parts: Hide, teeth, claws, meat

Step 2: Crafting a Dire Wolf Cloak

1. Crafting Time: 1 day
2. Skill Check: Leatherworker's Tools, DC 10
3. Materials: 2 dire wolf hides, thread, needle

Chase

- Begins when one group tries to escape another. DM sets starting positions and distances.

Movement:

- Participants use the Dash action.
- Can Dash 3 + Constitution modifier times. After that, each Dash requires a DC 10 Constitution check. On a fail, gain 1 level of exhaustion.
- At 5 levels of exhaustion, you are out of the chase.
- Quarry makes stealth check end of each round vs. pursuers passive perception

Ending a Chase: When the quarry escapes, is caught, or pursuers stop. DM can also end the chase due to terrain or other circumstances.

City Streets	City Rooftops	City Sewers
<ol style="list-style-type: none">1. Narrow Alley: DC 10 Dex or lose 10 ft.2. Market Stall: DC 12 or lose 10 feet.3. Crowded Street: DC 13 or lose 10 feet4. Fruit Cart: DC 14 or lose 15 feet5. Beggar: DC 15 or knocked prone6. Loose Animal: DC 16 or knocked prone	<ol style="list-style-type: none">1. Loose tiles: DC 10 or fall prone.2. Chimney: DC 12 or lose 10 feet.3. Gap between buildings: DC 13 or fall prone.4. Clothesline: DC 14 or lose 10 feet.5. Slanted roof: DC 15 or slide 10 feet.6. Weather vane: DC 16 or take 1d4 damage.	<ol style="list-style-type: none">1. Slippery floor: DC 10 or fall prone.2. Low ceiling: DC 12 or lose 10 feet.3. Rat swarm: DC 13 or lose 10 feet.4. Sewer grate: DC 14 or lose 10 feet.5. Murky water: DC 15 or lose 10 feet.6. Collapsing tunnel: DC 16 or take 1d6 damage.
Country Roads	Forests	Mountains
<ol style="list-style-type: none">1. Pothole: DC 10 or fall prone.2. Loose gravel: DC 12 or lose 10 feet.3. Animal crossing: DC 13 or lose 10 feet.4. Muddy patch: DC 14 or lose 10 feet.5. Low branch: DC 15 or take 1d4 damage.6. Farm equipment: DC 16 or lose 10 feet.	<ol style="list-style-type: none">1. Dense foliage: DC 10 or lose 10 feet.2. Fallen tree: DC 12 or lose 10 feet.3. Creek: DC 13 or lose 10 feet.4. Thorns: DC 14 or take 1d4 damage.5. Muddy ground: DC 15 or lose 10 feet.6. Animal encounter: DC 16 or lose 10 feet.	<ol style="list-style-type: none">1. Rocky terrain: DC 10 or lose 10 feet.2. Cliff: DC 12 or lose 10 feet.3. Loose rocks: DC 13 or fall prone.4. Steep slope: DC 14 or lose 10 feet.5. Narrow ledge: DC 15 or fall prone.6. Falling rocks: DC 16 or take 1d6 damage.
Swamps	Ocean	Sailing Ships
<ol style="list-style-type: none">1. Quicksand: DC 10 or fall prone.2. Thick mud: DC 12 or lose 15 feet.3. Bog: DC 13 or lose 10 feet.4. Thorny plants: DC 14 or take 1d6 damage.5. Leech swarm: DC 15 or poisoned.6. Dense undergrowth: DC 16 or lose 20 feet.	<ol style="list-style-type: none">1. High waves: DC 10 or lose 10 feet.2. Strong current: DC 12 or lose 15 feet.3. Debris: DC 13 or take 1d6 damage.4. Sea creature: DC 14 Wisdom or take 1d6 damage.5. Whirlpool: DC 15 or lose 30 feet.6. Fog: DC 16 or lose next turn.	<ol style="list-style-type: none">1. High waves: DC 10 or ship slows by 10 feet.2. Strong current: DC 12 or ship slows by 10 feet.3. Floating debris: DC 13 or take 1d4 damage.4. Sea creature: DC 14 ship slows by 10 feet.5. Sudden squall: DC 15 or ship slows by 10 feet.6. Fog bank: DC 16 or lose sight of quarry, ship slows by 10 feet.

Combat Actions

Attack: Make a melee or ranged attack. Some features, like Extra Attack, allow multiple attacks.

Cast Spell: Casting time varies. Can be an action, bonus action, or reaction.

Dash: Move extra distance equal to your speed.

Disengage: Move without provoking opportunity attacks.

Dodge: Until your next turn, attacks against you have disadvantage, and you have advantage on Dexterity saves.

Help: Grant advantage to an ally's ability check or attack roll.

Hide: Make a Stealth check to hide.

Ready: Prepare an action or movement in response to a trigger, using your reaction.

Search: Make a Perception or Investigation check.

