

# THE ENCOUNTER ROLEPLAY MAGAZINE #2



JUNGLE ENCOUNTERS  
SPECIAL!

FUNDED BY PATREON.

# ENCOUNTER ROLEPLAY MAGAZINE

ISSUE: #2



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

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



# CONTENTS:

NEWS & UPDATES	4
REVIEW: TOMB OF ANNIHILATION	5
INTERVIEW: GREGORY STANGEL	7
AGGY THE ABOLETH	9
FREE MAP DOWNLOAD: JUNGLE SHRINE	10
THE WEAPONS OF OUR ENEMIES	11
CHULTAN PLOT HOOKS	13
NEW DRUID DOMAIN: CIRCLE OF THE SEA	14
I, NECROMANCER	15
NEXT MONTH...	16

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A huge thank you goes to those who keep this Community alive via [Patreon](#).

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# SUPPORTERS

A special thank you to everyone who helped support Will's Computer Repair Fund this Month! It means so much to me that you helped out in what has been a grueling time for Sydney & I. Thanks to you, we're in the clear (not helped by the fact Twitch forgot to pay us for a Month of work!) and settled in Montreal, Canada. We're living in a Frenchman's basement with Maple Syrup and excellent internet. There were a few anonymous donators who were also very generous, so thank you too! The past few weeks back to work have been amazing.

Michael Hunt, Thomas Parros, Adam Cleaver, Lauren Erwin, Shawn Kelce, Robert Sherman, Brian Feister, Ana Becerra, Rite Publishing, David Hemenway, Michael Mitchell, Benedict Langford, Dan Dillon, Amy Shaw, Clint Harper, Louise Moore, Kienna Shaw, Brian Foltz, Stryder Heap.

## NEWS AND UPDATES

WILL BREAKS DOWN THIS MONTH'S NEWS

Wow, and we thought last Month was busy! This Month has been a whirlwind of chaos, with my travel over to Canada resulting in a broken PC and poor internet for streaming. We pulled through, travelling up to Montreal and raising funds from a GoFundMe from our generous audience! Whilst this was happening we were busy at work!

## ENCOUNTER ROLEPLAY NEWS

Perhaps most excitingly this Month, EncounterRoleplay has partnered with Wizards of the Coast to produce a 12 Episode Series of "Tomb of Annihilation, Learn By Play". The show focuses on helping DMs become more confident in their own DMing Skills, with brief asides away from the action to explain what's going on. The first show was a roaring success, with over 1000 viewers catching it live on Twitch. Fear not though, for it will appear on Youtube shortly, and in Podcast format on iTunes. Each show airs at 6pm EST on Saturday nights!

We've also brought on a new Weekly Webcomic to the Website "I, Necromancer" by Donathin Frye and his talented team of artists. The Comic releases on Halloween, so sit tight for some dark fantasy horror! At the back of the Magazine we've included some images!



**OUR NEXT PROJECT**  
**12.01.17**

We've also got a new super secret project in the works being launched on the 1st of December. Keep an eye out on Social Media for further clues and announcements. Here's a clue: It's going to be one of the coolest things you've ever heard....

I've said too much!

# TOMB OF ANNIHILATION REVIEW

RICHARD JANSEN-PARKES

There are many things to love about Tomb of Annihilation, from the dinosaur races to the treasures of the steaming jungle. For me, however, one of the most interesting aspects of the adventure is the curse that kicks the whole thing off - a curse that threatens to put an end to magical resurrection.

For one thing, it's such a great hook for an adventure. In a world where the rich and powerful can shrug off early deaths, many stalwart heroes and cunning rulers are on their second, third or even fourth shot at life. This provides both huge stakes and a near-endless supply of concerned and generous patrons for the party.

If I'm being honest, though, the biggest reason for it riding so high in my affections is that it finally makes death dangerous. And if that phrase sounds absurd, it's because it damn well is.