Use an Object: Use an item that requires an action.

Climb on Bigger Creature: Grapple then Athletics/Acrobatics check versus Acrobatics. Gain advantage on attacks while clinging.

Shove Creature: Use an Athletics check to knock prone or push a creature within reach.

Disarm Creature: Make an attack roll contested by the target's Athletics or Acrobatics. If successful, the target drops the item.

Medicine Check: Stabilize an unconscious creature with a DC 10 Wisdom (Medicine) check.

Overrun Creature: Use an Athletics check to move through a hostile creature's space. Advantage if larger, disadvantage if smaller.

Tumble: Use an Acrobatics check to move through a hostile creature's space.

Conditions

Blinded: Can't see. Fails sight-based checks. Attacks against have advantage; own attacks have disadvantage.

Charmed: Can't harm charmer. Charmer has advantage on social interactions.

Deafened: Can't hear. Fails hearing-based checks.

Frightened: Disadvantage on checks and attacks while source of fear is in sight. Can't move closer to source.

Grappled: Speed is 0, no speed bonuses.

Incapacitated: Can't take actions or reactions.

Invisible: Can't be seen without magic or special sense. Own attacks have advantage; attacks against have disadvantage.

Paralyzed: Incapacitated, can't move or speak. Fails Strength and Dexterity saves. Attacks against have advantage; any hit within 5 feet is a critical hit.

Petrified: Turned to stone. Incapacitated, can't move or speak, unaware. Fails Strength and Dexterity saves. Resistance to all damage. Attacks against have advantage.

Poisoned: Disadvantage on attacks and ability checks.

Prone: Must crawl or stand to move. Melee attacks against have advantage; ranged attacks against have disadvantage.

Restrained: Speed is 0. Attacks against have advantage; own attacks have disadvantage. Disadvantage on Dexterity saves.

Stunned: Incapacitated, can't move, can only speak falteringly. Fails Strength and Dexterity saves. Attacks against have advantage.

Unconscious: Incapacitated, can't move or speak, unaware. Drops held items, falls prone. Fails Strength and Dexterity saves. Attacks against have advantage; any hit within 5 feet is a critical hit.

Death and Dying

When you drop to 0 HP you gain 1 level of exhaustion and 1 inspiration

Death and Dying: When you drop to 0 Hit Points, you either die outright or fall Unconscious.

Instant Death: If damage reduces you to 0 Hit Points and remaining damage equals or exceeds your hit point maximum.

Falling Unconscious: If damage reduces you to 0 Hit Points and fails to kill you, you fall Prone, Unconscious, and drop anything you are holding. Unconsciousness ends if you regain any Hit Points.

Death Saving Throws: Whenever you start Your Turn with 0 Hit Points, make a death save. Roll a d20. If roll is 10 or higher, you succeed.

Rolling 1 or 20: When you make a death save and roll a 1, it counts as two failures. If you roll a 20 you regain 1 hit point and are still prone.

Damage at 0 Hit Points: If you take any damage while you have 0 Hit Points, you suffer a death save failure. If the damage is a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer Instant Death.

Levels of Exhaustion:

Level 1: -2 all rolls/Spell Saves

Level 2: Speed Halved

Level 3: -4 all rolls/Spell Saves

Level 4: Vulnerable to all dmg

Level 5: Speed Reduced to 5ft

Level 6: Death

Exhaustion Levels. A short rest removes 1 level of exhaustion. A long Rest removes all levels of exhaustion.

Critical Hit Table

When you drop to 0 HP you gain 1 level of exhaustion and 1 inspiration

1D6	Critical Hit
1	Foot/Leg Injury. Speed is reduced by 10 feet. Dash action DC10 Con Save If failed, target falls prone. Injury heals if the target receives magical healing or after a Short or Long Rest.
2	Hand/Arm Injury. -2 penalty to target's attacks/somatic spells. If you attack/cast more than once in a turn you must make a DC10 Con Save or the second attack/spell fails. The Injury heals if the target receives magical healing, or after a Short or Long Rest.
3	Open Target. You may immediately take an attack action for free as you knock the enemy's weapon out of their hand.
4	Armor Damage. -2 penalty to target's AC, if wielding a shield target may choose to deduct from shield instead of armor worn. If the target has no Armor or shield see festering wound. If the penalty reduces the AC Modifier to 0 then the armor/shield is destroyed. Armor that is not destroyed but damaged may be repaired with proper tools/proficiencies. It takes 1 hour for every 2pts repaired.
5	Weapon/focus Damage. -2 ATK and DMG Bonus If penalty reduces the attack or damage bonus to 0 the target's weapon/focus breaks. If not wielding a weapon/focus see Hand/Arm Injury.
6	Death Blow. The creature hit must make a Constitution Save DC = ½ damage done. If failed, takes damage again next round, fail by 5 or more and the creature instantly dies.
*Horrible Scar. You're disfigured to the extent the wound can't be easily concealed. You have disadvantage on Persuasion checks and advantage on Intimidation checks. Magical healing of 6th level or higher, such as heal and regenerate, removes the scar.	
1D6	Critical Fail
1	Foot/Leg Injury. Speed is reduced by 10 ft. Make a Con Save DC10 when using Dash action. If you fail, you fall prone. Injury heals if you receive magical healing or after a Short or Long Rest.
2	Hand/Arm Injury. -2 to attacks/somatic spells. If you attack/cast more than once a turn make a Con Save DC10 or extra attack/spell automatically fails. Injury heals if you receive magical healing, or after a Short or Long Rest.
3	Weapon/Focus Damage. -2 to attack and damage bonus on weapon. If a penalty reduces either the attack or damage mod to 0 the weapon breaks. If not wielding a weapon see Hand/Arm Injury.
4	Wrong Target. The attack misses and hits the next closest creature (including allies) instead.
5	To Slow. Closest enemy in range may disengage and move its speed or take an attack action.
6	Open Target. The single closest enemy gains one free attack action against you immediately.

Levels of Exhaustion:
1. -2 all rolls/Spell Saves
2. Speed Halved
3. -4 all rolls/Spell Saves
4. Vulnerable to all dmg
5. Speed Reduced to 5ft
6. Death

Water and Ship Rules

Vision Above Water Clear .2 miles Rain. 1 mile Fog. 100-300 feet Height x 20	Vision Underwater Clear water, bright light.....60 feet Clear water, dim light.....30 feet Murky water/ light.....10 feet	Swimming <i>Swim Speed:</i> 8 hrs then forced march <i>No Swim Speed:</i> DC10 Con/Hour or 1 level of exhaustion	Swimming at depth <i>Past 100 feet:</i> DC 10 Con/30 mins or 1 level exhaustion <i>Past 200 feet:</i> DC 10 Con/15 mins or 1 level exhaustion
Suffocating . Hold breath for 1 + Con Modifier in minutes . <i>Out of breath:</i> survive # of rounds equal to con mod (minimum one round) Then 0 HP and dying.			
Underwater Combat: Submerged creatures have resistance to fire damage. If no swim speed disadvantage on attack rolls unless using a thrusting weapon; dagger, javelin, short sword, spear, trident. Ranged weapons automatically miss beyond normal range. Normal range has disadvantage unless the weapon is a crossbow, net or thrown weapon such as a javelin, trident or spear.			
Spells that CHANGE Underwater: <i>Part water-</i> creates a tunnel beneath the sea <i>Earthquake-</i> creates a shock wave which stuns creatures in the vicinity <i>Conjure earth elemental-</i> allows such a creature to be made but it is restricted to the sea or lake in which it was made <i>Fly-</i> this spell allows a magic user to swim very easily in the water <i>Lightning bolt-</i> when cast underwater it has an effect like a fireball rather than the usual forked appearance above water <i>Ice storm-</i> the hail created will be weaker than that above the surface <i>Wall of ice-</i> the wall will be created by the spell but will float to the surface and bob about like an ice cube			
Spells that DON'T WORK underwater: Speak with dead, Lower Water, Speak with plants, Atonement, Flame strike, Aerial Servant, Control Weather, Wind Walk, Predict weather, Fire trap, Heat metal, Call lightning, Pyrotechnics, Produce Fire, Animal summoning (any version), Call woodland beings, Produce fire, Control winds, Insect plague, Pass plant, Wall of fire, Conjure fire elemental, Fire seeds, Weather summoning, Chariot of Sustarre, Control weather, Creeping doom, Firestorm, Affect normal fires, Burning hands, Find familiar, Fireball, Flame arrow, Gust of wind, Fire charm, Fire shield, Distance distortion, Guards and wards, Cacodemon, Delayed blast fireball, Incendiary cloud, polymorph any object, Meteor swarm, Wall of fog, Illusionary script.			
Group Checks (page 200-202 GOSM) <ul style="list-style-type: none"> • Crew Conflict Checks- Captain: Charisma (Intimidation), First Mate: Charisma(Intimidation), Cook: Intelligence (Brewer's Supplies) • Fire Checks- Captain: Intelligence (Water Vehicles), First Mate: Charisma (Intimidation), Bosun: Strength (Carpenter's Tools), Surgeon: Intelligence (Medicine) • Fog Checks- Captain: Intelligence (Water Vehicles), Quartermaster: Wisdom (Nature) • Infestation Checks- Captain: Intelligence (Water Vehicle), First Mate: Charisma (Persuasion), Surgeon: Intelligence (Medicine), Cook: Constitution (Cook's Utensils) • Storm Checks- Captain: Intelligence (Water Vehicles), First Mate: Charisma (Intimidation), Bosun: Strength (Carpenter's Tools), Quartermaster: Wisdom (Nature) 			
Crew Loyalty Score Scale: 0-20 Max Score: Highest Charisma score among adventurers. Starting Score: Half of the max score. Increase (1d4): Party helps crew, shares treasure, or rescues them. Decrease (1d4): Party endangers or mistreats the crew. Severe Decrease (2d4): Party abuses or misleads the crew for selfish reasons. Morale 3 or Lower: Daily Intimidation/Persuasion check by Captain (modified by crew quality). Score Below 3: Can Increase by 1 per day when ashore (up to +4). Mutiny- Score 0: Crew may mutiny or plot against the party. Ending Mutiny: Captain/officers thrown overboard, killed, imprisoned, or retake control. Success to take control increases the quality score by 1d4.			
Shipboard Combat. When a ship is boarded, ship-to-ship combat ends, and shipboard combat begins. (Must be within 30 ft. to begin boarding) Key Combat <ul style="list-style-type: none"> • Primary Combatants: PCs vs. enemy captains and key NPCs. • Outcome: Winning this fight decides the overall battle. Crew Combat <ul style="list-style-type: none"> • Background: Crews fight while primary combat occurs. • Victory: Winning primary combat means the entire crew is victorious. Summary <ul style="list-style-type: none"> • Capture Over Destruction: Capturing is preferable for loot and ransom. • Key Battles: Primary combat determines the battle, simplifying overall resolution. 			