## WHERE IS THY STING?

I'll admit that blurring the line between this world and the next isn't exactly a minor piece of magic. If you're raising your friends from the dead as casually as you'd toss a fireball, you're probably doing something wrong. However, depending on how cool the corpse is and how much of it the caster has to hand, there are plenty of spells that can get a character back on their feet. Most come with a fairly steep component cost, but even then the priciest put a life roughly on the same price-point as a set of plate mail. The ever-handy Revivify only needs a third-level spell slot and 300gp in diamonds.

This means that once you really begin to flex your muscles as heroes, death often becomes more of an annoyance than a life-shattering tragedy. Even if you don't have a cleric waiting in the wings you can probably find a friendly NPC willing to magic a fallen ally back to life without too much hassle. Heck, if you're playing Adventurers' League you can even get a 'first-one's-free' deal from one of the factions.

Despite my concerns, I doubt that many people think there's a problem with this arrangement. After all, when Benjamin Franklin said that the only certain things in life are death and taxes, he wasn't exactly setting them up as particularly positive experiences, and I'm certainly not about to suggest that adventuring parties begin hoarding receipts for their magic items.

So why should they have to accept their own mortality?



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## LA TRÈS PETIT MORT

Death plays a role in more stories than I could possibly mention. From Harry Potter to Hercules, our narratives naturally pivot around it; the ultimate sacrifices and the greatest betrayals tend to involve at least one tearful funeral scene.

This is especially true in the larger-than-life fantasy stories we play out on the tabletop. They may sound cliché, but murdered parents or a pillaged village are the bread and butter of heroic motivations - motivations that lose a little something when magical resurrection becomes commonplace.

Even if the party limits its use of such spells to fellow adventurers it doesn't take long for death to lose the significance it once had, both as a mechanical device and a storytelling one. Last stands lose much of their glamour when you need to stick an asterisk next to the word 'last'.

If you want an example of this, take a look at the world of superhero comics. Even casual fans are well-versed with the 'revolving door of death' concept, and these days the more self-aware titles make a point of joking about how rarely death actually sticks.

One of the consequences of this attitude is that many readers - myself included - find it harder and harder to get properly invested in the more dramatic and action-packed parts of the stories. It's tough to truly care about Wolverine sacrificing himself for his friends when part of you knows he's already died at least 15 times already, with very little in the way of long-term consequences.

## THE COMEBACK TOUR

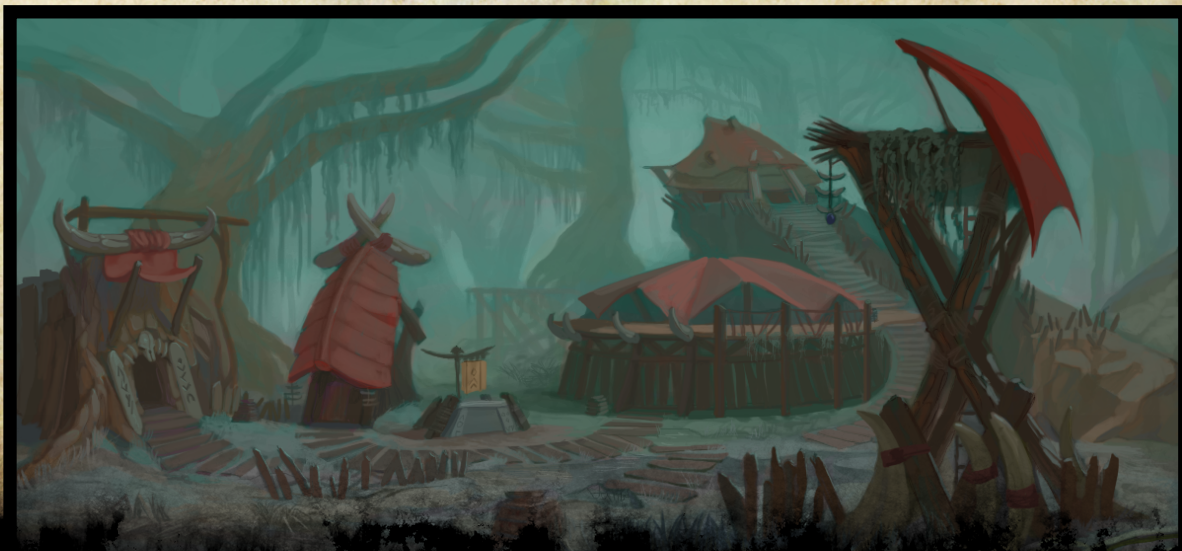
After saying all that, I now need to backtrack a little.

I certainly think magical resurrection has its place in D&D and other roleplaying games. For one thing it's a well-established fantasy trope by now, and in the mind of the playerbase raising the dead is just something clerics do in the same way that barbarians go into a rage and bards seduce every NPC in sight.

There's also the fact that many gamers are thoroughly attached to their characters and would genuinely have their fun reduced if they died off to a random critical hit from a no-name goblin. If killing characters off for good would stop some people from enjoying the game, resurrection is a good way to get the player back on board.

More than that - and despite what I've been saying - raising characters from the dead has the potential to generate excellent story threads.

One of the great examples of this being done perfectly is the tale of the great wizard himself, Gandalf from *The Lord of the Rings*. I rate this return so highly because it ticks all the boxes for (what I personally view as) a well-handled resurrection: it's mysterious, it's in no way reliable and repeatable, and it doesn't diminish his original sacrifice. When he stood alone against the darkness, he didn't first check that his buddies had enough to pay for a rez once they got back to town.



Most importantly, it changed him in ways that go far beyond a shiny new costume. Gandalf the Grey and Gandalf the White are subtly different characters, and he noticeably grows as a result of his brush with death.

Some groups already introduce house rules to try and make deaths in D&D feel a bit more important. Matt Mercer of Critical Role fame requires his players to jump through all sorts of hoops and elaborate rituals before bringing back one of their number, and includes a chance that the resurrection will fail for good.

And this is one of the reasons why I love Tomb of Annihilation's death curse. Without changing the rules or unfairly weighting the system, those mighty characters who've died are reminded of the forces they've been messing with and begin to pay the price for it. Even if nobody in the party actually suffers any ill effects, the tension is still naturally ramped up by the lack of a get-out-of-death-free card.

Dying becomes that little bit more dangerous. Which makes sense, when you think about it.

## INTERVIEW WITH GREGORY STANGEL

WILL JONES



[Gregory Stangel](#) is a husband, dad, writer, DM, director, and Huckleberry. He solves problems the '80s-Way'...with John Carpenter dialogue, a Kenny Loggins soundtrack and a toy line. His next project is joining Encounter Role-play to DM a new series: Tomb of Annihilation (every Monday 4PM EST on [Twitch](#).) !

**“WHEN DID YOU START PLAYING TABLETOP / ROLE-PLAY GAMES – AND WHAT WAS YOUR FIRST EXPERIENCE LIKE?”**

I was 9 or 10 and an older kid in my neighborhood needed an extra person to flesh out a party for the original Ravenloft. No one wanted to be a cleric so they gave me what was essentially a pre-gen. Two hours later and I was the only one still alive. The other players were not pleased. I didn't get a chance to play again for nearly 3 years.

**YOUR LATEST PROJECT IS DMING TOMB OF ANNIHILATION, WHAT CHALLENGES HAS THAT PRESENTED?”**

The hardest thing for me about doing ToA is the integrated technology. Working with Roll20 and doing

things online it's kind of the first time I've ever had to do something like that so essentially I'm learning on the fly. I'm learning exactly how much power I need and how many windows I'm gonna have to have open, while at the same time trying to keep the suspension of disbelief and maintain a viable narrative. Luckily I'm a foolish actor at heart so I am not having too much of a problem with story. Tech though? Well let's just say The DND Sex Icon makes it look super easy.