Ship Stats

- AC (Armor Class): Determined by the ship's size and construction.
- HP (Hit Points): Represents the ship's durability.
- Speed: Number of feet the ship can move per turn.
- Crew: Number of crew members required to operate the ship effectively.
- Cannons: Number of cannons or similar weapons the ship can fire.

Wind System. Direction is determined at the start of each round by rolling a d8. Starting at North with 1 and moving around the compass by half, so rolling a 2 would be North East, Rolling a 3 would be East. Ships move differently depending on their position relative to the wind.

Actions per Turn. *Each ship can perform two actions on its turn.*

- Move Forward: Move the ship up to its Speed, modified by wind effects.
- Dash: Move the ship forward again up to its Speed, modified by wind effects.
- Turn: Turn the ship.
- Stop: Begin the process of stopping the ship.
- Fire Cannons: Attack with cannons on one side of the ship. (cannons can only be fired every other turn due to reload time)

Movement Mechanics. *Ships move differently depending on their orientation relative to the wind.*

- Headwind: Movement against the wind. Ships move at half their Speed.
- Tailwind: Movement with the wind. Ships move at their full Speed + 10 feet.
- Crosswind: Movement perpendicular to the wind. Ships move at their full Speed.

Turning a Ship. *Turning is a separate action from moving and is modified by wind. To turn, change the ship's direction by up to 45 degrees.*

- If moving with the wind or perpendicular to it, turning costs half the ship's movement speed
- If moving against the wind, turning costs the entire movement speed for the ship.

Stopping a Ship. *When a ship takes the "Stop" action, it begins to reduce its Speed to 0. The ship's Speed is reduced as follows.*

- In a headwind, the ship reduces its Speed by 20 feet per turn.
- In a tailwind or crosswind, the ship reduces its Speed by 10 feet per turn.

Firing Cannons. *To fire cannons, follow these steps.*

- Determine Target: Choose a target within range of the cannon or ballista you're using.
- Roll to Hit: Roll a d20 + the crew's proficiency bonus. Compare the result to the target ship's AC.
- Damage: On a hit, roll damage based on the cannon or ballista used.

Sinking. *When a ship's HP is 0, it starts sinking, taking 1 round for every 10 feet of length to fully sink. During, the crew can attempt to abandon or repair it. Every successful hit of 25 points or more in damage to a sinking ship reduces the rounds it takes to sink by 1.*

Repairs. *Requires an action with DC 15 INT (Carpenter's Tools). On a success, the ship regains 2d10 HP. This can be done once per turn.*

Crew Actions. *In addition to the ship's actions, the crew can also take individual actions. Each crew member has one action per turn.*

- Boarding: Must be within 30 feet and requires an Athletics check DC 14 or greater depending on the movement of ships.
- Repair: Attempt to repair the ship as described above.
- Combat: Engage in combat with other crew members in melee, ranged attacks, or spell casting.
- Special Tasks: Perform other tasks like putting out fires, signaling other ships, or aiding in navigation.

Ship Crashing. *Crash occurs when entering a space occupied by a creature/object requiring a DC 15 Con save. If failed, take damage based on the size of the item crashed into (shown below); on a success, take half. Note: A ram reduces damage by half if the ram makes the impact.*

- **Small:** 1d6
- **Medium:** 1d10
- **Large:** 4d10
- **Huge:** 8d10
- **Gargantuan:** 16d10

End of Combat. Combat ends when one ship is destroyed (0 HP and sinks) or surrenders. Crew members can abandon ship if it starts sinking.

Individual Treasure Table

Individual Treasure: Challenge 0-4			
D6	CP	SP	GP
1-2	5d6 (17)		
3		4d6 (14)	
4		5d6 (17)	
5			3d6 (10)
6			5d6 (17)
Individual Treasure: Challenge 5-10			
D6	CP	SP	GP
1-2	4d6 x 100 (1,400)	1d6 x 10 (35)	
3		6d6 x 10 (210)	2d6 x 10 (70)
4		3d6 x 10 (105)	2d6 x 10 (70)
5			4d6 x 10 (140)
6		2d6 x 10 (70)	3d6 (10)
Individual Treasure: Challenge 11-16			
D6	CP	SP	GP
1-2		4d6 x 100 (1,400)	1d6 x 100 (350)
3-4		1d6 x 100 (350)	1d6 x 100 (350)
5		2d6 x 100 (700)	1d6 x 10 (35)
6		2d6 x 100 (700)	2d6 x 10 (70)
Individual Treasure: Challenge 17+			
D6	CP	SP	GP
1-2		2d6 x 1,000 (7,000)	8d6 x 100 (2,800)
3-4		1d6 x 1,000 (3,500)	1d6 x 100 (350)
5-6		1d6 x 1,000 (3,500)	2d6 x 100 (700)

Treasure Hoard: CR 0-4	6d6 X 100 (2100) CP	3d6 X 100 (1050) SP	2d6 X 10 (70) GP
D20	Gems or Art Objects	Magic Items	
1-2.	–	–	
3-4.	2d6 (7) 10 gp gems	–	
5.	2d4 (5) 25 gp art objects	–	
6.	2d6 (7) 50 gp gems	–	
7.	2d6 (7) 10 gp gems	Roll 1d6 times on Magic Item Table A.	
8.	2d4 (5) 25 gp art objects	Roll 1d6 times on Magic Item Table A.	
9.	2d6 (7) 50 gp gems	Roll 1d6 times on Magic Item Table A.	
10.	2d6 (7) 10 gp gems	Roll 1d6 times on Magic Item Table B.	
11.	2d4 (5) 25 gp art objects	Roll 1d6 times on Magic Item Table B.	
12.	2d6 (7) 50 gp gems	Roll 1d6 times on Magic Item Table B.	
13.	2d6 (7) 10 gp gems	Roll 1d6 times on Magic Item Table C.	
14.	2d4 (5) 25 gp art objects	Roll 1d6 times on Magic Item Table C.	
15.	2d6 (7) 50 gp gems	Roll 1d6 times on Magic Item Table C.	
16.	2d4 (5) 25 gp art objects	Roll 1d6 times on Magic Item Table F.	
17.	2d6 (7) 50 gp gems	Roll 1d6 times on Magic Item Table F.	
18.	2d4 (5) 25 gp art objects	Roll 1d6 times on Magic Item Table G.	
19-20.	2d6 (7) 50 gp gems	Roll 1d6 times on Magic Item Table G.	

Treasure Hoard: CR 5-10	2d6 X 100 (700) CP	2d6 X 1000 (7000) SP	6d6 X 100 (2100) GP
D20	Gems or Art Objects		Magic Items
1.	2d4 (5) 25 gp art objects		Roll 1d6 times on Magic Item Table A.
2.	3d6 (10) 50 gp gems		Roll 1d6 times on Magic Item Table A.
3.	3d6 (10) 100 gp gems		Roll 1d6 times on Magic Item Table A.
4.	2d4 (5) 250 gp art objects		Roll 1d6 times on Magic Item Table A.
5.	2d4 (5) 25 gp art objects		Roll 1d4 times on Magic Item Table B.
6.	3d6 (10) 50 gp gems		Roll 1d4 times on Magic Item Table B.
7.	3d6 (10) 100 gp gems		Roll 1d4 times on Magic Item Table B.
8.	2d4 (5) 250 gp art objects		Roll 1d4 times on Magic Item Table B.
9.	2d4 (5) 25 gp art objects		Roll 1d4 times on Magic Item Table C.
10.	3d6 (10) 50 gp gems		Roll 1d4 times on Magic Item Table C.
11.	3d6 (10) 100 gp gems		Roll 1d4 times on Magic Item Table C.
12.	2d4 (5) 250 gp art objects		Roll 1d4 times on Magic Item Table C.
13.	2d4 (5) 25 gp art objects		Roll once on Magic Item Table D.
14.	3d6 (10) 50 gp gems		Roll once on Magic Item Table D.
15.	2d4 (5) 25 gp art objects		Roll 1d4 times on Magic Item Table F.
16.	3d6 (10) 50 gp gems		Roll 1d4 times on Magic Item Table F.
17.	2d4 (5) 250 gp art objects		Roll 1d4 times on Magic Item Table F.
18.	3d6 (10) 100 gp gems		Roll 1d4 times on Magic Item Table G.
19.	2d4 (5) 250 gp art objects		Roll 1d6 times on Magic Item Table G.
20.	3d6 (10) 100 gp gems OR 2d4 (5) 250 gp art objects		Roll once on Magic Item Table H.