## SO WHAT'S THE ROLL20 TOA PACK LIKE? I'VE YET TO GET MY HANDS ON IT

All of the physical book content, plus hi-res version of the Mike Schley maps...I mean ALL of the maps. Icons, monster stat-blocks, NPC quick sets. It's really extensive and exquisitely organized. It is constantly open while I prep and eat...and sleep.

## WHAT CAN VIEWERS EXPECT FROM THE "GREG STANGEL" EXPERIENCE?

Well if you've bought tickets to anything called the 'Greg Experience' prepare yourself for disappointment. As for Tomb of Annihilation, I am a huge fan of player driven story telling. By starting the campaign inside the events of Struggle in Three Horn Valley, I was able to engineer a few backstory seeds. Since live streaming is very much like a season of television, having 'redirects' in the narrative, especially ones drawn from the characters' backstories, gives me some ammunition in the 'Battle to stay on track.' Now, behind the screen, just between you-and-me? I'm going to throw the kitchen sink at these guys, and as they progress through each obstacle, the survivors will be handsomely rewarded. If any of them make it to Acererack, get ready for a hell of a fight.

## IT SEEMS LIKE TOA REALLY HAS A REPUTATION FOR DEADLINESS - HOW HARD IS THAT TO BALANCE?

Don't all of the Perkins fronted campaigns get that rep? I absolutely love that guy. He is the king of the 'desperate situation' and shows his genius with NPCs and story. In first Curse of Strahd and now Tomb of Annihilation, he's given the DM the ability to 'level the playing field'. With everything from powerful, some may say legendary NPCs, \*cough\* Dragonbait \*cough\* to god granted powers. Can a DM wipe their party almost at will? Yes. Did Chris Perkins give them every tool available to mitigate the terrors of Chult? Yes. Yes, he did.

As for me, I'm riding on the Perkins Bandwagon and will provide my table with all the boons and dangers of the Jungle-that-Chris-Built.

## WELL OF COURSE! IF THERE WERE ONE PIECE OF ADVICE FOR A DM ABOUT TO RUN TOA WHAT MIGHT IT BE?

This is actually what I told myself after my first read through. 'You can't-do everything, go everywhere, and meet everyone.' There are so many compelling plot hooks, sub-missions, and NPCs in this campaign you'll want your players to experience them all. However, in most cases, and especially with a timebomb mission like Tomb of Annihilation, you won't have the time or narrative believability for 100% completion. Also, you have Wizards of the Coast continue the tease with 'Drop-Day-DLC' like the Turtle Package and Encounter in Port Nyanzaru. Read them. You'll love them, but remember, 'You can't-do everything, go everywhere, and meet everyone.'

## THANKS FOR YOUR INSIGHTS, GREG!

From Greg, Rowlie Rushlight, Gadoff Blinsky, Dr. Thaddeus Lewis, Herbert 'Pat' Patterson and Acererack, we would like to thank Will and the entire Encounter Roleplay community for giving us the chance to play again. It's been a long, long time but damn if it wasn't worth the wait. See you at the table!





# AGGY, THE ABOLETH AGONY AUNT

YOUR MONTHLY RPG AGONY AUNT ANSWERS YOUR QUESTIONS.

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



Dirk: "Dear Aggy,  
One of my players sank their ship in the middle of the ocean.  
How do I provide them with a way to save themselves?"

Aggy: "I would advise that you let them drown. In the cold depths of the ocean there's little variety in food, and I'd very much appreciate the odd human or even Dwarf floating down on occasion. Failing that, throw me a Goblin. It's better than the gruel they feed me here."

Kae: "Dear Aggy, my friends all say they really want to play DnD, but we can't reconcile our schedules to do so. It doesn't seem like they're trying very hard to get together, either. How do I fix this situation?"

Aggy: "Maybe they're not really your friends and are using that time to plot your demise. Had you considered that? Friends are overrated, best you kill them before they get to you first."

Ethan: "Dear Aggy, my players are deathly afraid of squirrels. If I mention one in flavor text they immediately kill it. How to calm their jets?"