Treasure Hoard: CR 11-16	2d6 X 100 (700) CP	5d6 x 100 (1750) SP	4d6 X 1000 (1400) GP
D20	Gems or Art Objects		Magic Items
1.	2d4 (5) 250 gp art objects	Roll 1d4 times on Magic Item Table A and 1d6 times on Magic Item Table B.	
2.	3d6 (10) 500 gp gems	Roll 1d4 times on Magic Item Table A and 1d6 times on Magic Item Table B.	
3.	2d4 (5) 250 gp art objects	Roll 1d6 times on Magic Item Table C.	
4.	2d4 (5) 750 gp art objects	Roll 1d6 times on Magic Item Table C.	
5.	3d6 (10) 500 gp gems	Roll 1d6 times on Magic Item Table C.	
6.	3d6 (10) 1,000 gp gems	Roll 1d6 times on Magic Item Table C.	
7.	2d4 (5) 250 gp art objects	Roll 1d4 times on Magic Item Table D	
8.	2d4 (5) 750 gp art objects	Roll 1d4 times on Magic Item Table D.	
9.	3d6 (10) 500 gp gems	Roll 1d4 times on Magic Item Table D.	
10.	3d6 (10) 1,000 gp gems	Roll 1d4 times on Magic Item Table D.	
11.	2d4 (5) 250 gp art objects	Roll once on Magic Item Table E.	
12.	2d4 (5) 750 gp art objects	Roll once on Magic Item Table E.	
13.	3d6 (10) 500 gp gems	Roll once on Magic Item Table E.	
14.	2d4 (5) 750 gp art objects	Roll once on Magic Item Table F and 1d4 times on Magic Item Table G.	
15.	3d6 (10) 500 gp gems	Roll once on Magic Item Table F and 1d4 times on Magic Item Table G.	
16.	3d6 (10) 1,000 gp gems	Roll once on Magic Item Table F and 1d4 times on Magic Item Table G.	
17.	2d4 (5) 750 gp art objects	Roll 1d4 times on Magic Item Table H.	
18.	3d6 (10) 1,000 gp gems	Roll 1d4 times on Magic Item Table H.	
19.	3d6 (10) 500 gp gems	Roll once on Magic Item Table I.	
20.	3d6 (10) 1,000 gp gems	Roll once on Magic Item Table I.	

Treasure Hoard: CR 17+	CP	SP	EP	12d6 X 1000 (42,000) GP	8d6 x 1000 (28,000) PP
D20	Gems or Art Objects		Magic Items		
1.	1d4 (2) 7,500 gp art objects		Roll 1d8 times on Magic Item Table C.		
2.	1d8 (4) 5,000 gp gems		Roll 1d8 times on Magic Item Table C.		
3.	3d6 (10) 1,000 gp gems		Roll 1d6 times on Magic Item Table D.		
4.	1d10 (5) 2,500 gp art objects		Roll 1d6 times on Magic Item Table D.		
5.	1d4 (2) 7,500 gp art objects		Roll 1d6 times on Magic Item Table D.		
6.	1d8 (4) 5,000 gp gems		Roll 1d6 times on Magic Item Table D.		
7.	1d4 (2) 7,500 gp art objects		Roll 1d6 times on Magic Item Table E.		
8.	1d8 (4) 5,000 gp gems		Roll 1d6 times on Magic Item Table E.		
9.	3d6 (10) 1,000 gp gems		Roll 1d4 times on Magic Item Table G.		
10.	1d10 (5) 2,500 gp art objects		Roll 1d4 times on Magic Item Table G.		
11.	1d4 (2) 7,500 gp art objects		Roll 1d4 times on Magic Item Table G.		
12.	1d8 (4) 5,000 gp gems		Roll 1d4 times on Magic Item Table G.		
13.	3d6 (10) 1,000 gp gems		Roll 1d4 times on Magic Item Table H.		
14.	1d10 (5) 2,500 gp art objects		Roll 1d4 times on Magic Item Table H.		
15.	1d4 (2) 7,500 gp art objects		Roll 1d4 times on Magic Item Table H.		
16.	1d8 (4) 5,000 gp gems		Roll 1d4 times on Magic Item Table H.		
17.	3d6 (10) 1,000 gp gems		Roll 1d4 times on Magic Item Table I.		
18.	1d10 (5) 2,500 gp art objects		Roll 1d4 times on Magic Item Table I.		
19.	1d4 (2) 7,500 gp art objects		Roll once on Magic Item Table F and 1d4 times on Magic Item Table G.		
20.	1d8 (4) 5,000 gp gems		Roll 1d4 times on Magic Item Table I.		

Gemstones and Art Objects

<p><u>10 gp Gemstones 2D6</u></p> <ol style="list-style-type: none">2. Banded agate (translucent striped brown, blue, white, or red)3. Blue quartz (transparent pale blue)4. Eye agate (translucent circles of gray, white, brown, blue, or green)5. Hematite (opaque gray-black)6. Lapis lazuli (opaque light and dark blue with yellow flecks)7. Malachite (opaque striated light and dark green)8. Moss agate (translucent pink or yellow with moss gray or green markings)9. Obsidian (opaque black)10. Rhodochrosite (opaque light pink)11. Tiger eye (translucent brown with golden center)12. Turquoise (opaque light blue-green)	<p><u>25 gp Art Objects 2D6</u></p> <ol style="list-style-type: none">2. Silver ewer3. Carved bone statuette4-5. Small gold bracelet6. Cloth-of-gold vestments7. Black velvet mask stitched with silver thread8. Copper chalice with silver filigree9. Pair of engraved bone dice10. Small mirror set in a painted wooden frame11. Embroidered silk handkerchief12. Gold locket with a painted portrait inside
<p><u>50 gp Gemstones 2D6</u></p> <ol style="list-style-type: none">2. Bloodstone (opaque dark gray with red flecks)3. Carnelian (opaque orange to red-brown)4. Chalcedony (opaque white)5. Citrine (transparent pale yellow-brown)6. Jasper (opaque blue, black, or brown)7. Moonstone (translucent white with pale blue glow)8. Onyx (opaque bands of black and white, or pure black or white)9. Quartz (transparent white, smoky gray, or yellow)10. Sardonyx (opaque bands of red and white)11. Star rose quartz (translucent rosy stone with white star-shaped center)12. Zircon (transparent pale blue-green)	<p><u>250 gp Art Objects 2D6</u></p> <ol style="list-style-type: none">2. Gold ring set with bloodstones3. Carved ivory statuette4. Large gold bracelet5. Silver necklace with a gemstone pendant6. Bronze crown7. Silk robe with gold embroidery8. Large well-made tapestry9-10. Brass mug with jade inlay11. Box of turquoise animal figurines12. Gold bird cage with electrum filigree
<p><u>100 gp Gemstones 2D6</u></p> <ol style="list-style-type: none">2-3. Amber (transparent watery gold to rich gold)4. Amethyst (transparent deep purple)5. Chrysoberyl (transparent yellow-green to pale green)6. Coral (opaque crimson)7. Garnet (transparent red, brown-green, or violet)8. Jade (translucent light green, deep green, or white)9. Jet (opaque deep black)10. Pearl (opaque lustrous white, yellow, or pink)11. Spinel (transparent red, red-brown, or deep green)12. Tourmaline (transparent pale green, blue, brown, or red)	<p><u>750 gp Art Objects 2D6</u></p> <ol style="list-style-type: none">2-3. Silver chalice set with moonstones4. Silver-plated steel longsword with jet set in hilt5. Carved harp of exotic wood with ivory inlay and zircon gems6. Small gold idol7. Gold dragon comb set with red garnets as eyes8. Bottle stopper cork embossed with gold leaf and set with amethysts9. Ceremonial electrum dagger with a black pearl in the pommel10. Silver and gold brooch11. Obsidian statuette with gold fittings and inlay12. Painted gold war mask
<p><u>500 gp Gemstones D6</u></p> <ol style="list-style-type: none">1. Alexandrite (transparent dark green)2. Aquamarine (transparent pale blue-green)3. Black pearl (opaque pure black)4. Blue spine! (transparent deep blue)5. Peridot (transparent rich olive green)6. Topaz (transparent golden yellow)	<p><u>2,500 gp Art Objects 2D6</u></p> <ol style="list-style-type: none">2-3. Fine gold chain set with a fire opal4. Old masterpiece painting5. Embroidered silk and velvet mantle set with numerous moonstones6. Platinum bracelet set with a sapphire7. Embroidered glove set with jewel chips8. Jeweled anklet9. Gold music box10. Gold circlet set with four aquamarines11. Eye patch with a mock eye set in blue sapphire and moonstone12. A necklace string of small pink pearls
<p><u>1,000 gp Gemstones 2D6</u></p> <ol style="list-style-type: none">2-3. Black opal (translucent green with black mottling and golden flecks)4-5. Blue sapphire (transparent blue-white to medium blue)6. Emerald (transparent deep bright green)7. Fire opal (translucent fiery red)8. Opal (translucent pale blue with green and golden mottling)9. Star ruby (translucent ruby with white star-shaped center)10. Star sapphire (translucent blue sapphire with white star-shaped center)11-12. Yellow sapphire (transparent fiery yellow or yellow green)	<p><u>7,500 gp Art Objects 2D6</u></p> <ol style="list-style-type: none">2. Jeweled platinum ring or Jeweled gold crown3. Small gold statuette set with rubies4. Gold cup set with emeralds5. Gold jewelry box with platinum filigree6. Painted gold child's sarcophagus7. Jade game board with solid gold playing pieces8. Bejeweled ivory drinking horn with gold filigree9. A Gold music box set with rubies and platinum filigree10. A rare electrum statue of a god with sapphire eyes11. A platinum horse figurine with golden mane and crystal eyes12. A portrait painted in gold, platinum, silver, and copper
<p><u>5,000 gp Gemstones D6</u></p> <ol style="list-style-type: none">1-2. Black sapphire (translucent lustrous black with glowing highlights)3. Diamond (transparent blue-white, canary, pink, brown, or blue)4. Jacinth (transparent fiery orange)5-6. Ruby (transparent clear red to deep crimson)	