Aggy: "I've watched Rick & Morty, I know what the Squirrels are up to. Your Players have it right and if your campaign isn't already about destroying their species, it should immediately change to that topic."

BardyHard: "Dear Aggy, A few weeks back my party's rogue decided to piss off an entire kingdom. How do I punish him with out punishing the whole party?"

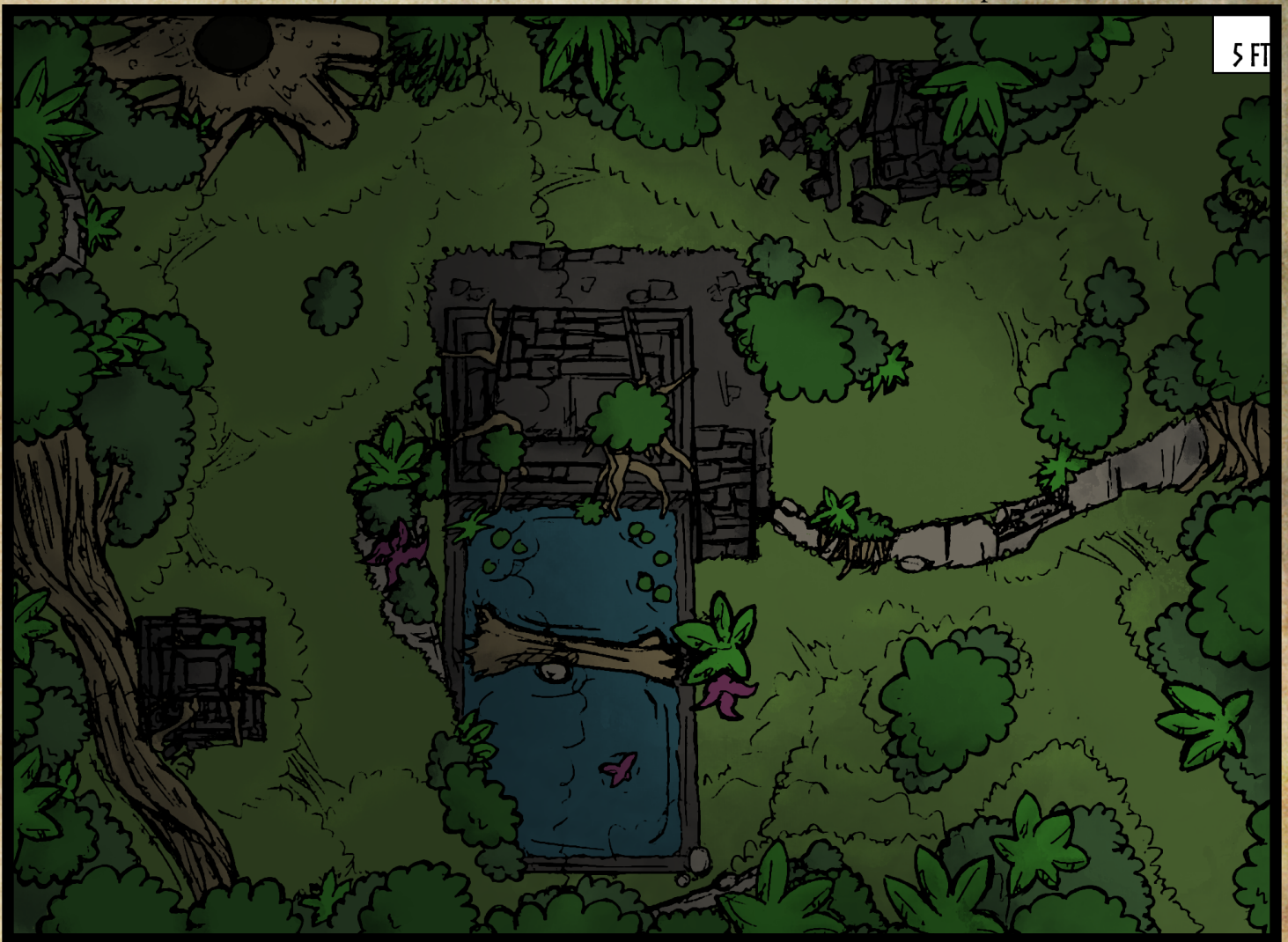
Aggy: "First, you get him alone. Preferably while sleeping. Next, you drag him to the Ocean and find the nearest available Aboleth Sanctuary. From there you'll pay a 10 Gold entry fee to enroll your human into our program. Once done, he'll become mindless fodder for the Hive Mind and be far more beneficial to the world as a whole. This really is the best form of punishment in my opinion. If that's not an option, I suggest you simply devour his organs."

# MAP DOWNLOAD & ENCOUNTER

ETHAN HUDGENS

## THE JUNGLE SHRINE

Click the Map to find the Download.



Acererak's Vision:

*Withered and fallen like an autumn leaf,  
The soul of a mortal is tortured by grief,  
Corruptible and moving in a frozen wind,  
I, Acererak, shall rule your kin.*

*Dominion and presence over life I once had,  
But now I seek greater power than that,  
I'll find out your weakness and test your faults,  
To solve the next riddle, journey to Chult.*

# WEAPONS OF OUR ENEMIES

ETHAN HUDGENS

If your players are like mine, they like to take anything they can from the remains of their enemies including but not limited to coins, weapons, backpacks, armor and teeth. In Chult that might actually be more tasteful since your opponents may be dinosaurs or those living in proximity to them. Jungles are notoriously hard to mine and metal might be a rare resource. Why not reward your players for taking the time to gather some choice materials, hoping to use that valuable downtime for a bit of crafting? Here's some ideas for things you could do with tooth and claw, hide and feather.



## WEAPON DESCRIPTIONS

**Atlatl.** Lighter than a standard javelin, these long darts are sturdy enough for melee combat but intended to be thrown. Materials - A thin branch or carved wood, one tooth or claw. Tools - Woodcarver. Man-hours - 30 minutes (DC8)

**Atlatl Thrower.** A short length of wood tied with a leather thong used for additional leverage in throwing an Atlatl. Materials - A thin branch or carved wood, a scrap of leather or thick cloth, a stone. Tools - Woodcarver's. Man-hours - 30 minutes (DC 8)

**Machete.** Using the natural curve and sharpness of a large claw, a good machete is an important tool for any jungle excursion. Materials - A large predator claw. Tools - Woodcarver's tools. Man-hours - 1 hour (DC 10).

**Maquahuitl.** This length of hard-wood has several sharpened claws or teeth inserted and tied together to create a devastating slashing weapon that rips and tears flesh. Materials - A length of hardwood two to three feet long, six to twelve predator claws or teeth, 5 feet of rope. Tools - Woodcarver's tools. Man-hours. 4 hour (DC 12)

## Weapons

Name	Damage	Weight Properties	
<i>Simple Melee Weapons</i>			
Atlatl	1d6 piercing	2lbs	finesse, thrown (20/60)
<i>Martial Melee Weapons</i>			
Machete	1d6 slashing	2lbs	finesse, light, thrown (20/60)
Maquahuitl	1d8 slashing	3lbs	fragile, vicious
<i>Martial Ranged Weapons</i>			
Atlatl Thrower	1d8 piercing	1lbs	finesse, thrown (60/180)

**Fragile.** If a natural 1 is rolled with a fragile weapon it must be repaired (5d6 minutes of work). It can still be used in this broken state with no penalties, but if another 1 is rolled before it is repaired, the weapon is entirely destroyed and its materials worthless.

**Vicious.** This weapon deals an additional dice of damage on a critical hit.

## ARMOR DESCRIPTIONS

**Boneplate Armor.** This impressive suit of armor carved from the bones of the largest dinosaurs provides excellent defensive and social benefits. Materials - 100lbs of large dinosaur bones, 10 lbs of leather. Tools - Wood-carver's and Leatherworker's. Man-hours - 72 hours (DC 17).