Wild Magic Table

01-04.	All uses of wildshape regenerate.
05-10.	You are turned into a potted plant until your next turn becoming vulnerable to all damage
11-15.	Any undead creatures or corpses nearby immediately burst into flowers dealing 5d8 damage to each affected creature. The ones that survive are treated as prone until the flowers are removed or they die. If there are no undead creatures or corpses nearby then a single rose will grow in the Druid's hair dealing 1d4 damage to whoever picks it
16-20.	1d6 gas spores appear within 5 feet of you controlled by the DM
21-25	4d10 mushrooms appear in a circle around you. Roll a d4 to determine the effects of consuming a mushroom (1: healing 1d4 hp per mushroom, 2: poisonous 1d4 poison damage per mushroom, 3: alchemical can be brewed into various potions, 4: hallucinogen causes eater to receive hallucinations)
26-30.	Acid rain begins to downpour in a 60 foot radius centered on you. Creatures in the area that aren't beneath cover take 2d6 acid damage at the start of their turns.
31-35.	A loud boom of thunder centers on the druid and every creature within 15 feet must make a DC 14 constitution saving throw or be deafened for one minute, they repeat the save at the end of their turn
36-40.	2d6 good berries grow from your hair
41-45.	Poison ivy grows around your body. You take 1d6 poison damage every round as do any melee attackers that hit you. The vines wither and die after a minute
46-50.	Your feet become rooted in the ground reducing movement speed to 0 until the end of your next turn
51-55.	1d4 allies wildshape into bears. This lasts for 1 hour or until hp is reduced to 0 at which point they turn back to their original forms.
56-60.	Hair falls out and becomes replaced with moss and vines until a remove curse or dispel magic is cast
61-65.	A sapling begins to sprout at your feet. After one turn the sprout becomes a large 10 foot mature oak. After two turns it becomes a treant under DM control.
66-70.	You become afraid of fire for the next day
71-75.	You glow with bright light in a 30 foot radius for the 30 Seconds(5 rounds), any creature that comes within 5 feet of you is blinded until the end of their next turn
76-78.	Plants in the area rapidly grow becoming difficult terrain to hostile creatures
79-80.	Polymorph is cast on 1d6 random targets and lasts 1 round. The creature they become is determined by rolling a d6 (1:cow, 2:chicken, 3:giant crab, 4:wolf, 5 pony, 6:hawk)
80-81.	A swarm of insects crawl out of your skin then launch themselves at the target. Take 2d6 piercing damage and cast insect plague on target
82-85.	Your weight is doubled, halving your movement speed.
86-88.	The ground in a 30 foot radius around you begins to quake , all creatures must make a dexterity saving throw or be knocked prone
89-91.	You cast enlarge on yourself
92-93.	All players pass their character sheets to the player on their right for 1d4 rounds
94-95.	You teleport d100 feet away leaving a wall of fire in your path for one round
96-97.	Five illusionary birds and stars circle your head and you are stunned until the start of your next turn
98-99.	An owlbear controlled by the DM appears in a space within 5 feet of you, then disappears 1 minute later.
100	You cast gaseous form on yourself. It does not count as a concentration spell and lasts for one minute. You cannot end the spell voluntarily.

Random Encounter Table

<i>2d6 Encounter</i>		<i>Alertness</i>	
Outside	12	1	Searching for PCs / High Alert
	11	2	Fighting Something Else / High Alert
	10	3	Searching For Something Else / High Alert
		4	Undertaking Task / Medium Alert
Local	9	5	Returning From Task / Low Alert
	8	6	Resting / Low Alert
Local	7	<i>Distance</i>	
	6		
Faction		1	Surprise / Ambush
		2	Nearby / Charging Distance
Outside Faction	5	3	Not Far / Bow Range
	4	4	Far Off / Outside Bow Range
Traveling NPC	3	5	Signs and Traces
		6	Retreating / Injured / Slain
Local Faction Leader	2		