*Additional Benefits.* This armor applies a +2 bonus to charisma checks to influence creatures who would be impressed or frightened of your armor.

**Dinohide Armor.** A dinosaur's scaly hide is naturally light and tough. Ribbed with bone, this armor provides excellent protection from man and beast while not overheating the wearer. Materials - 30lbs of dinosaur hide, 3 pounds of dinosaur bone. Tools - Leatherworker's. Man-hours - 24 hours (DC 14).

*Additional Benefits.* This armor breathes much better than steel and does not confer heat-based penalties for wearing armor.

**Flashy Feather Cloak.** Made from the brightly colored feathers of raptors and large birds, this cloak uses the wearer's ego to help defend them. Materials - 3 pounds of bright feathers, 1 lb of leather. Tools - Weaver's. Man-hours - 4 hours (DC 12).

**Lizard-Leather Armor.** Lighter than their larger brethren, lizard hide still provides great protection at greater flexibility. Materials - 20lbs of lizard or smaller dinosaur hide, 2 pounds dinosaur bone. Tools - Leatherworker's. Man-Hours - 18 hours (DC 12).

*Additional Benefits.* Dinosaurs, lizards or lizardfolk do not benefit from smell when trying to perceive you.

Armor Name	Armor Class	Strength	Stealth	Weight
<i>Non-Armor</i>				
Flashy Feather Cloak	10+Cha modifier	---	Disadvantage	4lbs
<i>Light Armor</i>				
Lizard-Leather Armor	12+Dex modifier	---	---	10lbs
<i>Medium Armor</i>				
Dinohide Armor	14+Dex modifier (max 2)	---	---	20lbs
<i>Heavy Armor</i>				
Boneplate Armor	17	15	Disadvantage	55lbs

**Simple Crafting Rules.** A player wishing to craft sets aside a number of hours they wish to craft and then roll an appropriate check (usually requiring tool proficiency and tools available). If they match or beat the DC, they receive that many man-hours towards the completion of the project. If they fail less than 5, then they receive half as many hours worked. If they fail by 5 or more they receive no completion. Once they have built up enough man-hours to match or surpass the required man-hours the project is complete!

# JUNGLE PLOT HOOKS

STRYDER HEAP

“Yes, we have done this kind of thing before, no, there is no other way, and yes, you do have my permission to stand there quietly and receive a free lesson in sailing. Besides, a ship is no place for a woman.” - Sinbad, Legend of the Seven Seas

Waywocket “Stumbleduck” Timbres: captain of the good ship Ragamuffin, collector of dragon’s gold, explorer of the underdark, exploder of powder kegs and adventure company owner (and gods help you if you forget one of her titles) has organized a motley collection of the hearty and downtrodden to change their fortunes forever!

From all across this land, this fiery gnome has been sailing and collecting every able-body she can get her hands on, promising treasures, food, grog and bail money if you join her crew. The local authorities have been more than happy to allow Captain Timbres to bail drunks and petty thieves out of jail, with the condition she takes them far away.

Characters that found themselves on the wrong side of the law, and then freed by Captain Timbres, have been more or less sold into her service. Captain Timbres’ current sights are set on a mysterious island! In her mind great danger is always a sign of great riches! Unfortunately for the 3’ tall gnome, she has taken on 30 men and women with absolutely no sailing skills and robust criminal records. In her own words, she is a gnome of action, not of planning.

Upon crashing The Ragamuffin cargo ship into the island, the criminals have since dispersed. Some have fallen prey to strange and terrifying beasts, some are joining forces to form raiding parties and others are lying low waiting for rescue. In true Stumbleduck fashion, Captain Timbres is a molten embodiment of pure unadulterated rage. If the party wants her help in traversing the island and finding shelter they need to promise to capture or kill all deserters on sight. However, if the party wishes to side with the criminals and explore the island in numbers, they need first to display a great feat of strength or utility. Killing one of these towering, carnivorous behemoths might help the party endear themselves to the convicts.

## Waywocket “Stumbleduck” Timbres

*Small Humanoid (gnome), Chaotic Neutral*

**Armor Class** 18 (Breastplate and shield)

**Hit Point** 45 (4d12+12)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	12 (+1)	9 (-1)	9 (-1)

**Skills** Athletics +5, Intimidation +1, Nature +3, Survival +1

**Languages** Common, Any (one)

**Challenge** 4 (1,100 XP)

**Battleaxe.** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target.  
Hit:(1d10)+3 slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, Range: 80/320.  
Hit:(1d6)+3 piercing damage.

# CIRCLE OF THE SEA

## FOR USE WITH D&D 5E

GREGORY STANGEL

Once again inspired by our first Kickstarter *Breath of Gorr* Greg created the Circle of the Sea for Druids.

Click below to download.

### CLASS FEATURES & NOTES

This Druid Circle is a variation of the Circle of the Land and is best used with the *Breath of Gorr* adventure, or similar setting. (Circle prerequisite – Halfling)

#### CIRCLE OF THE SEA

The Circle of the Sea is a very small yet unique gathering of singular Halfling children known as Star Children. Each Star Child sails the seas, caring for their waters and guiding the lost to familiar shores. Using the pulse of distant stars and the ley lines of the plane they inhabit, these druids serve as invaluable navigators to seafarers that respect and worship the seas. Only a few Star Children appear every generation yet once a year they all gather on an uncharted atoll to share information, mourn their dead, and welcome new members. As a member of this circle, the seas, the stars and the ley lines of the world influence your magic.

#### BONUS SPELL

When you choose this circle at 2nd level, you learn the additional spell *create or destroy water*. You always have it prepared, and it doesn't count against the number of spells you can prepare each day.

#### ONE WITH THE DEEP

Starting at 2nd level, you regain some of your magical energy by sitting in meditation and communing with the sea. 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 half your druid level (rounded up), 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.

#### CIRCLE SPELLS

Your mystical connection to the sea infuses you with certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected with the seas. 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.

#### SEA

Druid Level	Circle Spells
3rd	<i>gust of wind, beast sense</i>
5th	<i>water breathing, water walk</i>
7th	<i>control water, divination</i>
9th	<i>scrying, telepathic bond</i>

#### CROWS NEST

Starting at 6th level, you can cast a version of the *locate creature* spell without spending a spell slot. In addition to the normal effects of the spell, the following additions have been granted by your circle: the creature needs to be within 10 miles of you, and this version ignores the restrictions of the original spell concerning running water. You must finish a long rest before using this feature again.

#### OF TIDES & FLAME

When you reach 10th level, you gain resistance against force and cold damage but suffer vulnerability to fire damage. You are also immune to the paralyzed condition.

#### SEA TO SHINING SEA

When you reach 14th level, the sea itself will carry you to your destination. For 12 hours, a wave will carry you and up to two companions in any compass direction of your choosing. The wave travels at four times your normal movement rate. You can't use this feature again until you finish a long rest.

# I, NECROMANCER

Images from the amazing Webcomic, "I, Necromancer" which launches Halloween on Encounter Roleplay!



# NEXT MONTH...

## XANATHAR'S GUIDE TO EVERYTHING

Thank you for reading and supporting this issue of the Encounter Roleplay Magazine! Next month we'll be covering the *Xanathar's Guide to Everything*, which releases November 21st. Join us for new Maps, Encounters, & Traps! If you enjoyed the Magazine, please do support us on [Patreon](#). We keep the Magazine free to download through your support and can afford to pay the writers & artists here thanks to your generosity. If you have any questions or ideas, please don't hesitate to contact us at:

[contact@encounterroleplay.com](mailto:contact@encounterroleplay.com)

### THE ENCOUNTER ROLEPLAY MAGAZINE #3



### XANATHAR'S GUIDE TO EVERYTHING

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